

MAT-BALL REC & FUN LEAGUE

RULES & GUIDELINES

SUMMARY

PLAYERS, GAME TIME and WEATHER POSTPONEMENTS

- ◆ Max. 10 players on field (no more than 5 of either gender on the field at any time).
- ◆ 7 min. (must be 4 & 3 ratio) to start by 6:45 p.m. at the latest or else default can be called.
- ◆ Game time is 6:30 p.m..
- ◆ Team Captains to agree by 1:00 p.m on gameday whether to postpone due to weather (without actually going to the field), or else teams must report to the field expecting to play (although both teams can still agree to call game on account of rain).
- ◆ Safety first priority although games cannot be postponed because one team is short of players, this becomes a default situation.
- ◆ If your team is short a full complement of players at game time, the catcher and pitcher positions must be supplied by your team. The batting team *may* loan players to your team to fill out vacant positions if they choose, but it is a courtesy not a requirement.
- ◆ Pre-determine field boundaries and whether to use a safety line or plate at home before the start of the game.

PITCHING

- ◆ A pitcher's plate must be marked (40 feet from the front of home plate) and all pitchers must pitch from the mound. Pitcher's must start their pitch from the plate. Pitchers cannot pitch from within that 40-foot range or left or right of the plate.
- ◆ Fielding team pitches to the batting team. Pitches should be slow, easy and good to hit. No high-arching or spinning pitches.
- ◆ Pitcher should be someone who can field the ball well (especially those hot line shots up-the-middle)
- ◆ Any pitch from the pitcher to a batter that crosses home plate within the normal strike zone and lands completely on the strike plate will be called a strike unless there is a two strike count and the ball is tipped off a swing then it is considered like any other foul tipped ball with two strikes. A batter can be called out on strikes if a pitch crosses the plate within the batter's strike zone and lands fully on the strike mat regardless of whether the batter swung at the pitch on a two strike count.
- ◆ No walks, batter must hit to get on base.

BATTING

- ◆ Batting order alternates man/woman. All players bat even if they're not fielding that inning.
- ◆ No bunting or hits that are created from a downward chopping swing - full swings only.

BASE RUNNING

- ◆ Plays at first base on grounders: Baserunner must touch extra safety bag (the coloured bag) or else is called OUT; the 1st base player must have foot on any part of the white bag (the bag in fair territory). The portion of the bag that is in foul territory cannot be used by 1st base player (or else runner is called SAFE).
- ◆ Rounding first on clear base hits or extra-base hits: On obvious base hits where the ball leaves the infield and falls into the outfield uncaught, the batter-baserunner has every right and opportunity to touch either bag at first base and round the bag heading toward 2nd base. In this situation, players playing first base must allow the batter-baserunner the opportunity to do so without impeding the batter-baserunner's progress. If the 1st base player does not move, that player can be called for interference and the runner awarded the next base at the end of the play.
- ◆ *Sliding and stealing are not allowed. However, if a baserunner over-runs 2nd or 3rd base she/he can dive back to touch the bag. Lead-offs are not allowed. The first time anyone on a team leads off (accidentally or on purpose) and the infraction is immediately brought to the attention of the umpire, a warning is issued to the team guilty of the infraction. The warning states that the next baserunner that leads-off (and all subsequent lead offs) will be called OUT. If a player leads off before the ball reaches home then runner called OUT without a warning.*
- ◆ Fielders should avoid standing on the middle of the bag to catch a ball thrown to 2nd or 3rd.
- ◆ Fielders should know that runners may not duck or get off the baseline when there is a force play at 2nd or 3rd. So in order to make a throw to complete a doubleplay, the fielder must touch his base, step off the baseline and make a clear throw to the next intended base. If baserunner in any way intentionally interferes, the 2nd runner shall be called out (ie a double play).
- ◆ Any base player who is not receiving the ball, obstructs the baserunner's path, the base runner will be awarded the intended base on the umpires call of such obstruction. (Example, if there is no play at 1st base, then the 1st base player must step off the bag to clear the path for a batter who is trying to get to 2nd base. If obstruction occurs, the runner is awarded 2nd base.)
- ◆ Base running outside of a 2 yard wide path (1 yard on either side of the base line) to avoid a tag will result in being called out.
- ◆ Baserunners must use the extra side/safety plate/line at home (or else called OUT). Catchers must use the regular home plate (or else runner called SAFE). No tagging at home: if the catcher is standing on home plate with ball in-hand before runner steps on (or through) side/safety plate/line, runner is OUT.
- ◆ Commitment line will be 7 yards (21 feet) from the point (pointing toward backstop) of home plate towards 3rd base. Runners crossing commitment line cannot go back to 3rd, they must run to home side plate/line. Runners can only be tagged out between 3rd base and the commitment line.
- ◆ 6 runs per inning maximum, except the last inning which is unlimited.

