

## WOODBINE LEAGUE LOCAL RULES

1. ASA Rules will be used unless modified below.
2. Scorebooks need to be signed by the umpire at the end of the game.
3. The Coaches/Managers will be responsible for seeing that there is NO ALCOHOL in playing area. Player ejection from game will result
4. Players must be 18 years old to play on a league team. This is not a coed league.
5. Warm Ups
  - A) Both teams will share the field for practice prior to the game.
  - B) The field will be cleared 5 minutes prior to game time.
6. Game Times
  - A) During April - The first game of double headers will begin at 6:00 p.m.
  - B) May through end of season - The first game of double headers will begin at 6:15 p.m.
  - C) The second game of the double header will begin 5 minutes after the end of the first game.
7. There will be a 135 minute (2 hours and 15 minutes) time limit to play a double header. No new inning can start after this point. There is no time limit per game.
8. Umpires will notify coaches simultaneously when they believe approaching darkness will not allow for the completion of the game. Once the decision for the last inning or portion of an inning has been made it shall not be reconsidered.
9. Forfeit Rules
  - A) Teams are allowed a 15 minute grace period if they do not have at least 9 players.
  - B) When using the grace period, for purposes of the time limit, the game time will be the scheduled game time.
  - C) The second game of the double header will be a forfeit at 35 minutes after the scheduled start time of the first game.
10. Games will be played with a .44 cor/375 compression ball. Teams will hit the ball which they provide. Balls will only be replaced when damaged or hit out of play. The official league ball is the Dudley Thunder. This is the ball that teams MUST supply.
11. A 10 run rule after 5 complete innings. This does not apply to preseason or championship game(s).
12. A team will forfeit the game if any participating player is wearing metal spikes.
13. Teams may start and/or finish any game with 9 players.
  - A) A 10th player may be added at the start of any inning. The added player will assume the 10th spot in the batting order.
  - B) No 11th player may be added.
  - C) When a team is playing with less than 10 players, there will be NO automatic out.
14. Pitchers will be allowed 3 warm up pitches prior to the first inning and one each inning thereafter.
15. Batters will enter the box with a 1-1 count. There is NO courtesy foul.
16. Teams will be allowed 5 over the fence home runs. Any in excess of 5 will be an automatic out. On home runs the batter and any runners will only need to touch the next base.
17. Injury Rules
  - A) If a player is injured and there are no eligible substitutes, the opposing coach may select a player from the teams previously used players or may yield this decision to the injured players coach.
  - B) If a team begins a game with 11 or 10 players and loses players due to INJURY ONLY they may finish the game with as few as 9 players. The line up will be compressed with NO out being taken.
  - C) Should another player arrive they may be added at the end of the order to get the team to 10 players.
19. If a player is ejected from the first game of a double header, they are ineligible for the second game that night.