

Sonoma County Interleague
(Mark West, Rohnert Park, Sonoma, West County and Windsor)

2011 Season HOUSE RULES

RULES SHALL GOVERN SCI GAMES IN THE FOLLOWING ORDER: 1ST SCI HOUSE RULES, 2ND ASA 2011 RULES,
3RD LEAGUE RULES FOR HOME FIELD

A. Rule 1: The Field

1. Baseline Distance: 60 ft.
2. Pitching Distance: 40 ft. (35 ft. 10U)
3. Double base (Orange safety base) at first base is REQUIRED.
4. Home team has 3B dugout and official scorebook.

B. Rule 2: Equipment

1. Only ASA approved. (Bats on the "banned bats" list will not be allowed.)
2. Ball Size: 12" (11" 10U)
3. Catchers MUST wear ASA approved helmet/mask with throat guard, shin guards and chest protector. (Equipment must be shared if necessary.)
4. Batting helmets must be worn in accordance with ASA Rule 3, Sec. 5 (E) (1) CHIN STRAPS FACE MASKS MUST BE WORN ON ALL BATTING HELMETS!
5. Uniforms must be alike. No mixing of hats/visors. Headwear must be worn properly (bill forward). Numbers must remain visible. Jerseys must be tucked in.
6. NO JEWELRY (including metal/plastic hair clips)!

C. Rule 3: Players, Coaches, Substitutes

1. Maximum of 10 players (9 14U) on field (4 outfielders positioned 5 feet beyond base path).
2. Minimum of 8 players to start game. NO OUT PENALTY.
3. LATE ARRIVALS: Players arriving late must arrive by their turn in the batting order or they are ineligible to play.
4. LEAVING EARLY: Opposing team and Umpire shall be notified prior to game (or, in the event of illness/injury, immediately upon the event). NO OUT PENALTY.
5. Mandatory Play: All players must enter game by third inning and play a minimum of six defensive outs.
6. Only managers, coaches and players in the dugout.
7. Courtesy runner (player who made last out) for pitcher or catcher, after two outs.
8. Pitcher can return as pitcher if did not leave the defensive playing field at any time.
9. Only positive cheering allowed (no derogatory, offensive or personal remarks.) No pounding on screens or fences.
10. Each player may substitute up one division once per season.

D. Rule 4: The Game

1. One umpire will be assigned per game. In the event that an umpire does not show up, both managers shall work together to find one or more volunteer umpires.
2. *TIME LIMIT: 90 minutes or 7 innings. A new inning begins immediately after the final out.
3. BALLS/STRIKES: 4 balls/3 strikes.
4. *Mercey Rule: 15 run lead after 4 innings, 12 run lead after 5 innings, 8 run lead after 6 innings.
5. *RUN RULE: Maximum of 5 runs for the first four innings, unlimited runs in the remaining innings.
6. TIES: Allowed.

E. Rule 5: Pitching

1. 2 feet on pitching rubber, heel-toe. (ASA Rule 6.)
2. No pitching limitations during Interleague games.

F. Rule 6: Batting

1. Continuous batting order of entire roster.
2. BUNTING: Allowed.
3. Players who throw a bat or helmet in anger/disgust, intentionally or not, will be automatically OUT, the ball is dead, and no runners advance. A second occurrence by the same player will result in player ejection.

G. Rule 7: Batter-Runner/Runner

1. STEALING: Allowed per ASA Rule 8, Sec. 4. CONTINUATION STEAL IS ALLOWED.
2. COLLISIONS: Runner must avoid or will be called OUT. Blocking plate or base without possession of the ball (obstruction), runner will be called SAFE.
3. INFIELD FLY RULE: in effect.
4. PITCHERS CIRCLE OVERTHROW: in effect.
5. DROPPED THIRD STRIKE: in effect.