

Summer Saturday League Rules

1. Substitute players will be chosen with like numerical rating or higher. If necessary, substitute players may be no more than .1 lower than the player being substituted for. As an example, a player with a 3.0 rating will be substituted with another player at 3.0 or 3.1 as the first choice. If there are no available 3.0 or 3.1, then a 2.* will be selected from the Sub List. If there are no substitutes available then a player from an existing Team will be the next choice. The Commission can approve an exception.
2. Players on active rosters and/or on the sub list may only play a maximum of three games a week per league. All players are limited to substituting for the same team, 4 times a season. Any discipline for any violation will be handled by the Commissioner on a case by case basis.
3. There will be a 4 run limit per half inning, except the final inning which will be unlimited.
4. Play will be 7 innings – Clock will not be used.
5. If one game is rained out, all games are considered rained out even if some of them have been played to conclusion. Unless, games can be rescheduled in later weeks.
6. Pitching Screen is mandatory per Club Rules with this exception: If you play in the Red League during Weekdays it is Optional.
7. Pitched balls hitting the screen will be called a ball.
8. There will be 1 Intentional Walk allowed per Team per game. Any additional blatant Intentional walks (pitches not even close to the plate): first occurrence will be a warning; second occurrence will be subject to disciplinary action.
9. Sub runners may only run once per inning and 3 times per game. If a potential sub runner touches a base, he or she may come off the base and another sub may run, if the pitcher has not yet made a pitch. If a sub runner is on base and is due to bat, the team can use another sub (counts towards the 3) but not until it is their turn to bat.
10. Outfielders must remain on the grass until the ball is batted. One warning, second offense results in game ejection. Batter shall automatically be awarded 1st base. All other runners are forced to the next base.
11. There is an imaginary line from third base to first base – fielders, other than the pitcher and catcher, must stay behind that line until the ball is batted. One warning, second offense results in game ejection. Batter shall automatically be awarded 1st base. All other runners are forced to the next base.
12. Saturday Only Rule: 1 up Rule. Any Home Run after the one home run will be a walk until the other team hits a homerun. Each base runner has to be forced to the next base. The batter is not required to touch first base nor are anyone already on base required to touch the next base on a Home Run
13. Each Manager is allowed two challenges or an “ask” for help” per game. (Please note: This does not include appeals, such as missing a base or leaving early on a fly ball/tag up situation because umpires do not call these proactively and a manager must make an appeal to the umpiring team.
14. If you are assigned to a Duty, the player is responsible for getting a replacement. If you, or your replacement does not show up it will be a one game suspension for the original person assigned (Players need to follow up to ensure their sub remembers and not just ask once and hope).
15. To avoid a collision, if the first baseman drifts onto the orange bag, the runner can go to the White bag with no penalty. If the first baseman only touches the orange bag the runner is safe
16. In the event of minor non-head injuries, when a player feels capable of continuing to play, they may stay in the game or return to the game within one inning. A board member, commissioner, or umpire has the authority to overrule a player's decision should they determine the player is not safely capable of playing or able to protect him/herself from further injury.