

TWILIGHT BASEBALL



2011 COMPETITION RULES

The Northland Baseball Twilight Competition is a fun, and social competition. The rules have been simplified to suit players of all abilities.

- This competition is STRICTLY SOCIAL. The umpires can eject players or stop games if required.
- Obscene and/or abusive language will not be tolerated
- Umpires calls are final and may not be protested
- The diamond is to be 25m square. There is no pitchers mound - the pitchers mark (position) is 18.5m from home plate
- Games are 60 minutes or 6 innings long (whichever comes first)
- An innings consists of 3 outs per team

Game Times & Player Numbers

1. Games start at 6.15 sharp and finish at 7.15 (or the end of the nearest inning). If at 7.15pm an inning is not complete (ie. both teams have not batted) the score will revert back to the **last complete** inning recorded, unless both teams agree to play on and complete the last innings
2. Teams must consist of 9-12 players (2 of which are to be under 16 players or females)
3. Each team must have at least 7 players at the start of the game or the game will be forfeited. Please note: A game may still be played but the result will not be recorded, and the original forfeit will stand.
4. Each team must provide a lineup card to the umpire **before** the start of the game (these cards will be provided).

Fielding

5. 10 players may field at once. The 10th player must play in the outfield.
6. Fielding gloves are required for play
7. After a play, once the ball is returned to the pitcher the ball is dead
8. Pitcher may pitch a maximum of 3 innings before being replaced

Batting

9. Batting helmets are compulsory while batting and on base
10. Each player is to bat in the order in which his/ her name appears on the scorecard
11. The Strike Zone is below shoulders and above knees.
12. NO bunting, NO leading off, NO stealing bases
13. If a batter hits a foul ball on Strike 3, they will be called out.
14. In the event of an overthrow the batter is awarded 1 extra base.
15. If a batter swings at a pitch and misses the ball will be deemed dead (ie. baserunners may not steal)
16. If a batter does not swing at a past ball (ie. a ball that goes past the catcher) a baserunner may try to advance to the next base at their own risk.

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