

## **Teutopolis Park District BKL Rules**

- A regulation game will consist of six innings.
- The 10 run rule will be in affect after four innings of play.
- No inning will begin 1 hour and 15 minutes after the start of the game.
- The game will END after 1 hour and 25 minutes.
- The home team will provide the game balls. The Home team is decided by the schedule.

### **Pitching**

- A pitcher may pitch up to 2 innings per contest. Innings do not have to be consecutive.
- One pitch constitutes an inning.
- The pitching distance will be set at 46' from the front of the pitching rubber to the back of home plate.
- There is a three walk limit per inning.
- After a pitcher has walked his third batter in an inning the coach of the team batting will pitch to his batter if the opposing pitcher throws 4 balls to another batter in that inning. When the coach pitches the count is relinquished. The umpire will continue to make called strikes - three strikes make an out.
- A batter hit by a pitch does not contribute or affect the walk limit; therefore, having a pitcher exceed the walk limit does not have any effect on a batter reaching first base after being hit by a pitch.

### **Batting**

- Each team will bat its entire roster before returning to the top of the batting order.
- A team will bat until three outs are made or they score five runs in that inning.
- A team can score more than five runs if they are trailing in the last inning; however, they cannot take a lead during that inning.
- The order of the batting line-up cannot be changed during a game.
- Any player that arrives after the game has begun must be placed at the very end of the line-up.
- A batter is out on a dropped third strike.

### **Base Running**

- A runner may attempt to steal when the pitched ball reaches home plate.
- Runner's can advance on a pass ball.

## **Fielding**

- The “infield fly” rule will not be used.
- Bases are set at 60'.
- The defensive team may field up to 10 players – 4 outfielders.
- If a team is short on players they may pick up a player from another team; however, the “pick-up player” must bat at the end of the line-up and play in the outfield. A team can pick-up as many as three players and have 11 batters in its line-up.
- If a team cannot field 9 players they will take an “out” when the empty spot in the line-up appears.
- No player will sit out a second time until each player has sat an inning. No player will sit a third time until each player has sat two innings.

### ***Frequently asked questions***

*Scenario* - The person on first steals second & the throw goes into the outfield, allowing the runner to advance to third.

*Question* - Can the base runner attempt to score if the outfielder misplays the ball or makes an errant throw to third?

*Answer* – Yes

*Scenario* – The runner on second attempts to steal third & the catcher makes an errant throw to third base.

*Question* – Can the runner advance home on the errant throw?

*Answer* – Yes

*Scenario* – The catcher attempts to throw the ball to the pitcher, but makes an errant throw.

*Question* – Can the base runner advance home?

*Answer* – Yes