



RULES OF PLAY

All USA, IPRIDE, and ASANA Rules Shall Apply EXCEPT As Modified Herein:

- **Home Teams**
 - Coin Toss for Pool Play and the Higher Seed in Tournament Play.
- **Game Times.**
 - The time starts once the umpire tells the home team to take the field.
 - **Pool Play Games**
 - Will end at the completion of 35 minutes (**DROP DEAD-Ties Permitted**).
 - **Tournament Games**
 - 50 minutes and complete the inning (**No new inning will start after 50 minutes EXPIRE**).
 - 7 Innings for Championship and 3rd Place Games (**Run-rules apply**).
- **Lineup Cards**
 - Lineup Cards must be provided to the opposing team's Scorekeeper or Coach prior to the start of each game.
 - Players must be listed by FIRST NAME and if necessary, the initial of their LAST NAME.
 - All Players on the Lineup Card, including Substitutions, **must be listed with their JERSEY NUMBER.**
- **Substitutions**
 - Only allowed if the player is listed as a Substitution on the Lineup Card.
- **Count/Courtesy Foul/Strike Mat**
 - **Pool Play**
 - All batters will start with a 3 ball, 2 strike, & 1 foul count (**NO Courtesy Fouls**).
 - **Tournament Play**
 - All batters will start with a 1 ball & 1 strike count
 - 1 courtesy foul allowed in iPRIDE Division
 - No courtesy foul allowed in ASANA Division.
 - A pitch reaching a 6-12' arc that lands on **any part** of the **Strike Mat** is a strike.
- **Foul Tip**
 - A foul tip caught by the catcher is an out **IF** the tipped ball reaches a height **over the shoulders of the batter.**
 - A Foul Tip counts as a Courtesy Foul Ball.
- **Infield Fly**
 - Once the umpire calls an infield fly, the batter is out, and the play is dead.
 - There can be no advancement by runners on a called infield fly.
- **Courtesy Runners**
 - **Two (2) courtesy runners** are allowed per inning per team (**in lieu of ADA Rules**).
 - Any player on the Lineup Card including substitutes may be used as a courtesy runner.
 - An out will be recorded if a courtesy runner is on base when it's their turn at bat.
 - **Every batter must make it to a base before a courtesy runner is allowed.**

- **1st Base Safety Bag**
 - **Runners must hit the orange bag when running to 1st base on a hit to the infield.**
 - On an outfield hit, **the runner has the right to the white part of the bag.**
 - On an overthrow to 1st base, the runner **does not** have to go back to touch the white part of the bag to advance to 2nd base.
 - The defensive player must always use the **white part** of the bag.
- **Slide Rule**
 - When there is a play to be made at any base (other than 1st base) or home plate, meaning that the **ball arrives and is caught ON TARGET AT THE BASE** either before or at the same time as the runner, **the runner must slide into the base or give themselves up to the defensive player.** If the runner does not slide or give themselves up to the defensive player, **THE RUNNER IS OUT.**
 - **In a double-play attempt,** If the runner doesn't slide or turn out of the basepath, the runner is out **and the runner at the base behind them is also out.**
 - **Runners DO NOT have to slide** into any base if they can safely reach the base before the incoming throw or if the throw is off-line.
- **Home Runs**
 - **iPRIDE Division** – Each team is allowed **1 over the fence Home Run** and any subsequent ball hit over the fence is an **automatic DOUBLE.**
 - **ASANA** – No over the fence Home Runs allowed.
 - Any ball hit over the fence is an inning-ending out.
- **Run-Rules**
 - **Both Divisions**
 - Games will end after a fully completed inning in the following scenarios:
 - 20-Run Lead after 3 innings.
 - 15-Run Lead after 4 innings.
 - 10-Run Lead after 5 innings.
- **Tied Games (Tournament Games only)**
 - No game shall end in a tie.
 - In the event of a tie:
 - The last batter scheduled for the inning will be **placed at 2nd base with 1 out** (ex., if the 5th batter in the lineup is scheduled to lead off, the 4th batter in the lineup will go to 2nd base).
 - The team may use a courtesy runner or make a substitution for the runner placed at 2nd base.
 - All batters will begin with a count of **3 Balls, 2 Strikes, & 1 Foul** (1 Pitch – No Courtesy Fouls).
 - The game will continue until there is a winner.
- **Protests**
 - Must be related to the Rules of Play and be made known to the Umpire during the game or at the game's conclusion.
 - **Player or Team Rating Protests are prohibited.**
 - The iPRIDE Leadership Committee will make a decision as soon as possible - **All decisions are final and may not be appealed or referenced in any future Protests.**