

2-PITCH RULEBOOK

Peoples Church

Peoples Church 2-Pitch Committee

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SECTION 1

Fielding a Team, Rosters, & Schedules

- 1.1. A minimum of seven (7) players (plus a catcher provided by the opposing team) is needed to field a team. A maximum of ten (10) fielders can be on the field at one time. For teams with more than seven (7) players, the provision of a catcher from the opposing team is optional.
- 1.2. The offensive team will be required to provide a pitcher.
- 1.3. The defensive team will be required to provide a catcher.
- 1.4. At the time of the bat making contact with the ball, a maximum of five (5) fielders (including the catcher) are permitted on the infield (i.e. on the gravel).
 - 1.4.1. If an additional fielder (sixth or more) is on the infield when the bat makes contact with the ball, the batter and each base runner will be awarded one (1) base.
- 1.5. A team with seven (7) or more players at the allotted start time must begin **as soon as possible** or **risk forfeiture**.
- 1.6. If a team has less than seven (7) players more than ten (10) minutes after game time (i.e. 6:20:01), the shorthanded team will forfeit and an exhibition game will be played in that time slot.
 - 1.6.1. If both teams have less than seven (7) players more than ten (10) minutes after game time, the game will be ruled a tie and an exhibition game will be played in that time slot.
 - 1.6.2. Teams will not be permitted to make up their player deficit by adding temporary replacements from other teams. Temporary replacements (or “fill-ins”) will only be permitted once the scheduled game is ruled a forfeit or a tie, and an exhibition game is played in that time slot.
 - 1.6.3. Fielders will only be permitted a substitution in the case of injury. Fielders are allowed to exchange positions with a pre-existing fielder.
- 1.7. In the event of inclement weather (i.e. lightning, excessive heat, washed out field) the 2-Pitch Committee may decide to cancel that week’s games. The 2-Pitch Committee will notify all captains, who will in turn notify their respective players.
- 1.8. All of the scheduled games for the current week must be completed in order for that week’s results to count in the standings. In the event that one or more game(s) are cancelled due to inclement weather, the completed game(s) will be ruled “exhibition.”
- 1.9. Games will last nine (9) innings in length or one hour and twenty minutes (1:20:00). Additional time will be permitted to finish the existing inning. A new, full inning cannot begin with less than ten (10) minutes remaining in the allotted time frame (i.e. 7:20:01, 8:40:01). No time limit will be enforced for any game beginning at 6:30 p.m. or when lights are available.
- 1.10. In the event of a tie after nine (9) innings, extra innings will be played as long as the game doesn’t exceed its allotted time frame. If time has elapsed, the game will be ruled a tie.
- 1.11. In the event of inclement weather, games will be ruled complete after five (5) full innings or four and a half (4.5) innings if the home team is leading.
- 1.12. Ties in the standings will be broken as follows: (1) Winning Percentage (2) Head-to-Head Record (3) Run Differential (4) Runs Scored (5) Coin Toss
- 1.13. Players are expected to wear their team t-shirts or, when not available, a t-shirt generally close to the team’s primary colour. Tank tops, halter tops, muscle shirts and other non-sleeved shirts are not permitted. Shorts must be an appropriate length.

SECTION 2

Offense: Batting & Base-running

- 2.1 Teams must maintain a consistent batting order through the duration of the game.
- 2.1.1 Late-comers to the game must be inserted at the bottom of their team's batting order.
- 2.2 Pinch-hitters will not be permitted. In the event of injury, the injured player will be removed from the batting order for the duration of the game.
- 2.3 Pinch-runners will be permitted only in the event of injury. Pinch-runners must be the last recorded "out" on the offensive team. Pinch-runners can only substitute from first base.
- 2.4 A batted ball that hits the pitcher will be ruled "out."
- 2.5 A batted ball that hits the protective screen will be ruled "foul."
- 2.6 Batted balls striking home plate, the white portion of first base (1B) or third base (3B) will be ruled "fair." Batted balls that hit the ground and bounce/roll into foul territory before reaching first base (1B) or third base (3B) will be ruled "foul." Batted balls that hit the ground and bounce/roll into foul territory beyond first base (1B) or third base (3B) will be ruled "fair." Batted balls that land in foul territory and roll into fair territory before reaching first base (1B) or third base (3B) will be ruled "fair."
- 2.7 Batted balls that are dropped into fair territory by a fielder with both feet standing in foul territory will be ruled "foul."
- 2.8 Batted balls that are dropped into foul territory by a fielder with both feet standing in fair territory will be ruled "fair."
- 2.9 Batted balls that hit any part of the foul pole (either the pole itself or the extended portion connected to the outfield fence) will be ruled a "homerun."
- 2.10 Batted balls bouncing over or under the outfield fence will be ruled a "ground-rule double." Base-runners will be awarded two bases from the time when contact was made with the ball.
- 2.11 Bunting, check-swings, half-swings, and "Baltimore Chops" will be ruled "foul." Players are required to take full-swings.
- 2.12 Base-runners are permitted to advance on fly balls once the batted ball has made contact with a fielder. Fly balls are not required to be caught for base-runners to advance – just touched.
- 2.13 Sliding and or diving **into** any base or home plate is not permitted. Offending players will be ruled "out". Runners who lose their footing and crawl or reach out to touch a base are not in violation of sliding or diving. Runners are permitted to dive (head or hands first) into the retreating base.
- 2.14 Base-runners veering off the base-path to avoid being tagged will be ruled "out."
- 2.15 Base-runners advancing to home plate are required to cross the line (one foot down) that runs parallel to home plate. Base-runners stepping on or touching home plate will be ruled "out."
- 2.16 Base-runners crossing the committal line (one foot down) are required to continue towards home plate. Base-runners who retreat back over the committal line (one foot down) after crossing it will be ruled "out."
- 2.17 Base-runners are not permitted to leave the base until contact is made with the ball. Base-runners leaving the base ("leading-off") prior to contact being made will be ruled "out."

