SPECIAL RULE: If a batted ball hits the pitching machine, coach, or deflects off of a player and stops inside the circle around the machine, play will be stopped and a single will be awarded to the batter. Any players on base advances 1 base ONLY IF FORCED TO ADVANCE.

MACHINE SETTINGS: Machine will be set at 38', and between the ranges of 28-32 MPH.

AGE RESTRICTION: Boys/girls in this league cannot be 9 before June 1st of the season in progress.

TIME-LIMIT: Game duration will be 60 minutes of elapsed playing time, *DROP DEAD*. 45 minutes of elapsed playing time will constitute a complete game if play is stopped for any reason. In-progress innings will NOT be completed, regardless of game situation. Batter will be allowed to finish the at-bat.

NUMBER OF PLAYERS: A team will consist of 9 players - **FIVE PLAYERS IN THE INFIELD AND UP TO FOUR PLAYERS IN THE OUTFIELD BEYOND THE 10 FT. ARC**. A 10 ft. arc will be placed behind each base, or at the discretion of the umpire. All outfielders must start behind this arc. A team must have at least 6 players by game time or forfeit. There will be no automatic out for teams playing with 6 or 7 players.

CIRCLE BASE AND PITCHING DISTANCES: A 4-foot diameter circle will be marked around the pitching machine. Bases will be 55 feet and the machine will be set at 38 feet.

BATTING: Each team will list all players in the scorebook. The batting order includes all players. Three outs or 5 runs scored constitute a half -inning. There will be an 8' arc in front of home plate. If a batted ball remains inside the 8' arc, the ball is foul.

RUN SPREAD: There will be NO run spread at any time during the game.

BASE RUNNING: Once a batted ball that leaves the infield has returned to the infield (direct line that connects each base in succession), the halfway rule will be applied. If a batted ball stays within the infield, then only 1 base from the time of the pitch will be allowed for ALL runners. Half-way rule: At the time the ball returns to the infield, a base runner that has passed the ½ way mark may proceed to the next base. If the runner has not reached the ½ way mark, the runner MUST return to the previously touched base.

OVER-THROWS: NO batter or base runner shall advance on ANY overthrow, whether the throw is to a base or to the pitcher. The half-way rule takes effect when the ball passes by/over/around the intended target of the throw, not when the ball leaves the thrower's hand.

INFIELD FLY RULE: No infield fly rule in effect.

WALKS: There will be no walks. An at-bat will consist of *FIVE* pitches to the batter or a strikeout, whichever occurs first. A foul on the third strike is not considered an out and the batter will continue to bat. If the batter fouls off the 5th pitch, the batter will get an additional pitch. If they continue to foul off each additional pitch, they will continue their at-bat until they hit the ball, swing and miss at a pitch or let a pitch go by.

BUNT: No bunting or slug bunting is permitted. Batter must take a full swing.

FIELDING BALLS: An attempt must be made to throw the ball to a base and not roll the ball on the ground.

FREE SUBSTITUTION: All players may re-enter the game while his team is in the field.

COACHES: 1 - pitching coach, 1 – 1st base coach and 1 – 3rd base coach for the batting team. **The defensive team can have two coaches in the outfield, along with 1 coach behind home plate to gather missed balls.**

Negative chanting or bantering by players, coaches or spectators directed towards opposing team/players; including player position, calling out player numbers or player names will not be tolerated. Positive cheering of own team and players is encouraged. PENALTY: One warning per game, second infraction coach ejected and third infraction game forfeited.

Any rules not covered in the above shall fall under the general rule written by the League and rules which will be under the jurisdiction of the home field director.

City of Bonner Springs
PARKS AND RECREATION