**Maize Recreation Commission Baseball/Softball Rules**

**1. General Rules**

**1.1 Conduct**

* **1.1.1** Good sportsmanship is expected of everyone involved.
* **1.1.2** There shall be NO SMOKING at practices or games. This is a USD 266 and Maize Recreation policy.
* **1.1.3** Umpires shall warn coaches, parents, or spectators once on behavior and/or profanity. A second warning shall bring forfeiture of the game to the opposing team. Coaches will be notified when a warning has been issued.

**1.2 Eligibility**

* **1.2.1** A player may play on only one team during a single season.
* **1.2.2** Division is determined by the grade a child is entering the following school year.
* **1.2.3** Players may advance up one grade division.
* **1.2.4** A question on a player's grade will be verified by the Maize Recreation Commission. All games in which an ineligible player participated shall be forfeited.

**1.3 Timing & Scoring**

* **1.3.1** All games must be played at their scheduled time. The only exception is unplayable weather conditions. If a team cannot play at the scheduled time, it will have to forfeit to the opposing team.
* **1.3.2** All games scheduled to start at 6:00 PM on weekdays will start the game clock regarding the time limit under the umpire’s discretion. The game will be halted when the time limit is reached or if the rules of rain or darkness apply.
* **1.3.3**
  + T-Ball and Coach Pitch will stop at the **55-minute mark** if five innings are not completed first.
  + Baseball (4th/5th) and Softball (4th/5th/6th) will stop at the **85-minute mark (1 hour 25 minutes)** if five innings are not completed first.
  + Baseball (6th/7th) will stop at the **85-minute mark (1 hour 25 minutes)** if six innings are not completed first.
* **1.3.4** The umpire will be the official timekeeper. The home plate umpire will announce when the time limit has been reached.
  + For T-Ball and Coach Pitch, time starts when the leadoff batter steps into the batter’s box.
  + For Kid Pitch, time starts on the last warm-up pitch from the home team.
* **1.3.5** The scorebook of the home team shall be the official scorebook.

**1.4 Equipment**

* **1.4.1** All teams will use white or high-visibility fluorescent balls distributed by the league.
* **1.4.2** All game balls will be provided by the umpires.
* **1.4.3** All players must wear molded cleats or tennis shoes. **No metal cleats** will be allowed for any age.
* **1.4.4** No cast, other than cast braces for lower extremities, will be allowed.
* **1.4.5** In all divisions, all players will wear a batter's helmet while batting or running bases. Any player who refuses will be declared out. A runner who **purposely throws off** his or her helmet while running bases shall be called out.
* **1.4.6** In all divisions, a **catcher must wear** a catcher’s helmet, chest protector, and shin guards.
  + **Exception:** In **T-Ball**, no equipment other than a batting helmet will be required.
* **1.4.7** In all divisions, a player taking warm-up throws from the pitcher between innings **must wear** a mask, chest protector, and shin guards.
  + **Exception:** Adult coaches are not bound by this rule.

**1.5 Game Rules**

* **1.5.1** **Baseball** - Official Baseball Rules as published by the **National Federation of State High School Associations** are official except where a league rule is in conflict.
* **1.5.2** **Softball** - Official Softball Rules as published by the **National Federation of State High School Associations** are official except where a league rule is in conflict.
* **1.5.3** Before each game, umpires and both team managers will go over the **ground rules** for the field they are playing on.
* **1.5.4** Coaches are urged to keep the game moving and assist the umpire whenever possible. The plate umpire **may assess** strikes/outs or balls/walks to the offending team to prevent game delays (e.g., excessive pitcher rotation or excessive batter timeouts).
* **1.5.5** In **player-pitch divisions (4th/5th grade and up),** only **one coach** may observe the pitcher’s warm-up from the infield. This coach may stand:
  + As the catcher
  + Behind the catcher
  + On or near the mound
  + **Note:** No offensive conference will be charged unless the umpire deems the coach’s actions as causing an unnecessary delay.
* **1.5.6** Warm-up pitches:
  + **Five pitches** between innings (for returning pitchers).
  + **Seven pitches** for a new pitcher.
  + The plate umpire shall keep count of warm-up pitches.
* **1.5.7** **Free substitution** can be used.
  + All players reporting on time **must bat in rotation**.
  + Players arriving late **will be added to the bottom of the lineup**.
* **1.5.8** Each player **must** play at least six outs or two innings in the field **unless the game is shortened by weather**.
* **1.5.9** In **player-pitch divisions (4th/5th grade and up)**, a pitcher who **hits 3 batters in the same inning** **must** be replaced.
  + The removed pitcher may play another defensive position but **cannot** return to pitch.
* **1.5.10** In all divisions, there will be **one warning per team per game** for **throwing a bat**.
  + **Second violation:** The player who threw the bat **is declared out**.
  + **No exceptions.**
* **1.5.11** A runner **must** slide or attempt to get around a fielder who has the ball and is waiting to make a play. If the runner collides or interferes, they are **out**.
* **1.5.12** Fielders **cannot stand directly in a baseline or on home plate** unless making a play.
* **1.5.13** **Unnecessary hard tags** or similar excessive defensive actions **are not allowed**.
  + **Penalty:** The runner will be declared **safe** and awarded one additional base.
  + A second infraction **by the same player** results in **ejection**.
* **1.5.14** If a player or coach is **bleeding** or has an **open wound**, they must receive treatment before re-entering the game.
  + If blood is on the uniform, it **must be changed** before playing again.
* **1.5.15** If a batter becomes incapacitated and **cannot complete their at-bat**, the next batter in the lineup will **inherit their ball-strike count**.

