

Local Rules

Time will be an important factor and many of these local rules are specifically geared to ensure that games are kept on schedule.

1. The umpires will settle any dispute on the playing field. The umpire will discuss disputes with either the team managers or the team delegate whom was selected before the game.
2. Umpires can at their discretion eject players from the game. The ejected player must leave the recreational complex within five (5) minutes where the game is being played. The game will not resume until the ejected player has left. The game will be forfeited if the player does not leave within the designated time.
3. Each team will supply the umpire with a lineup card before the game starts. In addition the lineup, the card will list the manager or team representative who will speak for the team during the game.
4. Only the manager or team representative can appeal a call or discuss a call with an umpire. Teams as a whole will be warned once about arguing, any further arguing with an umpire after the initial warning will result in ejection of the individual players who continue to argue with the umpire.
5. Slo-pitch - 6 to 12 foot arc
6. Strike zone – any ball that lands on the mat or plate is a strike, the entire mat is considered part of home plate.
7. No bunting
8. No steel spikes
9. Runners may leave the base only after the pitch reaches the batter and must immediately return to the base once the pitcher has the ball.
10. There is no stealing or advancement on passed balls.
11. Base runners receive free passage back to their base after each pitch, any attempt to draw a throw will be a delay of game and the runner will be called out.
12. A foul ball on a third strike is an out.
13. Pitchers must pitch from the rubber.
14. Keep your own scorebook
15. Be ready for your game to start ahead of schedule.
16. No delays between innings
17. 10 run rule is in effect, the losing team always receives its at bats in the 5th inning
18. Intentional walks are automatic
19. Each team has the option to include in their lineup two (2) EH's (these extra players can either be designated hitters or extra hitters).
20. Teams may begin a game with a minimum of eight (8) players. If a team has less than eight (8) available players any time during a game, they forfeit and the game stops.
21. An ejected player must be replaced; if any team is reduced to less than ten (10) players by an ejection that team forfeits the game.
22. Runner is out on collision with baseman.
23. Each team will be allowed 3 courtesy runners per game, to use at their discretion.
24. Games will not be delayed beyond their start times to wait for additional players.
25. A restraining line 30 feet from home plate on the third base side will be used. Any runner passing the line must head home. All plays at home are force-outs.
26. Bats must be ASA sanctioned.
27. A team is allowed to have 2 home runs per inning, with no carryover into the next inning. Any home runs over 2 will be played as an out. Home runs must be over the fence to be included for this rule.
28. Sliding at home is not mandatory, but the collision rule applies.
29. There will be a safety base used at first base for the runner. The collision rule applies whether or not the runner uses the safety base.
30. The Warren County Humane Society reserves the right to ban players and managers from participation in this tournament.
31. **COED** – 4 women on the field at all times. If a pitcher walks a man, and the next batter is a woman, she automatically walks.