- 2.18 Base-runners passing a base-runner ahead of them will be ruled "out." In the event that two base-runners are touching the same base at the same time, the trailing base-runner will be ruled "out."
- 2.19 There is a limit of one (over the fence) homerun per player per game. Players batting additional homeruns over the fence in the same game will be awarded the equivalent of a "walk" (i.e. only forced runners advance one base).
- 2.20 Players age 17 and under are required to wear a batting helmet while warming up on deck, batting, and running the bases.
- 2.21 Batters running to first base (1B) are required to touch the orange portion of the base only when running through first base. Batters stepping on the white portion of first base while running through the base may be ruled out for "interference". Batters rounding first base are permitted to step on the white portion of the base.
- 2.21.1 Batters who run through first base and then turn to their left will be ruled "in play" and can be tagged out. Batters who turn to their right after running through first base are entitled to first base uncontested.
- 2.22 Players bringing a personal bat to a game are required to make their bat available to all players playing in that game.
- 2.23 Forced based-runners are required to advance when a ball is batted on the ground. Runners who retreat to a base under these circumstances may be ruled "out."

SECTION 3

Defense: Fielding and Throwing

- 3.1 Fielders standing in the way of a base-runner without being involved in the play will be ruled as "interfering" and will result in the runner be ruled "safe" at the base he/she was advancing or retreating to.
- 3.2 Play is ruled dead once the ball is thrown or returned to the pitcher.
- 3.2.1 Pitchers are not required to accept balls thrown from the outfield.
- 3.3 Balls thrown out of play (i.e. into a dugout, over a fence, under a fence) from the infield will result in base-runners being awarded one (1) base from the time the ball was thrown.
- 3.4 Balls thrown out of play (i.e. into a dugout, over a fence, under a fence) from the outfield will result in the base-runners being award two (2) bases from the time the ball was thrown.
- 3.5 Equipment on the playing field (i.e. pitching screen, batter's bat, on-deck bats, extra balls) is "in-play." Balls hitting on-deck batters, coaches and any other non-batter, non-runner or non-fielder will be ruled "dead balls".
- 3.6 The protective pitching screen is only to be used as a protective device, not as an offensive or defensive tool. The pitching screen cannot be moved once the pitch has been released.
- 3.7 Fielders are permitted to reach over a fence to catch the ball. Fielders' feet must remain "in-play" (i.e. on the playing side of the fence)
- ~~3.8 The "Infield Fly Rule" is in effect with less than two (2) outs and with runners on first base (1B) and second base (2B), or with the bases loaded (1B, 2B, 3B). In the event that a pop fly is hit in the infield under these circumstances, the batter may be ruled "out" and base-runners may advance at their own risk once the ball is touched by a fielder. "Infield Fly" rulings are at the discretion of the umpire and/or team captains.~~

- ~~3.8.1 Under the criteria of the "Infield Fly Rule" the umpire and/or team captains may decide to apply the "Infield Fly Rule" to line-drive balls batted in the infield that the umpire, according to his/her discretion, determines was purposely dropped or missed. Discretion may also apply to pop flies or line drives hit into shallow outfield.~~
- 3.9 All infielders, excluding the catcher, are required to be positioned even with or behind the bases prior to a pitched ball being batted. If an infielder is positioned in front of the bases prior to a pitched ball being batted, the play will be ruled dead and each runner (including the batter) will be awarded one base.
- 3.10 A maximum of two outfielders (including rovers) will be permitted within 15 feet of the infield prior to a pitched ball being batted. If more than two outfielders are within 15 feet of the infield prior to a pitched ball being batted, the play will be ruled dead and each runner (including the batter) will be awarded one base.
- 3.11 In the event of a fielder tagging a base-runner, the fielder is required to tag the base-runner with the same hand that holds the ball.
- 3.12 Home plate and first base are "force plays." Fielders playing these positions are only required to touch the base/plate in order to record an out. Players at these positions are permitted however, to tag the base-runner(s) to record an out.
- 3.13 Fielders who are not immediately involved in a play (i.e. attempting a tag, attempting a catch, attempting a throw) but who are standing on the base path, impeding the movement of a runner may be called for "interference". In such a case all runners, including the batter, will be awarded one base.