**1.6 Umpires**

* **1.6.1** The **plate umpire's decisions are final**.

**1.7 Rainouts**

* **1.7.1** Rainouts shall be called at the discretion of the **Sports Director** or other supervising staff.
  + **Minimum innings for a complete game:**
    - **T-Ball to 4th/5th grade:** 3 innings (or 2.5 if the home team is ahead).
    - **6th/7th grade and up:** 4 innings (or 3.5 if the home team is ahead).
  + The score will **revert to the last completed inning**.
* **1.7.2** The league will **reschedule incomplete games** and notify coaches of the new field and time.

**1.8 Awards**

* **1.8.1** Maize Recreation Commission will provide **participation medals** for all players.

**2. Baseball T-Ball (K-1st)**

**2.1 Field Markings & Equipment**

* **2.1.1** A **soft baseball** will be used. This ball is the same size and approximate weight as a baseball but is softer by comparison.
* **2.1.2** The **pitcher’s mound** shall be **40 feet** from home plate, and the **bases** shall be **60 feet apart**.
* **2.1.3** There will be a **20-foot arc** drawn from the 1st base line to the 3rd base line from home plate.
  + Any **hit ball staying inside this line** is a **foul ball**.
* **2.1.4** A **40-foot arc** will be drawn from the 1st base line to the 3rd base line from home plate.
  + **No fielder** can move in front of this line before the ball is hit.
  + If any **defensive player moves inside the arc before the ball is hit**, the **batter is awarded 1st base**, and any forced runners advance one base.
* **2.1.5** The **batter will hit from an adjustable tee**.
* **2.1.6** The **tee must be attached** to a permanent base. The umpire is responsible for:
  + Placing the ball on the tee.
  + Adjusting the tee to the batter’s strike zone.
  + Moving the tee out of the way for base runners.

**2.2 General Rules**

* **2.2.1** Games will be played for **five innings** or **55 minutes**, whichever occurs first.
  + If time expires and a batter is in the middle of an at-bat, they may finish the at-bat.
  + Once the at-bat is completed, the game **will conclude**.
* **2.2.2** The **infield fly rule does not apply**.

**2.3 Offense**

* **2.3.1** If **three outs** are made in an inning, all runners will be **cleared from the bases**, and play will continue until the lineup bats through.
* **2.3.2** **No base stealing is allowed.**
  + Runners can only advance when the ball is hit into play.
  + If a runner **leaves the base before the ball is hit**, time will be called, and runner will be sent back.
* **2.3.3** A runner **is out** if they fail to touch a base, as judged by the umpire.
* **2.3.4** On an **overthrow**, the runner may advance **ONE BASE** at their own risk.
* **2.3.5** **Bunting is not allowed.** Batters must take a full swing.
* **2.3.6** Batting team coaches must **remain in foul territory**.
* **2.3.7** Runners can continue to run on a batted ball until a play is attempted on them or time is called.

