

Men's Dover Two-Pitch League Rules

(updated May 2017)

Batting

1. Batters shall receive a maximum of 2 pitches.
 - a. If a batted ball hits the pitching screen on the 1st pitch it's a dead ball.
 - b. If a batted ball hits the pitching screen on the 2nd pitch, batter is out.
 - c. If a batted ball hits the pitcher, his uniform or his glove on either pitch, the batter is out.
 - d. If a batted ball hits the pitcher's mound play continues.
2. If a batter steps on home plate anytime during his swing, or steps out of his designated batter's box, he is out.
3. Batters must drop the bat immediately once they hit.
4. Batters must attempt to do a full swing, no bunts or chops.
5. **Batters shall use only bats printed with a USSSA thumbprint/watermark or with a current year Maple City Slo-Pitch League bat testing sticker. This will be checked and pre-approved by umpires before the start of every game.**
6. Batters shall swing from one side of plate during his at bat only. (cannot switch after 1st pitch)
7. Batter cannot strike the ball once a pitched ball hits ground 1st (dead ball on 1st pitch only)
8. Any unobstructed foul ball caught by back-catcher or any opposing player, batter will be out.
9. Homerun rule : "The Difference of 3". No team shall have more than 3 (over the fence only) homeruns over their opponent at any point in a game, without penalty. No cap on overall number of homeruns in a game. In park homeruns do not count towards limit.
Penalty : any homerun over the fence, above the 3 hit difference, will be called an out.
ex. (1) Team 'A' has 2 HR by end of inning, Team 'B' has 1 HR. At this point Team 'A' has another 2 HR in the bank to claim without penalty and Team 'B' has 4 HR in the bank to claim without penalty.

(2) Team 'A' has 5 HR by end of inning, Team 'B' has 0 HR. At this point Team 'A' was penalized for 2 auto-outs. Should Team 'B' make any HR from this point forward, Team 'A' will not have penalty free HR until the difference of 3 gap is close (i.e. Team 'B' would need to get at least 3 HR)
10. The batter must run around all the bases when homerun is awarded.
11. The team who hits a home run is responsible for retrieving that ball that inning.
12. If a ball hits the foul pole over the homerun fence, a homerun shall be awarded (foul pole is fair territory).
13. If a ground ball hits 1st or 3rd base, ball is fair.

Pitching

1. Pitchers must pitch from the pitching mound. One foot must touch when releasing the ball. (44ft)
2. Pitchers pitch to their own team.
3. Pitchers must use Worth Hot Dot® Optic Green provided softballs during all play time. Pitchers will be provided with one new and one used softball at the beginning of the game.

4. If a ball is damaged or lost, a used ball may be introduced and approved by umpire from either team's supply
5. Pitchers can rotate (substitute) as needed when play has stopped.
6. Pitchers may adjust and place pitcher's screen before any play.
7. Pitchers cannot move or touch pitcher's screen during hit or play.
8. Any player from team roster is eligible to pitch.
9. Pitchers may only pitch to the batter from an underhand release only with no height restrictions.
10. Pitchers must wait for umpire approval to begin pitch motion.

Fielding

1. If a ball gets trapped under the homerun fence, the fielder is to raise his hand to indicate the trapped ball and a double shall be awarded to the hitter.
2. If a ball lands fair then hits an outfield light standard, ball remains in play
3. If a ball hits a fielder or his glove in the air, then the ball goes over the homerun fence, a home run shall be awarded. If team has already arrived at maximum number of allotted homeruns, batter is considered automatically out, as per prior homerun rule stated above.
4. If a batted untouched ball bounces off the ground then goes over the homerun fence, a ground rule double shall be awarded to the batter.
5. Fielders may not attempt to catch a foul ball in out of play area.
6. The back-catcher is prohibited from tagging runner coming home. He can only play the home plate as a forced out, must be in possession of the ball while in contact with home plate.

