

## OLDTIMERS SLINGSHOT RULES

- 1) No inning shall start after 1-3/4 hrs unless an alternative is agreed upon before the 1<sup>st</sup> pitch
- 2) Any team cancelling a game due to a shortage of players after 12:00pm the day of a game shall incur a \$40 fine payable to the league. The game is not considered a forfeit. The game will be rescheduled but a forfeit will result if the same team cancels again
- 3) The following will apply for courtesy runners:
  - a) a team can have 3 courtesy runners from 1<sup>st</sup> base per game; courtesy runner will be the last out
  - b) in addition, if a player (maximum 2) is injured prior to the game but plays, it is to be announced before the 1<sup>st</sup> pitch for a courtesy runner; courtesy runner will be the last available runner & only from 1<sup>st</sup> base. Out of park home-runs are OK.
  - c) if a player who declares before the 1<sup>st</sup> pitch that he needs a courtesy runner advances past 1<sup>st</sup> base on his hit he will immediately be called out. Out of the park home-runs are OK
- 4) in order to be eligible to play in the year end tournament, a player must compete in a minimum of 10 regular season games
- 5) after 5 innings, the game is official.
- 6) the minimum number of players a team can play with is 7. 8<sup>th</sup> & 9<sup>th</sup> batter out rules will not apply
- 7) pitching rules:
  - a) ball must start behind the pitcher's back
  - b) pitcher must start with 2 feet on the rubber
  - c) no hopping; must drag toe, level with field
  - d) arm must pause at the top
- 8) bats must have legible stamp
- 9) no metal cleats allowed
- 10) defensive player must give offensive player a direct lane to the base unless the defensive player is in control of the ball