FIELDING

- ◆ All 4 outfield players must not position themselves within 10 yards (30 feet) of the base lines. Once the ball is hit then fielders can move into this area to field ball. Infield players may position themselves anywhere, including on the base line.
- ◆ The infielder's right to play the ball supersedes the baserunners right to a clear path. (Example: Shortstop may move into the base path to 3rd in order to play ball, and runner must not contact the infielder (otherwise runner is called out).)
- ◆ The runner is not out if he runs well off the baseline except when he is trying to avoid a tag.
- ◆ Overthrows that go out-of-bounds will entitle all baserunners to the base they were going to at the time of the throw plus an extra base. (Example, if play to 3rd base and ball is overthrown & leaves the field of play, then that runner gets the base (3rd) plus one more (home).) **THERE IS NO RULE THAT SAYS RUNNERS MUST BE HIT HOME!**
- ◆ No Infield Fly Rule. Sportsmanship to prevail in catching easy infield fly balls (i.e. This is Rec., don't drop the ball on purpose!!)

INNINGS

- ◆ 7 innings per game. Teams can agree to play extra inning if tied after regulation.

UMPIRING

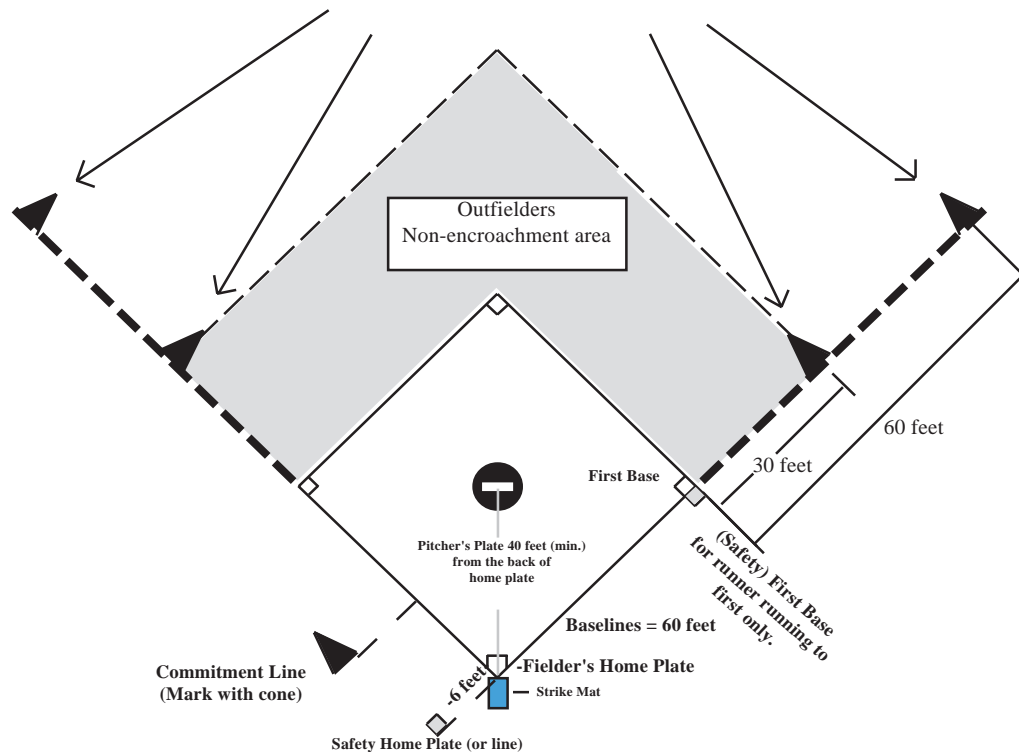
- ◆ Each team will supply 2 umpires. One ump to call home plate, 3rd base, fouls, and strikes, and another to call 1st and 2nd base.

SCORE - KEEPING & -REPORTING

- ◆ Scorekeepers keep separate lists of male & female batters. Check scores with other team's scorekeeper at end of each inning.
- ◆ Winning team calls in score. If game tied, postponed or rained out, both teams call report in. All games to be emailed in within 2-and-a-half day deadline (even postponed/rained out games). If no score reported by the deadline then it is counted as a non-reported game. Both teams will be given one point in the standings for a non-reported game.

FIELD MARKINGS

Pylons to mark the continuation of the baseline and the encroachment limit



Equipment Requirements

Teams are required to bring and supply the following equipment for each game:

- 1) Bats (Bats must not be altered or tampered with. BPF not to exceed 1.20. Bring as many legal bats as you wish.)
- 2) 7 NEW - Game Balls (given to each team by the VRSL for all regular season home games). Home team is to supply one of these 7 game balls at each game.
- 3) 1 - Catcher's face mask. (Catchers please wear it!)
- 4) 1 - Catcher's chest protector (Again, please use it!)
- 5) A minimum of 2 bases and a home plate
(4 bases with straps and spikes to secure them & a home plate recommended.)
- 6) 5 cones (two for 60' markers, two for 30' non-encroachment zone markers and one commitment line marker)
- 7) 4 uni-size helmets recommended.
- 8) Strike plate 30" 1 x 18" w (provided by the league)
- 9) Home team to set up field (but both teams should bring full gear to each game, in case of emergency)