**2.4 Defense**

* **2.4.1** Each team may field a **maximum of 10 players**.
  + If a team has **fewer than eight players**, they may borrow a player from the opposing team or play with their available players.
  + **No one may be pulled from the crowd or another team. NO EXCEPTIONS.**
* **2.4.2** No team shall field **more than six players** inside the infield baselines, including the pitcher and catcher.
  + **Outfielders must remain behind the infield baseline**.
* **2.4.3** On a batted ball, if a fielder **makes a play on a runner at a base** and their throw enters the **pitcher’s circle**, the ball remains live.
  + If the **throw was not an attempt to make a play**, the umpire may declare **time**.
  + **Time does not require the pitcher to have possession of the ball.**
  + If a base runner has passed **halfway to the next base** when time is called, they may **advance**; otherwise, they **must return**.
* **2.4.4** The **pitcher may not attempt to make a play** on a runner once the ball is returned to the circle.
* **2.4.5** **No warm-ups** between innings.
* **2.4.6** While playing defense, **two coaches** are allowed on the field to instruct players.
  + **Coaches cannot interfere** once the ball is in play.

**3. Baseball 2nd/3rd (Coach Pitch)**

**3.1 Field Markings & Equipment**

* **3.1.1** A **soft baseball** will be used. This ball is the same size and approximate weight as a baseball but is softer by comparison.
* **3.1.2** The **pitcher’s mound** shall be **25 feet from home plate**, and the **bases shall be 60 feet apart**.
  + Coaches will pitch to their team from the **25-foot mark**.

**3.2 General Rules**

* **3.2.1** Games will be played for **five innings or 55 minutes**, whichever occurs first.
  + If the time expires while a player is **in the middle of an at-bat**, they will be allowed to finish their at-bat before the game concludes.
* **3.2.2** The **infield fly rule and dropped third strike rule do not apply**.

**3.3 Offense**

* **3.3.1** A team **scoring six runs in an inning before three outs** are made will be declared out, and the sides will switch.
* **3.3.2** **No bunting is allowed**.
  + **Batters must take a full swing**.
* **3.3.3** **No base stealing is allowed**.
  + Base runners may only advance when the ball is hit into play.
  + If a runner leaves the base **before the ball is hit**, time will be called, and the runner will be sent back.
  + Runners may advance on a **pop fly** at their own risk.
* **3.3.4** A runner is **out** if they fail to touch a base, per umpire judgment.
  + The umpire will make the call when the ball is dead.
* **3.3.5** In the event of an **overthrow**, a runner may advance **one base at their own risk**.
* **3.3.6** Play is dead when the ball has been returned to the player pitcher.

**3.4 Defense**

* **3.4.1** Each team must field at least **eight players** and no more than **ten players**.
  + If a team fields fewer than **eight players**, they may:
    - Borrow a player from the opposing team.
    - Play with their available players.
    - **No player may be pulled from the crowd or from another team. NO EXCEPTIONS!**
* **3.4.2** Including the **pitcher and catcher**, no team shall field more than **six players within the infield baselines**.
  + Outfielders must **stay behind the infield baseline**.
* **3.4.3** If a **thrown ball touches the person pitching**, the ball **remains in play**.
  + If a **hit ball contacts the person pitching**, it is a **dead ball single**.
  + **Forced runners advance one base**.
* **3.4.4** Each batter **receives no more than six pitches**.
  + If the batter **fails to make contact or strike out by the 6th pitch**, they are **out**.
  + **Foul ball on the 6th pitch = batter is out**.
  + The home plate umpire shall keep count of the pitches.
* **3.4.5** **No walks will be allowed**.
* **3.4.6** **Three swinging strikes = strikeout**.
  + Pitched balls will **only** be added to the pitch count.
* **3.4.7** If a **pitched ball hits a batter**, the ball is **dead**, and the batter **does not advance to first base**.

**4. Baseball 4th/5th**

**4.1 Field Markings & Equipment**

* **4.1.1** A **regulation baseball** will be used.
* **4.1.2** The **pitcher’s mound** shall be **42 feet from home plate**, and the **bases shall be 60 feet apart**.

**4.2 General Rules**

* **4.2.1** Games will be played for **five innings or 1 hour 25 minutes (85 minutes)**, whichever occurs first.
  + If time expires and a player is **in the middle of an at-bat**, the at-bat will be completed before the game concludes.
* **4.2.2** The **infield fly rule, dropped third strike rule, and balk rule do not apply**.

