

Visit <http://Felling.McCookBaseball.org> for full copy of rules.

## Top 10 Rules – Sluggers

1. **Pitcher:** 1 foot on dirt even with or behind the pitching rubber at time of pitched ball.
2. **Pitching:** 5 pitches
  - a. Ball hits pitching fence/machine before player is called dead. Get ball again.
  - b. Foul ball as last pitch is re-pitched unless caught then batter is out.
  - c. Pitching machine only adjust at end of inning.
3. **Overthrows:** If the ball is thrown into the DEAD BALL TERRITORY while attempting to put a base runner out, the runners will be allowed to advance one (1) base beyond the last base legally held at the time of the throw.
  - a. EXAMPLE 1: The batter is running toward first base and the ball is overthrown into the DEAD BALL TERRITORY, the player may advance to 2nd base.
  - b. EXAMPLE 2: The base runner is on 1st base when the batter hits a fair ball. The ball is overthrown into the DEAD BALL TERRITORY while trying to put out the Batter/Base runner going to 1st base. The Base runner that started at 1st base may advance to 3rd base. If the Base runner would have started at 2nd base, he/she would be awarded home base.
4. **Ball Returned To Pitcher To End Play:** On a fair batted ball, the base runner may advance (at their own risk) until the ball is returned to the pitcher in the infield. If there is no attempt to retire the runners, play will be stopped at the time the ball enters the infield, when the intent is being made to return the ball to the pitcher, with the Base runners stopping at the nearest base. A pitcher is deemed to be in the infield if he is occupying any part of the infield grass.
5. **Safety Bag:** Runner must use orange/red safety bag. Fielder must use white.
6. **Catcher:** Must be used in all games.
7. **Inning Mercy Rule:** after 7 runs scored in any inning the play is called. Team gets the earned 7 runs and a run for each out remaining against the batting team.
8. **Game Mercy Rule:** 10 runs after 4
9. **Time limit:** none
10. **Tie-Breaker:** 1 inning of international tie-breaker – last completed batter of prior inning is base runner at 2<sup>nd</sup> base. If tie still exists after both halves, coin flip with umpire and home calling determines winner.

Note: A game can be played with 7 players in all leagues but not less than 7 and in the event of machine malfunction or adverse weather the batting team's coaching staff will pitch to their team. Rain: replay if not completed 3 innings.

***“Where Every Kid Swings for the Fence!”***

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## Top 10 Rules – Cubs

1. **Pitching:** Balks are instructional
2. **Pitching:** Pitcher may pitch 6 outs in 3 appearances and substitutions can only occur between batters.
3. **Pitching:** Pitcher may not reappear in the same inning in which he pitched prior.
4. **Pitching:** A pitcher hitting 3 batters in an inning will be removed for the remainder of the game as a pitcher.
5. **Base running**
  - a. Lead-offs only allowed when ball leaves pitchers hand.
  - b. Runner must slide at home.
6. **Inning Mercy Rule:** after 7 runs scored in any inning the play is called. Team gets the earned 7 runs and a run for each out remaining against the batting team.
7. **Game Mercy Rule:**
  - a. 15 runs after 3 OR
  - b. 10 runs after 4
8. **Time limit:** 1 hour 30 minutes – home plate umpire is official time keeper.
9. **Safety Bag:** Runner must use orange/red safety bag. Fielder must use white.
10. **Tie-breaker:** 2 progressive innings of International Tie-Breaker. 1<sup>st</sup> extra inning last completed batter goes to 2<sup>nd</sup> base. 2<sup>nd</sup> extra inning if still tied, last completed batter of 1<sup>st</sup> extra inning will report to 3<sup>rd</sup> to start 2<sup>nd</sup> extra inning. If still tied, coin flip with home calling heads or tails.

**Note:** A game can be played with 7 players in all leagues but not less than 7. If rain interrupts the game prior to the completion of the 3<sup>rd</sup> inning the game may be called and replayed from the beginning.

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