Base Running

1. Base runners may begin to run (leave base contact) once batter makes contact with ball only, not before.
2. Hitters looking to achieve a 1st base only must step on the orange portion of 1st base. Runner will be called out if he steps on white portion.
3. Runners looking to achieve more than one base may round 1st base by stepping on white portion and continue towards 2nd base.
4. If a batted ball hits a runner in motion, runner is out and it's a dead ball. The batter gets 1st base and all other runners advance only if forced.
5. Runners can only travel in the designated base runners path.
6. Runners shall not step on home plate when coming home. He will be called out.
7. If a ball is thrown out of play, runners will advance one base.
8. If a ball thrown out of play from the outfield, runners will advance two bases.
9. The commitment line rule: If a runner runs from third to home, he may do so with the option of crossing the commitment line. If he passes this line he must commit to crossing the home plate line and may not return to third base. If he does, the runner is out.
10. Umpire shall announce the infield fly rule: if there is less than two out and runners occupy 1st and 2nd base or 1st, 2nd and 3rd. A situation may occur where a ball is hit high enough in the air to be declared by the umpire as an infield fly ball, the batter is automatically out and runner may advance once the ball has fallen or caught.

Other key points

1. Teams are required to play 2 seven-inning games to be started at 7 pm on scheduled nights.
2. A team must consist of a minimum of 8 players and a maximum of 20 in a game.
3. A team is allowed a maximum 20 players on their registered insured SPO league roster.
4. **Team league fee is \$925 for the 2017 season.**
5. **All teams are required to pay the minimum \$300 deposit prior to commencing first game. Remainder of balance due no later than May 15th, 2017.**
6. Please remember to have all active players registered with SPO prior to their first game played. Only SPO insured players may play on the field for any team during the season.
7. Any players who is neither on a team's roster, nor insured through the SPO insurance program team roster, is prohibited from participating in the league.
8. **Final team rosters must be entered online no later than July 1st, 2017.**
9. **Players must play 12 games (6 nights) to be eligible to play the final tournament. Should a player not be able to make the required minimum number of league games the convener will accept team appeals for player tournament participation. A *minimum 6 league games required to be eligible for appeal process. Appeals will be voted on by all active team captains, requiring a majority vote to pass.***
10. A player may be introduced prior to the beginning of the top of the 6th inning of the game and must be added to the bottom of the batting order. Player arrival must be clearly stated and introduced to opposing team.
11. Teams are allowed a maximum of 3 courtesy runners per game, regular season and finals weekend inclusive.
12. Any area beyond the playing field, fenced area including dugouts and bleachers a deemed out of play area and time out will be called.
13. Both teams are responsible of keeping track of the game's score. Scorebooks will be provided.
14. Teams must verify and agree with each other on the game's score before the start of the 7th inning.
15. Verbal abuse, swearing or negative behavior of any type to any participants is prohibited.
16. Drinking of alcohol by any players/coaches anywhere on the property before, during or in between games is prohibited and in violation of park rules and SPO Insurance. If the umpire sees or suspects the presence of alcohol he shall redeem the game unsafe and may choose to leave at full pay.
17. There shall be no smoking by anyone on the baseball field.
18. Mercy rule : Game is over once a team reaches 15 runs more than the other team, at the completion of the 5th inning.
19. All players in batting lineup must bat in their order. But do not have to play the field.
20. Jewelry, sunglasses and other personal equipment may be allowed during the game with the umpire's discretion to be agreed on at ground rules before game.
21. Home team in bold 1st game. They take field first and bat last.
22. Home team (from game 1) must arrive early and put bases out. Visiting team (from game 1) will put them away at the end of the night.
23. If a team has less than 8 players to start a game, they have a 15 minute grace to allow players to show up. If no one shows up within that time, 1st game is a forfeit. Now they have another 15 minute grace before the start of the second game to allow players to arrive again. If no one shows up in 30 minutes, both games are forfeit. The team also has the option to use league insured players from another team to play with a penalty of a one game forfeit of one of the

games. They have a chance to win only one game with borrowed players. This rule should be discussed and agreed on by both teams before game time

24. Players must be 18 years or older. Teams are allowed to have 2 underage players (16 and up).

25. Each team is allowed 1 non-weather related reschedule per season.

26. If a game cannot be contested due to unavailability of field time, each team will receive a win for those unplayed games.

****Tournament weekend : Thursday, August 24th & Friday, August 25th, 2017 & Saturday, August 26th, 2017**

****New or modified rules, in bold**