1. All games to be played under Local. rules unless local rule has been inserted and approved. NO STEALING

2. A player must be an Elk member or associate member of his team and may be on one team roster only. 3 non-Elk per team Ineligible players will result in forfeited games.

3. Member’s cards will be checked before the games.

4. Line-ups must be in 15 minutes before scheduled games.

5. The 10-run rule applies after 5 complete innings.

6. **Slaughter Rule** - 25 Run Rule after 2 innings, 20 after 3 and 15 after 4. A delay or change from normal play by a team or any of its members can result in forfeited games. Decision of the Plate umpire.

7. **Extra-hitter.** An extra hitter may be in the line-up but must be determined before the game.

8. The 2/1 count will be used. Player is out (1) if the second strike is called strike or a swing and miss, **there will be “NO COURTESY FOULS.”** (Each batter starts with 1&1 count)

9. Players will not throw bats, use profanity, or create physical problems (fights).

10. **Home Run Limit (over the fence)** 3 per team, per game. Subsequent home runs will be outs, base runners do not advance, and play is dead. **SEE 3 HOME RUN WITH 1 UP RULE.** (see page 2)

11. Courtesy runners are allowed once batter/runner reaches base safely. (Courtesy runner can only be the player making the last out.) 1 Per Inning

12. Local substitution rule is in effect, however, by mutual agreement of both team managers, if a player cannot continue due to injury, or exhaustion, free substitution is allowed.

13. Fifty and over Roster - Two players, between 40 and 49, may be added to the playing roster along with the over fifty players. No Home Runs by these two players. They will be outs, base runners do not advance, and play is dead.

14. Fifty and Over Tournament: **Home Run Limit (over the fence)** THREE Home Runs per team, per game – any more than three will be declared a single and runners will advance one base.

15: Time limit on 50 and over 60 will be 1Hour in order to get all games in. 5 Run Rule per inning.

16: **ALL BATS LISTED ON “ISA” LIST WILL BE LEGAL.**

“IT’S FOR THE KIDS”
HOME RUN RULE

3 HOME RUNS WITH A ONE UP RULE

EACH TEAM CAN HIT THREE HOME RUNS, ONCE A TEAM HAS HIT THREE HOME RUNS, THEY CANNOT HIT ANOTHER HOME RUN UNTIL THE OPPOSING TEAM HAS HIT IT’S THIRD HOME RUN.

ANY HOME RUNS HIT BEFORE THE OPPOSING TEAM HITS IT’S THIRD HOME RUN IS AN OUT.

ONCE THE OPPOSING TEAM HITS IT’S THIRD HOME RUN “EITHER” TEAM CAN GO 1 HOME RUN UP, EXAMPLE 4 – 3.

THE ONLY TIME A TEAM CANNOT GO 1 HOME RUN UP IS THE BOTTOM OF THE SEVENTH INNING.

EXAMPLE IF THE HOME TEAM ENTERS THE BOTTOM OF THE SEVENTH INNING TIED WITH THE VISITING TEAM IN HOME RUNS; THE HOME TEAM CANNOT HIT A HOME RUN.

ANY TEAM THAT HITS A HOME RUN AFTER THEIR TEAM HAS GONE ONE UP. THAT HOME RUN WILL BE AN OUT.

IF THE GAME GOES PAST SEVEN INNINGS.

THE SEVENTH INNING RULES APPLIES TO ALL ADDITIONAL INNINGS.

“IT’S FOR THE KIDS”