

Filly League Rules

Springville City Recreation

BATTERS:

- A. All Players bat.
- B. **A team can start with 7 players, but an automatic out will be assessed to the eighth and ninth spots in the batting order, when they are due to bat, until their spots are filled.**
- C. Players can be added or subtracted from the lineup without penalty.
- D. Batters must wear protective batting helmets at all times while in the field.
- E. If a runner tries to steal home plate, the batter must completely get out of the way or interference will be called: **the batter is out and the runner sent back to 3rd base.**

BASERUNNING:

- A. **The runner cannot steal until the pitched ball crosses home plate.**
- B. There is NO infield fly rule.
- C. There is NO dropped third strike.
- D. A runner cannot interfere with a defensive player's effort to field the ball.
- E. A batter that is walked can continue on to second base, but with the risk of being tagged out..

DEFENSE:

- A. Ten players on the defensive field. The four outfielders must be equally distant from home plate. **There is NO rover as in slow-pitch softball.**
- B. Since all players are batting, that means they are all in the lineup. The coach can substitute at will and doesn't have to report changes to the official scorekeeper.
- C. Defensive players cannot obstruct, get in the way of, players running the bases.
- D. Hit by pitch rule: Any pitcher will be removed after hitting the third batter in the same inning. They can return next inning, but after two more hit batters they are finished for the game.

SCORING:

- A. There are no run limitations for each time at bat.
- B. **Mercy Rule:** The game will be over early if the Home Team is ahead by 12 or more runs after one Hour of game time. Or Refer to UGSA Rule Book p6-#5.