

# RULES

The Bolin League will use most Major League rules except the following:

## UNIFORMS

1. White shirts can only be worn for home games and gray shirts can only be worn for away games. Colored shirts may be worn for either.
2. All shirts must be approved for game use.
3. Team shirts and hats should be used for all games and must be used for playoff games.

## ROSTERS

1. Each team must have 10 players on the roster.
2. Each team may only have one pitcher on the roster.
3. Each roster must have at least one right handed and one left handed batter.
4. Teams may not modify their rosters during the playoffs.

## RECOMMENDED FIELD DIMENSIONS

1. Pitcher's Mound- 38 feet
2. Base Paths- 35 feet
3. Fences down the lines- 55-65 feet
4. Fences in power alleys- 65-75 feet
5. Center Field Fence- 80 feet

## PITCHING

1. One fast strike may be thrown to each batter. A foul ball counts as the one fast strike.
2. There is no longer a starting rotation. Each team has one pitcher.
3. Balks will not be called. However, a no pitch will be called if the pitcher attempts to quick-pitch.
4. The pitcher's mound is to be anywhere from thirty-three to thirty-six feet away from home plate.
5. To intentionally walk a batter the pitcher may say "walk" and/or point to first base.
6. The strike zone is rectangular in area extending vertically from the knees to the letters of the jersey and horizontally from the front right edge of home plate to the front left edge of home plate.
7. Pitches thrown too fast are the umpire's discretion. The umpire needs to tell the pitcher when he has thrown his fast pitch if there were not 2 strikes on the batter. A pitch that is too fast is a ball or the result of the play, decided by the batter. The pitch may be hard but not very fast. The fast pitch is a set speed for both teams and not relative to how hard each pitcher throws normally. This, again, is the umpire's discretion.
8. Only official Wiffle balls may be used.

## HITTING

1. If the batter hits a ground rule double he/she may only take first base if they want to.
2. The infield fly rule will not be used.
3. The batter may NOT bunt twice in an inning or with the bases loaded. A fair ball resulting from an illegal bunt is an automatic out with no runners advancing. A foul ball or missed attempt resulting from an illegal bunt is still a foul ball or missed attempt.
4. An overthrow is a dead ball and runners may only advance if they are 1/2 way to the next base.
5. A hit by pitch is a ball. The batter may not lean into a pitch or put any part of their body in front of a pitch. If the batter intentionally touches any ball near the strike zone the umpire should call it a strike.
6. Once the fielder has the ball runners may not advance past the next base from where they are when the fielder recovers the ball.
7. A designated hitter will be used by all teams.
8. All runners move at the same speed as the hitter.
9. A bunt is not a ground ball.
10. If the batter on the roster is a switch hitter, he must bat the opposite way the pitcher is throwing.
11. Each team must have 1 right handed batter and 1 left handed batter in the lineup every game. Switch hitters don't count.
12. Only official Wiffle bats may be used. No bats may be taped around the handle or any other part of the bat.
13. If a runner misses a base, a verbal appeal is all that is necessary to declare the runner out.
14. If there is no umpire present, it is the batter's responsibility to call strikes on him/herself honestly and fairly.

## FIELDING

1. The runner is out if they are hit by a thrown ball unless they are on the base.
2. If a batted ball hits a runner in fair territory they are out. If it hits them in foul territory the ball is foul.
3. If the ball is thrown over first base before the runner gets there the runner going to first is out. The ball must be close enough to the base that a first baseman would be able to catch the ball. The ball must hit second, third, or home on a force before the runner gets to first base for that to be an out.
4. Gloves are recommended but not mandatory.
5. If there is a catcher, foul tips are outs. The catcher may not catch foul balls.

## OFFICIAL GAME

1. A game can be forfeited at any time. If the team winning forfeits the score will be 3-0 in favor of the non-forfeiting team. If the losing team forfeits the score will remain the same.
2. A game will start in the seventh and must go a full three innings to be official unless a team forfeits. If the score is tied at the end of the game extra innings will be played per MLB rules until a winner is decided. Any game suspended at any time because of rain, darkness, or other extenuating circumstances will be continued from the point where the game left off.