**4.3 Offense**

* **4.3.1** A team **scoring six runs in an inning before three outs** are made will be declared out, and the sides will switch.
* **4.3.2** **No base stealing is allowed**.
  + Base runners may only advance when the ball is hit into play.
  + If a runner **leaves the base before the ball is hit**, time will be called, and runner will be sent back.
  + Runners may advance on a **pop fly** at their own risk.
* **4.3.3** A runner is **out** if they fail to touch a base, per umpire judgment.
  + The umpire will make the call when the ball is dead.
* **4.3.4** **No runner may advance on a pitched ball unless:**
  + The ball is put into play.
  + A hit by pitch occurs.
* **4.3.5** A batter **hit by a pitch** will be awarded **first base** unless the batter **steps into the pitch on purpose**.
* **4.3.6** If a **batter walks**, the offensive team’s **coach will pitch to the batter**. A designated line will be marked for the coach to pitch from.
  + The batter will receive the same number of pitches as they had strikes left in the count.
  + **Examples:**
    - **3-0 count** = 3 pitches from the coach.
    - **3-1 count** = 2 pitches from the coach.
    - **3-2 count** = 1 pitch from the coach.
* **4.3.7** If the batter is hit by a coach pitched ball, then a re-do will be given.
  + A batted ball hitting the “coach pitcher” will result in a dead ball single.

**4.4 Defense**

* **4.4.1** Each team must field at least **eight players** and no more than **ten players**.
  + If a team fields fewer than **eight players**, they may:
    - Borrow a player from the opposing team.
    - Play with their available players.
    - **No player may be pulled from the crowd or from another team. NO EXCEPTIONS!**
* **4.4.2** **Pitching restrictions**:
  + No player may pitch in more than **three innings per game**.
  + **Throwing one pitch constitutes an appearance.**
  + **Example:**
    - A pitcher starts an inning, throws to one batter, and is removed.
    - Later in the same inning, they are put back in as a pitcher.
    - **That counts as two innings toward their three-inning limit.**
  + **Penalty for violating this rule:** Forfeiture of the game.
* **4.4.3** Once a **starting pitcher or a sub-pitcher has been removed**, they **may re-enter as a pitcher only once per game**.

**5. Baseball 6th/7th**

**5.1 Field Markings & Equipment**

* **5.1.1** A **regulation baseball** will be used.
* **5.1.2** The **pitcher’s mound** shall be **50 feet from home plate**, and the **bases shall be 70 feet apart**.

**5.2 General Rules**

* **5.2.1** Games will be played for **six innings or 1 hour 25 minutes (85 minutes)**, whichever occurs first.
  + If time expires and a player is **in the middle of an at-bat**, the at-bat will be completed before the game concludes.
* **5.2.2** The **infield fly rule and dropped third strike rule apply**.
* **5.2.3** **Balks will not be called**, but coaches should teach their players proper pick-off moves and mound rules.
* **5.2.4** A batter **hit by a pitch** will be awarded **first base** unless they **step into the pitch on purpose**.

**5.3 Offense**

* **5.3.1** A team **scoring six runs in an inning before three outs** are made will be declared out, and the sides will switch.
* **5.3.2** **Leadoffs and stealing bases are allowed** at the base runner’s discretion.
* **5.3.3** If a **ball is overthrown or a wild pitch is thrown**, the base runner **may advance one or more bases until the umpire calls the play dead**.
* **5.3.4** Advancing to home plate on a passed ball is allowed. **Straight stealing home plate is not allowed as a safety precaution.**

**5.4 Defense**

* **5.4.1** Each team must field at least **eight players** and no more than **nine players**.
  + If a team fields fewer than **eight players**, they may:
    - Borrow a player from the opposing team.
    - Play with their available players.
    - **No player may be pulled from the crowd or from another team. NO EXCEPTIONS!**
* **5.4.2** **Pitching restrictions**:
  + No player may pitch in more than **four innings per game**.
  + **Throwing one pitch constitutes an appearance.**
  + **Example:**
    - A pitcher starts an inning, throws to one batter, and is removed.
    - Later in the same inning, they are put back in as a pitcher.
    - **That counts as two innings toward their four-inning limit.**
  + **Penalty for violating this rule:** Forfeiture of the game.
* **5.4.3** Once a **starting pitcher or a sub-pitcher has been removed**, they **may re-enter as a pitcher only once per game**.

