



**GUELPH GRYPHONS**

## Coed 3-Pitch Summer League

### UMPIRE

An umpire will be provided for all matches.

### EMERGENCY CONTACTS

In the case of an emergency, immediately contact First Response at ext. 52000. If a phone is not available, alert Client Services at the Athletics Center and they will contact First Response immediately.

### EQUIPMENT/ATTIRE

Appropriate shoes (NO METAL CLEATS/SPIKES!) and apparel for baseball must be worn at all times. Teams must provide their own baseball bats, gloves and any protective gear they wish to use; game balls and bases will be provided. No wooden bats may be used at any time throughout the course of the season or playoffs. All bats must be NSA/ASA approved. If you have any questions about acceptable bats, please contact the Community Leagues Office.

### TEAM REQUIREMENTS & BATTING ORDER

Teams may have a maximum of 15 on a game roster (batting line up). Teams consist of 10 players. Teams may play with 8 players but no less. Teams play with a minimum of 4 women/men on the field AND batting line up AT ALL TIMES. EXCEPTION, a 5/3 split may occur but an out must be inserted in place of the missing 4<sup>th</sup>.

### GAME DELAY

A 15 minute default rule will apply. If the minimum number of players is not present at game time a 5 minute grace period will be given without penalty. Every 2 minutes after the 5 minute mark one run will be added to the team that has met the minimum requirement up until the 15 minute mark when the game will be officially a default.

### THE GAME

Format

- Regular season games will consist of 7 innings or one hour and fifteen minutes from the scheduled start of the game.
- 7 inning games will be considered official after 4 innings, 3.5 innings if the home team is leading.

- Mercy Rule - Teams may score a maximum of 7 runs per inning with the exception of the seventh or last inning, or be leading by 10 runs after the 5<sup>th</sup>.
- No Jewelry – Medic Alert bracelets and religious jewelry must be taped to the skin.
- Responsibility of base runner to avoid contact with any fielder.
- Any tie game will result with each team getting a half win and half loss.
- Unsportsmanlike conduct will not be tolerated.
- Players may only play on one team in the league.
- All games are located at the University of Guelph's Main Diamond or Twin Diamonds.
- No drinking of alcohol on the grounds (field, parking lot or surrounding area) before, during, or after the game. Absolutely no drinking on the field. Anyone caught bringing any alcoholic beverage onto the field will be immediately ejected from the game.
- No smoking on the field of play or players benches.
- Batting order must alternate male/female after each at bat.
- No overrunning of bases, only exception in case of a safety issue, or at the safety bag at first base.

#### Pitcher

- Teams will supply their own pitchers.
- All pitchers must pitch from the pitcher's mound
- One of the pitcher's feet must remain on the pitching rubber when releasing the ball. If the pitcher does not pitch with at least one foot on the pitching rubber, the play will be called dead and a strike assigned to the batter
- Pitchers can pitch from behind the rubber or beside it as long as the distance is equal from the batter.
- A pitched ball contacting the ground before it reaches home plate will be ruled a dead ball and strike at the time of contact
- Pitchers must avoid interfering in defensive plays. Any pitcher disrupting defensive plays will be called for interference at the umpire's discretion.
- A hit ball contacting the pitcher will result in the play being called dead, the batter being called out and all base runners returning to their original bases.
- Two warm up pitches between innings; five if it is a new pitcher (umpires discretion based on time).

#### Batter

- A maximum of three pitches will be allowed to each batter. A fourth and final pitch will be allowed if the third pitch was a foul ball not caught.
- Any pitch which is touched by the batter, hits the batter, or comes to rest between the batter's feet, should be declared a dead ball.
- The batter must initially touch the orange (foul) side of the safety base whenever the defence is trying to make a play on him/her at first base, or when the first baseman is covering the white (fair) side of the base. The defence may only touch the white side. When violated, the call should be made in favour of the un-offended player.

The Batter is called “OUT” when:

- A third pitch is not hit (or 4th pitch is not hit into fair territory);
- A fly ball is legally caught (the fielder shows control of the ball before it touches the ground, it may be deflected by other players, base runners have to tag up on his/her base until the ball is caught before they may advance);
- He/she hits an infield fly with base runners on first and second or first, second and third AND there is 1 out or less, AND any infielder intentionally drops a fly ball or line drive which could have been caught with ordinary effort (the ball is then dead and the respective base runners return to their bases);
- a foul tip is caught by the catcher on any pitch;
- He/she bunts.
- Is tagged when there is no force out.
- The catcher catches a foul tipped ball that has a discernible arc.
- A ball is caught in foul territory but is still within the boundaries of the diamond even if the player’s momentum takes them outside the boundaries (within reason).

