

## **RULES:**

1. All teams must play an equal number of male and female players in the field. Two male and two female in the outfield and infield. The battery must consist of one male and one female.
2. In the event a team chooses to play less than 10 players, there must be an equal or greater number of females than males in the field.
3. Free substitutions are allowed in the field.
4. Only one pinch runner per inning.
5. Teams must bat the entire roster with a male and female rotation. The rotation must continue throughout the batting order even if all females have batted.
6. 10 run rule – If either team is ahead by ten runs after 5 innings, the game is over.
7. 15 run rule – If either team is ahead by 15 runs after 4 innings, the game is over.
8. 20 run rule – If any time after 3 full innings, a team is ahead by 20 runs – the game is over.
9. Third strike, foul ball, either side - out.
10. Pitching – There must be some type of reasonable ARCH upon delivery of the ball to the plate. Balls and strikes will be called by virtue of a mat placed behind the plate. If a pitched ball hits ANY PORTION of the mat, this pitch will be called a strike.
11. If a foul ball is caught, the runner may tag up and advance.
12. **ABSOLUTELY NO SLIDING!** This is to be a fun and safe event. We don't want anyone hurt.
13. **NO** stealing.
14. **NO** fake tags.
15. On tight plays at home plate – you must give yourself up at the plate. This means no bowling the catcher over to score.
16. When a female player is at bat, no outfielder can be on the dirt part of the field until the ball is hit. Violations will result in the batter taking her base.
17. Violations will be considered a warning, at the discretion of the Umpire.
18. One (1) hour time limit for each game.

19. Seven (7) innings per game.
20. If you walk a male batter, the female batter following has the choice of walking or batting. The male batter will not be placed on second base if the female batter chooses to hit.
21. All batters will start with a one (1) ball and one (1) strike count.
22. **No metal spikes.**
23. Throwing the bat is an automatic ejection.
24. The home team is responsible for keeping score.
25. Contact initiated by runner will end in ejection.
26. The Umpires decision will be final on all rules listed and not listed. Any disagreements with a call or play will be between the Umpire and team captain only. The umpire has the right to eject anyone at any time from a game or the entire tournament, depending on the violation.
27. Due to Bridgeton Municipal Athletic Complex, anyone 21 years of age or older must wear a bracelet so the park workers will know who is old enough to drink alcohol. The Union will supply the bracelets.
28. You must bring your driver's license to the registration tables.
29. In case of a tie, the last batter in the previous inning will be placed at second base and the game will continue until someone wins.
30. **It will be the captain's responsibility to make sure that any player not wearing a wristband does not consume any alcohol. If seen by the union Field Representative, it will result in an immediate forfeit, no questions asked!**

If you have any questions, please feel free to call 636-394-6500 or 1-800-392-6550, or one of the following extensions:

Kevin Ryan	636-736-2766
Robert Spence	636-736-2775

**IF IT APPEARS THAT THERE MAY BE A RAINOUT, PLEASE CALL 636-736-2719, OR CHECK ON THE WEB AT [www.ufcw655.org](http://www.ufcw655.org).**

**Determining Pool Winners  
and Wildcards  
(For Play in Championship Round)**

**Sequential Criteria**

- 1.) **Win/Loss record**
- 2.) **Head to head**
- 3.) **Fewest runs allowed**
- 4.) **Most runs scored**
- 5.) **Coin toss**

**Note: A forfeit scores: 7 to 0**

**Any team that forfeits cannot advance to the championship round.**

**ANYBODY CAUGHT BRINGING IN THEIR OWN  
ALCOHOL TO THE PARK WILL BE ASKED TO  
LEAVE AND THEIR TEAM WILL FORFEIT ALL  
GAMES FOR THAT EVENING!**

**ALL PLAYERS MUST SHOW A PICTURE ID TO  
REGISTER TO PLAY.**

**NO PETS ALLOWED IN PARK.**