**6. Softball T-Ball (K-1st)**

**6.1 Field Markings & Equipment**

* **6.1.1** A **soft 11-inch softball** will be used. This ball is the same size and approximate weight as a regulation 11-inch softball but is softer by comparison.
* **6.1.2** The **pitcher’s mound** shall be **40 feet from home plate**, and the **bases shall be 60 feet apart**.
* **6.1.3** There will be a **20-foot arc** drawn from the 1st base line to the 3rd base line from home plate.
  + Any **hit ball staying inside this line** is a **foul ball**.
* **6.1.4** A **40-foot arc** will be drawn from the 1st base line to the 3rd base line from home plate.
  + **No fielder** can move in front of this line before the ball is hit.
  + If any **defensive player moves inside the arc before the ball is hit**, the **batter is awarded 1st base**, and any forced runners advance one base.
* **6.1.5** The **batter will bat from an adjustable tee**.
* **6.1.6** The **tee will be located at home plate**, and it is the **umpire’s responsibility** to:
  + Place the ball on the tee.
  + Adjust the tee to the batter’s strike zone.
  + Move the tee out of the way of incoming base runners.
  + Ensure the tee remains attached to a permanent base.

**6.2 General Rules**

* **6.2.1** Games will be played for **five innings or 55 minutes**, whichever occurs first.
  + If the time expires and a player is **in the middle of an at-bat**, the at-bat will be completed before the game concludes.
* **6.2.2** The **infield fly rule does not apply**.

**6.3 Offense**

* **6.3.1** If **three outs** are made in an inning, all runners will be cleared from the bases, and play will continue until the lineup bats through.
* **6.3.2** **No base stealing is allowed**.
  + Base runners **may only advance when the ball is hit into play**.
  + If a runner **leaves the base before the ball is hit**, time will be called, and runner will be sent back.
* **6.3.3** A runner is **out** if they fail to touch a base, per umpire judgment.
  + The umpire will make the call when the ball is dead.
* **6.3.4** In the event of an **overthrow**, a runner may advance **one base at their own risk**.
* **6.3.5** **Batters must take a full swing**.
  + **Bunting is not allowed**.
* **6.3.6** The **batting team’s coaches must remain in foul territory**.
* **6.3.7** Runners can continue to run on a batted ball until a play is attempted on them or time is called.

**6.4 Defense**

* **6.4.1** Each team must field at least **eight players** and no more than **ten players**.
  + If a team fields **fewer than eight players**, they may:
    - Borrow a player from the opposing team.
    - Play with their available players.
    - **No player may be pulled from the crowd or from another team. NO EXCEPTIONS!**
* **6.4.2** Including the **pitcher and catcher**, no team shall field more than **six players within the infield baselines**.
  + Outfielders must **stay behind the infield baseline**.
* **6.4.3** On a batted ball, if a fielder **makes a play on a runner at a base** and their throw enters the **pitcher’s circle**, the ball remains live.
  + If the **throw was not an attempt to make a play**, the umpire may declare **time**.
  + **Time does not require the pitcher to have possession of the ball.**
  + If a base runner has passed **halfway to the next base** when time is called, they may **advance**; otherwise, they **must return**.
* **6.4.4** The **pitcher may not play on any runner** after the ball is returned to the circle while they are inside the circle.
* **6.4.5** **No warm-ups between innings.**
* **6.4.6** While playing in the field, each team **may have two coaches on the field** to help instruct players.
  + These coaches **must not interfere** with the ball once it is in play.

**7. Softball 2nd/3rd (Coach Pitch)**

**7.1 Field Markings & Equipment**

* **7.1.1** A **“safe soft” 11-inch softball** will be used.
* **7.1.2** The **pitcher’s mound** shall be **25 feet from home plate**, and the **bases shall be 60 feet apart**.
  + Coaches will pitch to their team from the **25-foot mark**.

**7.2 General Rules**

* **7.2.1** Games will be played for **five innings or 55 minutes**, whichever occurs first.
  + If the time expires while a player is **in the middle of an at-bat**, they will be allowed to finish their at-bat before the game concludes.
* **7.2.2** The **infield fly rule and dropped third strike rule do not apply**.

