

- **No glass containers permitted around the fields (including stands) at anytime.**
 - Glass containers put all SROP permits in jeopardy, and therefore violators who refuse to comply with this policy risk banishment from participating in all future SROP sponsored events.
 - Furthermore, the Old Pros are given special permission by the parks and recreational committee to have beer on the field. This is allowed so long as there are no incidents on the fields and ALL ALCOHOL CONTAINERS BE REMOVED FROM THE FIELDS (also tobacco products should not be thrown out at the fields). It is the manager's responsibility to ensure a trash bag is provided for the team, all containers are picked up at the conclusion of a game, and the trash is removed from the premises.
- Bat policy:
 - Wood bats only: doesn't matter if it is baseball, softball, corked or not, as long as it is 100% wood barrel.
 - Exceptions to the rule:
 - **Players born before Jan. 1, 1967** are allowed to use the Louisville Slugger Voltage II TPS Model SBXV ("white" bat). This is the only make and model of metal bat that is allowed to be used by players born prior to Jan. 1, 1967.
 - **Players born before Jan. 1, 1953** are allowed to use the [Easton Quantum SC900 CXN](#) ("green bat"), Nike H500MS (Blankenship bat), or Louisville Slugger Voltage II TPS Model SBXV ("white" bat). These are the only make and model of metal bats that are allowed to be used by players born after Jan. 1, 1963.
- Overthrows
 - If a ball is thrown out of play, the runners advance to the base they were running towards plus one more (from the point which the ball leaves the fielder's hand regardless as to whether it is an outfielder or infielder).
 - For example: a fielder throws the ball out of play while the runner is running to second, then the runner would be awarded third base.
 - This is also true on a tag play. For example with a runner on second and a fly ball. If the ball is thrown out of play the runner advances to home. It does not matter if the runner tagged up or not, as he already had "possession" of second base previously. The fact that he needs to tag up is irrelevant and the runner would still advance to third base as the base he was going to, plus one more (home).
- Pitching Screen
 - Rule A1:
 - The pitching screen must be standing at the pitching mound for each and every pitch of each and every game.
 - Rule A2:
 - A batted ball (first or second pitch) that hits the pitching screen will count as a pitch, however, if the batted ball hits the screen on the third pitch, it is a dead ball, and the batter gets another pitch to put the ball in play. Should he hit the screen again, the batter gets another pitch to put

the ball in play. This continues until the batter puts a ball in-play. At no time can a batter be OUT from hitting the pitching screen on a 3rd, 4th or even a 5th pitch.

- Rule A3:
 - After the ball is hit, and there is a possible play at home plate, it is the pitcher's responsibility to move or knock down the screen to allow an open alleyway for a thrown ball. ANY thrown ball hitting the screen while it is standing up will be a dead ball, the runner will be put back on third base, regardless of how close he was to home plate, as long as he has not crossed the plate at the time the thrown ball strikes the pitching screen, and any other runners on base will be moved back one base as well.
- Rule A4:
 - If the pitching screen is hit by a thrown ball while the screen is laying down due to the pitcher knocking it down to open the alley-way for a throw home, it will be treated as if the ball hit a base or the pitching rubber, and is a live ball, and base runners can advance at their own risk. If that thrown ball hits the downed screen and goes out of play, the runners will advance 2 bases from the time of the throw, like any other thrown ball that goes out of play.
- Live Catcher
 - Teams will provide a single “live” catcher for the other team whenever the other team is short.
 - Example. If a team has 9 players a “live” catcher will be provided.
 - Example: if a team has 7 players ONE “live” catcher is still provided.
- Home plate scoring/force out/tag rule:
 - Runners trying to score need to break the plane of the plate (at the closest corner to third base) in order to score prior to the catcher tagging home plate. The play is scored as a force out the same as 1B.
 - If a throw home is offline, a catcher may attempt to tag the runner, however, the runner is allowed to run as far from home to avoid a collision (as previously stated). The tag attempt thus is similar to an offline throw at 1B.
 - Additionally, the runner must do everything possible to avoid a collision with the catcher. This is generally achieved by staying in foul territory and crossing the plane of the plate in foul territory (behind the catcher). However, if a throw is offline the runner may run inside the baseline (first base side) to avoid running into the catcher. Additionally, if the runner determines it is “safer” to slide, this is permitted as long as there the intent is to avoid a collision and injury to either player.
- “Leading” in foul territory:
 - You may stand away from first or third base in foul territory (for instance against the fence behind third base coach if a right handed batter is up); however you must retouch third base before scoring. If you do not retouch third base this will be scored an out, just as if you left the base prior to the batter making contact.
- Pinch Runners:

- Someone may take a pinch runner at any point; however the pinch runner must be the last out made. If this is the pitcher, it is OK to go to the previous out.
- If the last out needs a pinch runner himself, then it defers to the previous out.
- If a pinch runner is needed with no outs in the first inning, it is the last batter in the lineup.
- Home Run Rule:
 - Any ball hit over the fence, retaining wall or onto the concrete walkway (Lower field) are automatic Home Runs.
 - Balls hit into the outfield that remain in play are all you can get regardless of warning tracks, cracks in fences, etc.
 - Exceptions to this: At the Upper Field, balls that roll under the fence in LF/LCF are a ground rule 3B.
- Out of play:
 - The out of play line is defined as the extension of the dugout fences.
 - If this extension crosses a concrete divider or retaining wall, at which point the concrete or retaining wall becomes the new line.
 - Exception: At the Lower Field, balls that roll onto the hill down the right field line are ground rule 2B, all runners advance 2 bases.
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- Foul Ball Outs:
 - Any foul ball which carries over the high (Secondary) fences and goes down to the parking lot on the 3rd base side or down to the school area on the first base line are automatic outs as those balls are not retrievable without a significant delay in the game.
- For the first game, no inning can start after 8:25. One exception, in a tie game one extra inning can start no later than 8:30. The managers for the late game are responsible for warning the playing teams of the current time so that it is not a surprise when the game is called.
 - In order to complete all games, please do not bring a ball out to the infield after the 9th inning. In addition, both managers are strongly urged to consider using the “2-pitch” rule in order to complete the games in a timely fashion.
 - To avoid games being slowed down, home team to have an extra ball by the backstop in the event of a foul ball or HR.
- Umpires for the playoffs
 - Managers are responsible for managing the alternate game (time which you are not playing) during the playoffs.
 - For the finals, umpires will be provided by the league.