

TRIMITE HOUSE LEAGUE RULES

Game Time: warm up at 6:30 pm, umpire meeting at 7:00, game starts at 7:05 pm

- Base distance is 45'. Double first base will be used.
- The 11" safety ball will be used.
- Players will wear batting helmet while batting and running bases. A face mask is not required.
- **Time Limit:** No new inning may begin after 1 hour of play. A new inning shall begin if the last out of an inning is called at 60 minutes, but not if it is called at 61 minutes.
- Teams will shake hands after the game is concluded.
- **Playing time:** All players are given equal playing time and opportunity to fully develop by playing all positions. Players should rotate to a new position every inning in some systematic order.
- 10 defensive players may be on the field. Game may be played with 7 players if short of players.
- Game will be played with an adult catcher and up to 5 outfielders in order to speed up play. A player may play the pitcher position behind and to the side of the adult pitcher. The adult catcher and adult pitcher may not physically participate in the play when the ball is alive.
- **Coaches:** Offensive coaches should position themselves in the coach boxes near 1st and 3rd base and a coach may assist the batter. Up to three defensive coaches may be on the field to assist the defence play.
- All players are placed in the batting order. Late players will be added to the end of the batting order. All players should get the opportunity to bat lead-off during the year. Batting order should be shuffled each game.
- Pitching will be done by a coach or a parent of the offensive team.
- The batter receives up to 5 pitches. The player will either hit the ball or be called out.
- Fouling off of the 5th pitch (or greater) will result in an additional pitch.
- When the ball is hit the players may continue running until the ball returns to inside the baselines. If between bases at that time, runners may continue to the next base but not beyond. Defensive players may try to make an out at a base during this time. The ball is then returned to the coach pitcher.
- **Overthrows:** Players are not to advance on an overthrow at any base or throw back to the pitcher.
- **Lead offs:** There are no lead offs allowed. Runners will receive a warning. Base runners can leave base when the pitch is hit.
- **Stealing:** No stealing is allowed.
- **Maximum Number of Runs:** A maximum of 5 runs per inning or 3 outs.
- Infield fly rule **is not** in effect.
- **Thrown Bat:** A player will receive 1 warning for throwing their bat. The next incident will result in the batter being called out. The out will be a delayed call with the penalty to be applied after conclusion of play. Until then, the defensive team can try to make additional outs and the offensive team can try to score runs. No runs can score if the batter is the third out due to a thrown bat.

Introductory Period: For the **first two games only**, outs will be called but each team will go through the batting order regardless of the number of outs. A player not hitting the ball in 5 pitches may then use the tee. These rules are in effect for the first two weeks only.