**7.3 Offense**

* **7.3.1** A team **scoring six runs in an inning before three outs** are made will be declared out, and the sides will switch.
* **7.3.2** **No bunting is allowed**.
  + **Batters must take a full swing**.
* **7.3.3** **No base stealing is allowed**.
  + Base runners may only advance when the ball is hit into play.
  + If a runner **leaves the base before the ball is hit**, time will be called, and the runner will be sent back.
  + Runners may advance on a **pop fly** at their own risk.
* **7.3.4** A runner is **out** if they fail to touch a base, per umpire judgment.
  + The umpire will make the call when the ball is dead.
* **7.3.5** In the event of an **overthrow**, a runner may advance **one base at their own risk**.

**7.4 Defense**

* **7.4.1** Each team must field at least **eight players** and no more than **ten players**.
  + If a team fields fewer than **eight players**, they may:
    - Borrow a player from the opposing team.
    - Play with their available players.
    - **No player may be pulled from the crowd or from another team. NO EXCEPTIONS!**
* **7.4.2** Including the **pitcher and catcher**, no team shall field more than **six players within the infield baselines**.
  + Outfielders must **stay behind the infield baseline**.
* **7.4.3** If a **thrown ball touches the person pitching**, the ball **remains in play**.
  + If a **hit ball contacts the person pitching**, it is a **dead ball single**.
  + **Forced runners advance one base**.
* **7.4.4** Each batter **receives no more than six pitches**.
  + If the batter **fails to make contact or strike out by the 6th pitch**, they are **out**.
  + **Foul ball on the 6th pitch = batter is out**.
  + The home plate umpire shall keep count of the pitches.
* **7.4.5** **No walks will be allowed**.
* **7.4.6** **Three swinging strikes = strikeout**.
  + Pitched balls will **only** be added to the pitch count.
* **7.4.7** If a **pitched ball hits a batter**, the ball is **dead**, and the batter **does not advance to first base**.

**8. Softball 4th/5th/6th**

**8.1 Field Markings & Equipment**

* **8.1.1** An **11-inch softball** will be used.
* **8.1.2** The **pitcher's circle** shall be **35 feet from home plate**, and the **bases shall be 60 feet apart**.

**8.2 General Rules**

* **8.2.1** Games will be played for **five innings or 1 hour 25 minutes (85 minutes),** whichever occurs first.
  + If time expires while a player is **in the middle of an at-bat**, they will be allowed to finish their at-bat before the game concludes.
  + Dropped third strike rule is not in effect.
  + Infield fly rule is in effect.

**8.3 Offense**

* **8.3.1** A team **scoring six runs in an inning before three outs** are made will be declared out, and the sides will switch.
* **8.3.2** **Stealing will be allowed for 1st, 2nd, and 3rd base.**
  + **No stealing of home plate** is allowed.
  + **No leadoffs.**
  + Base runners **may advance** when:
    - The ball is hit into play.
    - A pitched ball crosses home plate.
  + If a runner **leaves the base early**, the umpire will call **“time”**, and the runner must **return to their previously occupied base**.
  + In the event of an **overthrow in the field**, runners may advance at their own risk.
  + Runners **may advance on a pop fly** at their own risk.
  + Once the **pitcher has the ball in the circle**, **“time” shall be called**, and play will be dead until the next pitch.
  + If a **hit ball contacts the coach pitching**, it is a **dead ball single**.
  + **Forced runners advance one base**.
* **8.3.3** A runner is **out** if they fail to touch a base, per umpire judgment.
  + The umpire will make the call when the ball is dead.
* **8.3.4** A batter will be awarded **first base if hit by a pitch**, unless they **step into the pitch on purpose**.
* **8.3.5** If a batter **walks**, the offensive team’s **coach will come out of the dugout to pitch** to the batter.
  + The number of pitches that the batter gets will match the number of strikes left in the count.
  + **Examples:**
    - **3-0 count** = 3 pitches from the coach.
    - **3-1 count** = 2 pitches from the coach.
    - **3-2 count** = 1 pitch from the coach.

**8.4 Defense**

* **8.4.1** Each team must field at least **eight players** and no more than **ten players**.
  + If a team fields fewer than **eight players**, they may:
    - Borrow a player from the opposing team.
    - Play with their available players.
    - **No player may be pulled from the crowd or from another team. NO EXCEPTIONS!**
* **8.4.2** The **pitcher may be changed at any time during the game**.
  + Pitchers are expected to use a **fast-pitch windup and motion**.