## MODIFIED RULES (FOR MOBILITY ISSUES)

1. Both teams must agree to modified rules prior to game. Modified rules cannot be used in the playoffs.
2. Balls landing in the infield are an out, landing in the outfield are a single, balls off the wall are a double.
3. Ground balls fielded cleanly without being bobbled with a runner on first are a double play.
4. All other rules are still in place.

## Bolin Field Rules

1. The ball may be caught off any siding, roof, car, tree, bush, plant, swing, pole, netting, or wire for an out. Exceptions: The large bush near the right field foul pole, any bush on the side or front of the house, the bush in the front yard of the pink house, the wires behind home plate, the back porch, and the backstop.
2. The lead runner is out if any batted ball goes straight from the bat to the ground and lands in front of the pitcher's mound. All other runners are subject to being thrown or forced out in any normal way. If the ball has any arc it is considered a pop-up. The runners may not advance any extra bases. A ball is not considered a ground ball if it hits a fielder before it touches the ground.
3. The foul pole in left field is the corner of the roof and the pole extending up from it. The entire roof of the house is in fair territory. Below the roof, the edge of the house is the foul pole. Note: If the ball hits the bush in front of the window, it could be either fair or foul.
4. Foul balls down the left field line: Any ball that lands in the driveway and does not hit the house, any ball that lands in the garden down the line, any ball that hits the garage on a fly. Balls that hit the screen behind third base are in play. Grounded balls that are fair then hit the garage are still fair.
5. Automatic singles: Any fair ball that is not an out that goes into and stays in any garden or out of play anywhere where it is not a double.
6. Ground rule doubles: Any ball through the arch, any fly ball off the house that ends up in any garden or goes out of play, or any ball in the driveway or beyond that no play is made on. If a ball hits both the siding and the roof, whichever it hits first will take preference. Any fair ball that gets stuck in a gutter or a tree. Balls cannot be caught for an out if stuck in a gutter or too high in a tree to reach.
7. Triple: Any ball that hits the roof of the house that is not caught and lands in the back of the house. If a ball hits both the siding and the roof, whichever it hits first will take preference.
8. Home runs: Any ball that hits the roof of the house that is not caught and lands on the side or front of the house, any ball that goes over any part of the roof, any ball that goes over the arch.
9. Additional: The wires in fair territory and branches over the field are in play and are part of the field. Any ball is to be played as if they are not there.
10. Additional: Balls off garbage cans may be caught for outs but balls stuck in garbage cans are dead and either foul, a single, or a double depending on the situation. See rules 5 and 6.
11. Fan interference is the umpire's discretion.

## Decksider Stadium Rules

1. The foul pole in left field is the edge of the garage. A ball must pass over or to the fair side of the imaginary vertical foul pole extending straight up from the edge of the garage. The foul pole in right field is the pole in the fence and the yellow bat stuck into the fence above the pole. The gutter is in foul territory.
2. Ground rule doubles: Any fair ball on the cement next to the garage, any ball under the gate, any ball under the stairs or deck, any ball onto the deck that goes under the rail, any ball touched by a person reaching under the rail on the deck, any ball off the umbrella or its support, any ball through the gap in center field, any ball that rolls under or over the fence.
3. Home runs: Any ball on the top of the roof of the garage, any ball over the gate, any ball over the rail onto the stairs or deck, any fly ball touched by a fan in home run territory, any ball over the pole connecting the deck to the fence or the imaginary line connecting them if there is no pole, any ball over the fence.
4. Balls off the trees in fair territory are in play and ruled fair, foul, or a home run depending on where they land or are caught. Balls hitting the trees in foul territory that are not caught are foul.
5. A batted ball that goes straight down off the bat and lands in the infield at or inside the baseline results in the lead force runner to be out automatically. All other runners are subject to being thrown or forced out in any normal way. If the ball has any arc it is considered a pop-up. The runners may not advance any extra bases. A ball is not considered a ground ball if it hits a fielder before it touches the ground.
6. A ball that hits the roots behind home plate in foul territory is a foul ball.
7. Any ball that hits the umbrella or the flag in center field is considered to have traveled over the fence.

