

# **PRIMETIME RULES**

## **Field Dimensions & Equipment**

- Bases are 60' apart.
- Kicker's box is 8' X 14' with the front of the box aligned with home plate.
- Pitching strip is 42' 5 ½" from home plate.
- Home plate to second base is 84' 10".
- Pitching mound extends 12' from the center of the pitching strip.
- Strike zone is 12" on each side of home plate.
- An orange safety base is used at first to prevent collisions—runners use the safety (orange) base, and fielders use the white base.
- Outfield foul lines are marked with cones to define fair and foul territory.
- An 8.5" ball will be used for all divisions.

## **Teams/Players**

- You must be 18 years or older unless approved by league administration.
- Home team is listed first on the schedule and will occupy the 3rd base dugout.
- You must have at least 7 players in attendance with at least three females for regulation play. Substitutions from other teams are allowed in regular season play.
- Batting order must rotate between male/female.
- In case of injury, only same sex substitutions may be made.
- You may play 10 players with no more than 6 infielders. However with 10, you must have a catcher.
- Players on kicking team may coach first and third.

## **Pitching**

- All pitches must be delivered underhand.
- A pitch may bounce, but it must not rise above the batters knee level.
- Intentional walks are not allowed.

## **Kicking**

- All players must kick. The team manager is responsible for the kicking order.
- Kicking order must be followed. Skipped players will result in an out.
- A legal kick must be made within the kickers box.
- If the plant foot crosses the front of home plate, the ball will be ruled foul.
- Bunting is allowed with no distance restrictions.

## **Running**

- There are no lead offs; runners must stay on the base until the ball is kicked.
- There is no stealing unless there is loose or sloppy ball handling.
- A runner may overrun first base without being tagged out if they do not attempt to advance.
- On close plays, ties go to the runner.
- Sliding is not allowed.
- There are no "ghost runners".
- A runner may not pass the runner ahead of them. If this occurs, the passing runner is out.
- Runners must stay in the baseline which is 4' on either side of the white line.
- On a caught fair/foul ball, runners must tag up before advancing.
- Pinch runners may be used in case of injury. However, it must be made a runner of the same gender who made the last out.

# PRIMETIME RULES (continued)

## Fielding

- Outfielders must remain behind the white baseline and infielders must play in front of the base line.
- Once the ball is kicked, fielders may move around the field to field the ball.
- Fielders are only allowed in the baseline when making an active play.
- Infielders must remain behind the imaginary 1<sup>st</sup> and 3<sup>rd</sup> base diagonal line until the ball is kicked.
- One warning will be given for an encroachment violation. Subsequent violations result in free base.
- A catcher must remain behind the left side of the kicker and not interfere with the kick.
- For play to end, the pitcher must have control of the ball in the 4' pitchers circle.
- Fielders may throw or kick a ball to a teammate to make an out. However, runners hit by a kicked ball will be safe.

## Overthrows

- A ball thrown at a runner is not considered an overthrow, and the runner may advance freely.
- An overthrow is a ball thrown to the base the runner is advancing to that goes past the intended fielder and is not immediately playable.
- Overthrows to first or third base result in a one-base award. Overthrows to second base remain live, and runners may advance until the pitcher has control of the ball on the mound.
- On the first overthrow, the runner is awarded one base only. If fielders continue to overthrow the ball in an attempt to stop the runner, the runner may continue advancing until the pitcher has control of the ball on the mound.
- If a ball is overthrown and lands in the stands it is considered a dead ball. The runner will be awarded one base beyond the last base they had established at the time of the throw.

## Fair vs. Foul

- First and third bases as well as the base lines are considered fair territory.
- A caught fouls ball is an out and runners may tag up and advance at their own risk.

### Infield Rule (Home Plate to 1st/3rd Base)

- A ball is **fair** if it first hits the ground in fair territory beyond first or third base or touches any part of first or third base.
  - A ball is **foul** if it first hits the ground in foul territory beyond first or third base.
- Any kicked ball that has not yet reached first or third base remains **pending** until it either stops or is touched by a player.
    - A ball is **fair** if it stops in fair territory or is touched by a player while over fair territory.
    - A ball is **foul** if it stops in foul territory or is touched by a player while over foul territory.
  - If a ball is kicked fair but rolls or spins into foul territory before reaching first or third base, and is not touched, it is ruled **foul**.
  - If a ball is kicked foul but rolls back into fair territory before reaching first or third base, it is ruled **fair**.

### Outfield Rule (Past 1st or 3rd Base)

- Once a ball passes the front edge of first or third base, its status is determined by where it first touches the ground or an object beyond the base.
  - A ball is **fair** if it first hits the ground in fair territory beyond first or third base or touches any part of first or third base.
  - A ball is **foul** if it first hits the ground in foul territory beyond first or third base.

## PRIMETIME RULES (continued)

### Strikes, Balls, & Outs

- Three (3) foul balls are considered an out, two (2) strikes result in an out, and three (3) balls is a walk.
- Three outs per inning can occur through an unsuccessful plate appearance, a force out, a tag out, catching a kicked ball in the air (even in foul territory), throwing a runner out, or a failure to tag-up.
- Any ball that touches a runner is out, even if it bounces first.
- Any throw that contacts a runner above the shoulders, including the head or face, is not permitted and the runner will be awarded the base they were advancing to.
- All plays at home plate are considered a force out if the catcher has the ball.

### Miscellaneous

- If the third out is a force out and a run scores, the run does not count. If the third out is a tag out on a runner who was not forced to run, and a run scores before the tag, the run counts.
- Each inning is capped at 7 runs per team, except for the final inning.
- There is no “mercy rule”. If a team is leading by a significant margin, team managers are encouraged to rotate players into different positions to help balance play and maintain a fun, competitive experience for all.
- Crush plays with a “last inning open rule”, meaning teams can score an unlimited number of runs. This allows for comebacks and keeps the game competitive, even if a team trails by more than seven runs.
- If home team is winning in the last inning, they do not need to kick.

