

Rules to remember:

7/02/2009

- **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.
- Bat policy:
 - Wood bats only: doesn't matter if it is baseball, softball, corked or not, as long as it is 100% wood.
 - Exception to the rule: **Players born before Jan. 1, 1963** are allowed to use either the [Easton Quantum SC900 CXN](#) (“green bat”) or Louisville Slugger Voltage II TPS Model SBXV (“white” bat). These are the only make and model of metal bat that is allowed to be used by players born after Jan. 1, 1963. Both bats are provided by league.
- Home Run rule (at SRHS only):
 - If one team goes ahead by two homeruns, the second “home run” is instead counted as a ground rule double. All runners advance two bases.
 - If the other team hits a HR, the teams are now tied 1 each (since the second HR only counted as a double. HRs are only counted when the batter goes 4 bases). If either team hits a homerun at this point, it is considered a HR.
- 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.
- “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.
- 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 first inning.
 - 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.
- Team who hits foul or HR immediately replaces ball by backstop (this allows the option of “chasing” the ball or simply replacing it. Either way the team that hits it is responsible for replacing it).