



## Arena Baseball Rules

- All batters start with a 1 ball 1 strike count (1:1)
- All games are 50 minutes in length or 6 innings, whichever comes first. If the 50 minutes expire we will finish the inning.
- Each team will bat two innings before switching to defense. Thus once you hit three outs in your first of the two innings, the bases are cleared and the next batter is up. This is only for the first two innings.
- All players on the hitting team must stay behind the protective netting including the on-deck batter.
- Only players and rostered coaches are allowed on the field.
- All pre-game warm ups are to be done on the field.
- There will be a 5 run per inning rule (no exceptions)
- There is a 10 run slaughter rule after the 4th inning.
- The team trailing in score going into the final inning will bat first.
- There are free substitutions on defense, but batting line-up must stay the same.
- There are no more than 6 warm-up pitches allowed for a new pitcher and 4 for a returning pitcher between innings.
- There is a no collision rule, so players must avoid contact. However, sliding is not recommended.
- A ball hitting the ceiling in fair territory is considered live to play/catch.
- Any ball caught off of the netting without touching the ground is an out.
- Catchers must wear protective gear.
- No Bunting.
- No stealing or leading off.
- A ball thrown off the field is a dead ball and the runner is granted one base.
- A ball in play that is thrown into the net is a dead ball; runners do not advance. Any ball that hits the glass is still in play and is a live ball.

- All equipment is to be kept in the dugout.
- Please reference the Pony League Rules for a list of the accepted bat dimensions.

**\*\*\*\* PONY RULE HAS CHANGED, PLEASE SEE BELOW FOR MORE INFORMATION!!!**

**Pony League rules will be used for rules not stated.**