

<b>Rules U15</b>	
<b>Base Path Distances</b>	60'
<b>Pitching Distance</b>	40'
<b>Pitching Circle</b>	8ft radius pitching circle when the pitcher is in possession of the ball in the circle and is not making a play (for purpose of the rule, faking a throw is considered a play), all runners off their bases must immediately attempt to advance or retreat. If the pitcher drops the ball at any time before delivery of the pitch, the ball is alive and all runners may advance at their own risk, without penalty.
<b>Ball</b>	12" red dot
<b>Bats</b>	ISF2005, WBSC, ASA2000, ASA2004 AND USA Softball - any bat on th WBSC and USA Softball approved bat lists
<b>Batter's Box &amp; Ondeck Circles</b>	Yes
<b>Helmet</b>	All batters with cage and strap
<b>Masks</b>	All infielderes wear a face mask
<b>Homeplate</b>	Regular 17"
<b>Safety Bag</b>	Yes
<b>Catcher</b>	Full gear, regular glove or catcher's mitt
<b>Players</b>	Less than 8 forfeit
	Late players added to bottom, no automatic outs
	If a player is ejected, an "out" shall be recorded each and every time the player's spot in the batting rotation comes up
<b>Substitutions</b>	Unlimited defensive substitutions
<b>Catcher Courtesy Runner</b>	Yes, two outs and replaced with last out
<b>Courtesy Runner</b>	Only for injury at the time of play, must be replaced by the player furthest away in the line up
<b>Call Ups</b>	Yes, from lower or equal divisions ONLY to replace missing players during regular season
<b>Equal Play</b>	All players must play an equal number of innings where possible
	A player must not sit consecutive innings
<b>Regulation Game</b>	No new inning after 90 min or 7 innings whichever comes first
	In case of weather, min of 3 innings completed to count as a game or 2.5 if home team is ahead
	In case of weather or cancellation by umpire, a completely new game will be played if rescheduling is possible
<b>Mercy Rule</b>	No

<b>Run Limit</b>	3 outs or 7 runs for all 7 innings during regular season
<b>Scoring</b>	Must touch homeplate
<b>Pitcher Position</b>	Pitching - one foot on the pitching plate
<b>Pitching</b>	May leap, land and release the ball provided player does NOT establish a second push point known as a "crow hop"
<b>Charged Conferences</b>	2 defensive conferences per inning, with the 3rd conference the pitcher must be removed for the remaining of the inning
<b>Pitching Limitations</b>	3 innings per game, can come in and out in the same inning or game, 1 pitch equals an inning
<b>Fielding</b>	3 outfield, 6 infield
<b>Outfielder Positioning</b>	3 outfielders, can be positioned anywhere behind the basepath
<b>Hit by a Batted Ball</b>	A runner is out if struck by a batted ball in fair territory while off base, and before it passes a fielder, excluding the pitcher
<b>Intentional Walks</b>	No intentional walks, a batter must be pitched to, there is no signalling for a walk, catcher must be behind the plate in crouched position
<b>Number of Batters</b>	All players bat, no last batter
<b>Bunting</b>	Yes
<b>Drop 3rd Strike</b>	Yes, if the catcher fails to catch the third strike before the ball touches the ground and there are fewer than two outs and first base is not occupied at the time of the pitch OR any time there are two outs. If the batter does run, the catcher must throw to first base before she gets there to complete the force out. With two outs, the batter-runner can run to first on a dropped 3rd strike even if a teammate is already on first base. The defensive team can try to cause a force play at any base. If the batter fails to run, she can be called out when she enters the dugout.
<b>Thrown Bat</b>	One team warning then called out, no runner advancing
<b>Infield Fly</b>	Yes - a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The ball is live and runners may advance after the ball is touched, the same as on any fly ball. 1) There must be less than 2 outs; 2) There must be runners on first and second OR first, second, and third; 3) The fly ball cannot be a bunt or a line drive; 4) An infielder must be able to catch the ball with ordinary effort.
<b>Stealing</b>	Yes, when the ball leaves the pitcher's hand, runners are allowed to steal home, runners can steal unlimited number of bases, runners can steal on a throw back to the pitcher

<b>Lead Offs</b>	Runners may leave the base when the ball leaves the hand of the pitcher, out if they leave early
<b>Sliding</b>	Not into first, feet first only into bag/plate, head first only back to the bag
<b>Overthrows at any base/home</b>	Yes, unlimited number of bases
<b>Ball Thrown Out of Play</b>	Two bases from time of pitch from outfield, one base from time of pitch from infield
<b>Tie Break</b>	No, regular season games end in a tie
<b>Cheering</b>	Positive cheering only. The conduct of the team, its spectators and coaches are the responsibility of the coach, umpires can warn and eject
<b>Wrap Up Tournament</b>	
<b>Run Limit</b>	3 outs or 7 runs for all 7 innings
<b>Call Ups</b>	No
<b>Tie Break</b>	Tiebreaker rule ineffect for elimination games at tournament
	At the start of each extra inning, a runner is placed on second base, the runner will be the last batter scheduled to bat in that inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until one team score more runs than the other at the end of a complete inning.
	2 points/win, 1 point/tie, run differential capped at 7 runs, if the home team is leading or goes ahead in the bottom of the 6th inning or last inning, the game is over.
	Tournament standings determined by points. Ties broken based on: 1) head to head in round robin 2) differential 3) runs against divided by innings played 4) runs for divided by innings played 5) coin toss
	The pitching rule will reset after 6 innings ie you can use a pitcher who has pitched 3/4/5 innings for up to an additional 3 innings
<b>Tiered Divisions</b>	Google doc game results will be used to make two tiers, Championship & Consolation
<b>Player Eligibility</b>	A player must play a full game in round robin to play semi and/or championship game(s)
<b>Regulation Game</b>	No new inning after 90 min or 6 innings whichever comes first
	If the home team is ahead and batting at 90 min, the game is over and counted as an inning played
	In case of weather, min of 4 innings completed to count as a game or 3.5 if home team is ahead
<b>Miscellaneous</b>	

<b>Umpires</b>	2 if possible, 1 is allowed
	Positioned behind the basepath
<b>Shoes</b>	No metal cleats
<b>Cathers Equipment</b>	Mask, throat protector and helmet (warm up too), body protector, shin guards
<b>Uniforms</b>	Matching shirts with number, rosters submitted prior to first game
<b>Jewelry</b>	No or taped, 1 warning then called out
<b>Google Doc</b>	Teams will be responsible for adding their schedule, after the deadline and teams sign off, no changes will be made
	Each team must play eachother once, every effort must be made to reschedule a rained out game
	Home team will be respobible for adding the score, teams will initial scorebooks to verify attendance and score
	If a team is a no show and game is noted on Google Doc, there will be a \$150 fine to pay for umpires and diamond crew
	Teams will schedule 10-12 games
	Rosters will be entered by coaches/convenors prior to the first game
	Games are only to be rescheduled becuaes of weather, teams must either call ups or forfeit
<b>League Games Start Date</b>	Saturday, May 17, 2025
<b>Wrap Up Weekend</b>	July 17th weekend