

# Quakertown Slow Pitch League

## Fall League By-laws

1. Each player will appear at the plate with a 1 ball and 1 strike count.
2. Grace period -a grace shall be given to teams unprepared to play at their schedule time of 10 (ten) minutes. A team unable to field a minimum of nine players at that time shall forfeit that game. The second game will be forfeited 10 minutes following the first extension. (ie., first forfeit @ 7:25, second game will be forfeited @ 7:35)
3. Twelve run rule - a game shall be complete if there is a margin of 12 or more runs after 5 innings. Home team will always bat last.
4. Home runs - the home run limit will be 4 per game with the one-up rule used after both teams have hit their fourth. Any home runs hit when a team has already reached 4 per game will be outs until the other team reaches 4.
5. Pitching arc - a legal pitch shall be a minimum of six feet and a maximum of twelve feet in height.
6. Strike zone - the strike zone shall consist of a mat. A legal pitch hitting any part of the mat shall be called a strike. A pitch hitting home plate will be called a ball.
7. Third strike foul - a batter hitting a foul ball with two strikes shall be immediately declared out. However, if played upon and caught by a defensive player the play shall remain live with runners advancing at their own risk. NO COURTESY FOUL.
8. Extra hitter - two optional extra hitters may be used.
9. A team may begin a game with nine players, one of which must be a catcher, and may add a tenth player at the top of any inning. The player entering late must assume the tenth position in the batting order.
10. Rabbit Rule – we will use the Rabbit Rule in the league. Basically, you may designate a pinch runner before the game starts. This player has to be someone who is not in the lineup. The “Rabbit” may pinch run for one player per inning. If the “Rabbit” goes into a fielding or batting position, you no longer can use a rabbit for the rest of the game.
11. Player injury - A team having a player forced from a game due to injury with no available replacement may continue the game so long as they field a minimum of nine players. The injured players batting position shall remain unchanged and an out shall be assessed each time it is encountered. Under no circumstances shall a team continue a game with less than nine players.
12. Protests - teams may protest matters of rule interpretation only, and must do so at the point of incident. Protest matters shall be immediately ruled upon by an umpire with decision being final.
13. 2011 ASA rules shall govern play at all times unless superseded herein.
14. All bats used must adhere to the ASA Legal Bat list. The list can be found at [www.asaofpa.org](http://www.asaofpa.org).
- 15. No alcoholic beverages on either field. No exceptions.**
16. Open rosters. However, anyone participating in playoffs must have played in at least 2 games during the season.
17. The League champion will be determined by a double elimination tournament held at the end of the season. Seeds will be determined by your record in the League.
18. Any team playing in the league which does not have ASA insurance, must have each player sign a waiver form. The waiver form can be obtained from an officer of the League. It is the responsibility of the team manager to contact the League to obtain a waiver.