

# Over The Line Rules

## **GENERAL INFORMATION**

1. The Elks Hall will be open to all teams throughout the entire day starting at 8:00am.
2. Game rosters will be based on the Registration Form submitted to the organizers before the start of play. Roster additions may occur up to the starting time of a team's last game.
3. Organizers do not take responsibility for injuries that are related to OTL activities. It is suggested that all participants and spectators acquire health insurance before participating or observing.
4. Team captains are responsible for their team members and fans. Organizers have the right to eject anyone at any time for any reason seen fit.

## **EQUIPMENT**

5. Fielders are allowed one reasonably sized fishnet per team.
6. Aluminum slo-pitch bats only.

## **GAME INFORMATION**

7. **THE PLAYERS:** Four players per team. Minimum of one girl. Substitutes allowed if a player has not played for any other team.
8. **AT-BAT POSITIONS:** Bat from home marked plate. Teammate pitches the ball from anywhere in front of "The Line" or its extensions
9. **FIELDING POSITIONS:** Fielders may play anywhere past "THE LINE" or its extensions
10. **HITS:**
  1. A ball hit into fair territory on the fly without being caught out by fielders.
  2. Any ball touched and dropped by fielders.
  3. A fielder crossing "THE LINE" or its extensions when attempting to catch the ball.
  4. Any ball caught in a net that results in the ball making contact with the snow is a hit.

11. **HOME-RUNS:** Any ball that is hit into fair territory over the last fielder without making contact with him/her.

12. **OUTS:**

1. Two foul balls.
2. Fly balls caught by the fielders.
3. Ball hitting "The Line" or not hit over "The Line".
4. Ball hit into unfair territory.
5. Batting out of turn.
6. The pitcher crossing "The Line" after the ball has been hit.
7. Any pitch swung at without contact.

13. **FOULS:**

1. Any ball landing outside the fair territory lines.
2. Any taken pitch.
3. Any foul ball caught by the pitcher without crossing a line resets your at bat.

14. **SCORING:**

1. Each ball landing in fair territory is worth 1 hit.
2. Runs start scoring on the third hit and score every hit thereafter.
3. Homeruns clear the "bases" and scoring will restart as stated in #2 above.
4. One homerun per player per game. All other homeruns will be counted as 1 hit.
5. Intentional throwing of the bat is a 1 run penalty.

## 15. GAME LENGTH:

1. Games will be 5 innings
2. If tied after the end of 5 innings, winner will be determined by the team with the highest number of hits.
3. After the end of 3 innings if a team is up by 10 run lead, then the match will be over.

## **16.OFFICIATING: Games will be officiated by a volunteer ump.**

## **17. GAME TIMING & FORFEITS:**

1. Games will start on time, teams must have 4 players to play.
2. All games will be given a warning, by sound of a horn, when there is 5 minutes left to play.
3. The day's timeline will be strictly enforced.