## Otter Park Rules

1. Singles- Any base hit that goes under the right field fence. Any base hit that goes into the bushes after bouncing in front of them.

2. Doubles- Any base hit that goes straight into the bushes or bounces off the fence into the bushes. Any ball that goes underneath the left field/center field fence. Any base hit that goes through the middle gap in the right field fence.

3. A batted ball that goes straight down off the bat and lands in the infield at or inside the baseline results in the lead force runner to be out automatically. All other runners are subject to being thrown or forced out in any normal way. If the ball has any arc it is considered a pop-up. The runners may not advance any extra bases. A ball is not considered a ground ball if it hits a fielder before it touches the ground.

4. Fly balls may be caught on any part of the property or neighboring property in foul territory for an out.

5. Any ball hitting the wires is in play as if it did not hit the wires. A ball hitting the wires above the fence in left field is a home run.

#### Ricky Field Rules

1. A fly ball landing on the deck is foul.

2. A ball under the deck is in play unless it goes into the rocks where it is a double.

3. Any ball on the stairs is foul.

4. The right field foul pole is the chimney. If it hits the chimney above the gutter, it is a home run.

5. A ball on the roof of the shed is in play.

6. A ball that hits the roof of the house is a home run.

7. A ball going over the peak of the house is a home run. A ball clearing the imaginary line from the front of the house to the neighbor's house in center field is a home run.

8. The top of the neighbor's house and the siding left of the fence line are home runs.

9. A ball must either hit the top of the fence or clear it to be a home run. A ball under the fence is a double.

10. A batted ball that goes straight down and lands in the infield at or near the baseline results in the lead force runner to be out automatically. All other runners are subject to being thrown or forced out in any normal way. If the ball has any arc it is considered a pop-up. The runners may not advance any extra bases.

11. If the ball hits a tree along the first or third base line in foul territory it is foul unless caught for an out. If it hits in fair territory it is in play whether fair or foul.

12. The left field foul pole is the third post from the edge of the fence.

13. A ball into the woods, off the property, or past the house down the first or third base lines is out of play.

#### Wilson Field Rules

1. The left field foul pole is the right edge of the door.

2. A fair ball on the roof is a home run.

3. Any ball hitting a tree above the home run fence is a home run. Any ball hitting a tree in front of and/or below the home run fence is in play.

4. A ball on top of the shed is a home run.

5. Balls off the trees in fair territory are in play and ruled fair, foul, or a home run depending on where they land or are caught. Balls hitting the trees in foul territory that are not caught are foul.

#### Cunningham Park Rules

1. In right-center field a home run is over the white line on the barn.

2. If the ball goes under the fence it is a double.

3. The catcher may make outs for either team but should not interfere with the fielder.

4. A batted ball that never goes above the pitcher's head before hitting the ground and hits the ground in the infield results in the lead force runner to be out automatically. All other runners are subject to being thrown or forced out in any normal way. If the ball has any arc it is considered a pop-up.

#### E-House Rules (Both Fields)

1. The ball may be caught off any part of the roof or walls for an out unless the play is made outside the playing field.

2. The ground ball rule will be in effect. (See Decksider Stadium rule 7)

3. Any ball hit through the walkway is a ground rule double.

4. The ball must clear the peak of the roof to be a home run.

5. In center field, if the ball hits the taller roof and clears the peak of the smaller roof it is a home run.

6. Anything off the front of the chimney is still in play.

7. Anything off the top of the chimney is a home run.

8. A ball that hits the side of the chimney in front of the peak on a fly and rolls to the other side is a double. A ball that hits the side of the chimney behind the peak on a fly is a home run.

9. A ball stuck in the gutter or on the roof is a ground rule double.

#### E-House North Rules

1. The right field foul pole is the left edge of the window straight up.

2. The left side of the windows straight up is the foul pole in left field.

#### E-House South Rules

1. The left field foul pole is the right edge of the window straight up.

2. The right side of the windows straight up is the foul pole in right field.