

# Mercer County 16-18 Fall League

## 2010

- a. All Players should be born between 5/1/1991 and 5/1/1996.
- b. Games will be 7 innings, with a 2 hour 15 minute time limit (no new inning, except on weeknight double headers, when it is drop dead).
- c. The *Ten Run Rule* is in effect after 4 ½ or 5 innings, only if losing team wants it.
- d. Teams are encouraged to bat as many players as they want. Any player at the game can play the field, even if not batting.
- e. Teams that have batting substitutes must enter them into the game using standard substitute re-entry rules.
- f. Once a pitcher has been removed, they may not return as a pitcher. There will be no inning/pitch limits.
- g. Teams can play a game with 8 players. Teams should combine players to make sure games are played. (*Teams that start with 9 or more, and lose a player will not be charge an out*)
- h. A tie ballgame will remain a tie ballgame.
- i. Courtesy Runners are allowed (Pitcher and Catcher – immediate). The runner must be a player not in the batting lineup. If all players are in the lineup, the Last Batted Out will be used.
- j. Games that are rained out will be cancelled during the regular season. Teams should try to reschedule for the first available day during the following week.
- k. The Home Team will provide baseballs for each game.
- l. There will be one umpire per game. The umpire will receive \$70 per game. There will be one umpire, who will be behind the plate. Each team will pay for half an umpire per game (\$35).
- m. All coaches should be recognizable. A league shirt or jacket is preferred. Full uniforms are not necessary.
- n. The team who is hosting each game is responsible to call Bill Lingrell (273-1357), George Simonka (Umpires – 584-8381 and 273-7467 – call both numbers if necessary), and the opposing team, if the game is rained out.