



As of 5/12/10

2010 Summer League

Rules

- 1) Free Substitution – player needs to stay in the same batting order and replace the same player that he came in for.
- 2) Wood or Aluminum bats.
- 3) Can hit as many players as you want.
- 4) **Pitching 4 innings or 80 pitches**
- 5) Home team will be listed as the second team on the schedule.
- 6) If a team does not have nine players then the opposing team should loan that team enough players for that game.
- 7) No new inning may start after 2 hours and 15 minutes. Games can end in a tie.
- 8) All players must be in official uniform top and cap – no school caps to be worn. No school logos of any kind may be present at any time.
- 9) No 10 – run rule. If a team runs out of pitching, please inform the other team to stop the game or allow the other team to supply a pitcher. This league is not here for injuring players.
- 10) Both teams will supply two-three new balls for each game.
- 11) Dugouts should be cleaned at the completion of every game.
- 12) Helping out on foul balls is mandatory for all teams.
- 13) Suspensions-If a coach/manager is ejected from a game they are suspended for next game as well. If a player is ejected the situation will be assessed and a decision will be made by the league president on length of suspension.
- 14) Lineup cards must be exchanged with opposing head coach as well as umpire before start of game.
- 15) Only head coach can question umpire.
- 16) Scores must be submitted via email as soon after game as possible.
- 17) No jewelry as per FHSAA guidelines.
- 18) All other high school rules apply.