Base Runners

- Base runners cannot leave their base until the batter makes contact with the ball.
- **ABSOLUTELY NO STEALING BASES, SLIDING OR LEADING OFF!** If a batter/base runner steals, slides, or leads off, they are automatically out. The umpire may choose to issue a warning on the first offence; however, no warnings will be given during playoffs.
- If a base runner crosses the commitment line between third base and home plate, he/she will be called out if the hit ball is caught and the batter is out.
- Any runs scored during a third out run down will count

Courtesy Runners

- Teams will be allowed a maximum of three courtesy runners per game
- The courtesy runner must be the same sex as the player he/she is replacing
- The ‘injured’ players must make it safely to first base before the courtesy runner can replace them.

Fielder

- No fielder may stand closer to the batter than an imaginary arc from one foul line to the other passing through the pitching rubber (no closer than 46 feet). No more than 5 fielders, including the catcher, may be inside the base paths when the ball is hit.
- Outfielders must stay in the outfield (the grass) until contact is made with the ball.

Scoring

- To score a run, the runner must cross a line drawn from the plate to the backstop, parallel to and extending from the first base line. The plate belongs to the catcher and runners who steps on the plate, or interferes with any play at the plate, should be called out. (The only exception would be an automatic home run, since this run is officially awarded.)

- All plays at home plate are deemed forced plays. To make the runner out, a defensive player must touch any part of the big plate while in possession and control of the ball before the runner crosses the line indicated earlier. The runner cannot be tagged after they have crossed the “committal line”.
- The committal line is a line drawn halfway from third to home, perpendicular to the third base line. Once a base runner touches/passes the committal line, they must proceed to home and cannot legally return to third base.

#### Home Runs

- Any batted fair ball which goes over the fence without touching the ground is an automatic home-run. If it bounces over, rolls or gets stuck under the fence, it is a ground-rule double.
- HOME RUN RULE- The “PLUS TWO” rule - If after two home runs the opposing team has not hit a home run, they may not hit a third until their opponents hits one. If the third is hit they will be called OUT on the play. Note that it is progressive> Team A = +2 until Team B hits a home run. Team A is now +1 and can hit a home run. The Plus Two rule does not apply to inside the park home runs.

#### Infield Fly

- The infield fly rule is to be enforced, which is, if there is a person on 1st and 2nd bases or bases are loaded with less than 2 out the batter is out on an infield fly. Base runners may tag up and advance at their own risk. This rule will be enforced at the umpire’s discretion. If the ball lands in foul territory, it will be ruled a foul ball.

#### Foul Ball

- A foul ball is a batted ball which settles on foul territory between home and first or third base, or in bounds past first or third base on or over foul territory. A ball striking the front portion of the large plate is a fair ball. A batted ball that does not make it past the pitcher will be ruled foul.

#### Overthrows and Out-of-Play Balls

- An overthrow is still in play if the ball remains in fair or foul territory. Runners advancing at their own risk can be put out.
- An overthrow is no longer in play if the ball goes into out-of-play territory. The official should award runners one base beyond the last base touched at the time the ball was thrown.
- The play is dead if the ball is thrown, dropped, carried, or rolls into the out-of-play area. The official should award any runners one base beyond the last base touched at the time the ball left the legal playing field. This includes any caught foul balls that are carried out-of-play.
- The batter is NOT out if a foul hit is caught when the ball has entered the out-of-play area unless the fielder’s body is out.
- A ball overthrown(or deflected) but still in bounds is live and runners may advance at their own risk

- A ball overthrown (or deflected) out of bounds will result in the umpire awarding additional base to base runners.

#### Dead Ball Zone

- Batters must hit the ball beyond the dead ball zone for the hit to be live. If the ball does not pass this arc, the play is dead and all runners must go back to their bases. If this occurred on the 3<sup>rd</sup> pitch, the batter will receive a 4<sup>th</sup> pitch.
- If the defense chooses to play (physically touches the ball) the ball within the dead ball zone, the play is live and base runners can advance at their own risk.
- The defense must make a play before it comes to a rest for the play to be live.
- The umpire will only call the play dead once the ball has come to a complete stop and has not passed the dead ball zone.

#### Playoffs

- Players must be on their own team's regular season roster to be eligible for playoffs.
- All teams are guaranteed at least two playoff matches after the regular season. Playoff games are played in the same format as regular season games. The only exception is that games may not end in a tie. Subsequent innings will be playing until there is a determined winner.

#### Other

- Runners must not touch home plate. Any runner touching home plate will be automatically out. Runners need to cross the home plate line. Catcher must have controlled possession of the ball and be touching home plate for the runner to be called out. The commitment line is located halfway between third and home, once a player has crossed that line he/she cannot return to third base.
- A runner cannot charge the basemen or catchers, otherwise they are automatically out. Basemen and catchers cannot block the runner; otherwise the umpire can rule the runner safe.
- Any display of unsportsmanlike conduct or the use of obscene language by any player will result in an ejection from the game, at the discretion of the umpire.

Any questions should be directed to the Community League Office for this sport. Have Fun!  
Gryphon Community Sport Leagues thanks you for your participation.