



Co-ed Indoor rules:

Game Times are: 7-8:15-9:30

Games are 1 hour - 15 minutes long.

No Inning can start after 50 minutes by the umpires watch not yours.

The plate/Mat is a strike.

Each player starts with a 1-1 count.

In the field - Defense

Teams play with 9 defensive players. 3 outfielders. 6 guys / 3 girls.

A girl must play in the outfield and 1 in the infield.

You can bat 11. If you bat an extra guy you can bat an extra girl.

At no time during the game can 3 guys bat in a row.

A girl batter gets a courtesy 3rd foul strike – if a girl fouls off a 3 strike pitch she gets another chance.

If a guy walks with a girl scheduled to be on deck the guy goes to second and the girl has a choice of hitting or walking.

If a ball hits in foul territory it is a foul. If a ball hits the ceiling and lands in FAIR territory it is fair.

Mercy rule

20 after 3

15 after 4

12 after 5

10 after 6

If a team falls behind by 30 at ANY point in the game the game is over.

Forfeits – all teams need to be ready to play **10 minutes before game time**. It goes by the Umpires watch not yours. You must have 8 players to start – you take an out once in your line-up at the 10th spot. You cannot borrow a player from another team. Traffic and weather are on you. If you are short 2 girls you forfeit.

Forfeit – If you are the only team ready to play you pay the ump \$22 in order to get the win. If you don't both teams forfeit. The forfeiting team has to pay \$44 in order to continue in the league.

If your team starts with 9 and a player is ejected or injured you can finish with 8 and take an out in the position. If your squad drops below 8 the game is over.

Illegal equipment.

Bats – . Any player caught using an illegal bat or metal spikes will be out – be ejected from the game and suspended until a league hearing.

This is New Turf. You can wear plastic or rubber spikes only. Anyone caught wearing steel spikes is thrown from the game and suspended.

If any rule is not listed the league will make a ruling and their decision is final.

If you need to file a protest you need to TEXT the league at the **time of the rule infraction** – 553-3839. DO NOT CALL!! If you call the protest is moot.

No argument Rule.

You can question a call at the time of the play. After the next play starts the talking is over – no exceptions. If a player continues discussing the play in a less than calm way to the Umpire or OTHER PLAYERS the player is to be ejected.

If a player is ejected they have 60 seconds to leave the arena or their team forfeits.