

Hot Sundae League Rules

Updated: August 20, 2024

BE NICE.

BE FUN.

- First game begins at 7:00 pm and ends at 8:30 pm. Late game starts at 8:35 pm and ends at 10:05 pm. If a game cannot be completed by the end of the allotted time, the score rolls back to the last completed inning. Please ensure a quick turnover between innings to maximize playing time.
- The team bringing the bags should make every effort to show up 15 minutes early to ensure the game is set up for 7pm start.
- It is the team captain's responsibility to ensure that the players and subs on their team understand the spirit of the league.
- It is the team captain's responsibility to ensure that all players on their team play within the spirit of the league. This is especially important for subs who may not be familiar with league specific rules like the Woody Rule.
- If the captain of either team is absent, then an official acting captain should be identified at the beginning of the game to avoid confusion.
- Games are 7 innings. Games must complete 4 full innings (3.5 innings if the home team is winning) in order to be considered official. Teams must wait a 1/2 hour in rain delay situations to see if the weather clears. The field must be cleared immediately in case of lightning.
- 6 run maximum per inning, no maximum in 7th inning. If games are running long, captains should confer within 15min of end of game time to designate the last inning. The "no maximum run" rule will then apply to that inning (ie. If the captains agree that the 6th inning will be the last, there will be no maximum runs in that inning).
- Teams field a maximum of 9 players, minimum 6 players, 3 female players minimum at a time. Teams cannot bat more than 2 males in a row. A player must play 3 season games in order to qualify to play in the playoffs.
- Each team must field a minimum of 6 natural players within 10 minutes of the official start time of each game or the game is forfeit. Natural players are defined as players who do not regularly play on any opposing team.
- The team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or the batter is out. If a batter swings through and makes contact on a pitch, it's a hit. There is no minimum distance that a ball must travel to be considered fair. If the pitcher is hit, that is considered a no-pitch, not a strike. A player must make a reasonable attempt at a full swing.
- No intentional bunting, sliding or lead offs. On a swing and miss, no more than one step off the base is allowed for runners on base. Anyone sliding will be called out.
- Infielders are allowed one step inside the baseline. Rover can not start play in the infield (on or inside the baseline).
- The team at bat should provide a first base and third base coach/umpire to call outs at their respective bases, and by the pitcher. The pitcher calls out at second base and home plate, but can rely on the opinion of the base coach. Back catchers call foul balls. If a base coach is not present or was not paying attention during a play, then the pitcher makes the final call.
- A marker will be placed on the fence to show where each of the first and third bases should be set up. The second base position can then be inferred from the position of first and third bases.

Batting:

- Hitting the pitcher with a hit is a no-pitch, not a strike
- A full swing is defined as a reasonable attempt at a swing. A bunt is considered a strike. This is called by the pitcher.
- Players should NOT attempt to hit balls past the tree line for the safety of the other people in the park. ALL home runs are now "Woodies, regardless of how they're achieved. Play continues as normal, but that batter will be required to use the league-provided wooden bat for the remainder of that night's game.

Fair vs Foul Balls:

- A foul ball is a batted ball that:
 - Settles on foul territory between home and 1st base
 - Settles on foul territory between home and 3rd base
 - That bounds past 1st or 3rd base on or over foul territory
 - That first falls on foul territory beyond 1st or 3rd base, or
 - While on or over foul territory, touches the person of an umpire or player or any foreign object to the natural ground
- A foul fly shall be judged according to the relative position of the ball and the foul line, and not whether the infielder is on foul or fair territory at the time they touch the ball.
- If you're having trouble figuring out what that all means, just watch this video:
 - <https://www.youtube.com/watch?v=S05DyO5eVlc>
- Balls that hit the batter either off of a bounce or directly off the bat are foul.
- Fouls popped backwards to the catcher must be higher than the high fence level to count as an out if caught. Otherwise, it's a foul ball.

Fielding:

- Infielders are allowed one step in from the base line
- If a fielder attempts to catch or otherwise makes contact with a ball in foul territory without catching it, it is a foul ball.
- Fielders cannot block the base path from oncoming runners. If a fielder is in the base path and not making a play on the ball, the runner will automatically be rewarded the next base.
- The play is over when the pitcher asks for the ball from a fielder

Running:

- Runners can tag up and run on caught foul balls.
- In the event of a tie between a runner and an infielder at a base, the tie goes to the runner.
- A runner may move up to one meter outside the direct basepath to avoid a tag. More than this is an out, unless the runner is avoiding a fielder actively fielding the ball.
- To avoid collisions, runners must tag the orange safety base at first base, and cannot touch the home plate (runners must run past to the right of home plate). To get a runner out at home plate, the catcher must have the ball and one foot on home plate before the runner crosses the extended line passing from the 1st base line past home plate. If the runner touches home plate, it is an out.
- Pinch runners and courtesy runners are allowed. However, they must be the last person to get out of the same gender. The batter must bat and arrive at first base before a pinch runner can be provided.
- If a batted ball first touches a base runner, before a player from the fielding team touches the ball, the ball is declared dead and the base runner that the ball hit is out. Any other base runners return to their original bases and the batter returns to home plate for a re-pitch. This rule does not apply to base runners hit by foul balls.
- A Commitment Line will be drawn at the beginning of each game, intersecting the baseline, halfway between third base and home plate. Runners can not cross back over this line once they have crossed past it.

The End of the Game

- A game is officially over at the earliest of the following occurrences:
 - The home team starts their at-bat in the 7th inning with more runs than the away team. Home team wins.*
 - The home team scores a run in the 7th inning that puts them in the lead. Home team wins.*
 - The home team gets their third out in the 7th inning. The team with the highest score wins, or there can be a tie.**
 - Time for the game runs out, based on the official end time as specified in these rules. The final score rolls back to whatever it was at the end of the last completed inning. The team with the highest score wins, or there can be a tie.**
- If the end of the game interrupts play, it should be announced loudly and clearly so that all players on the field – including the current batter, pitcher and base coaches – understand that the game has ended.

* The captains of the opposing teams may continue to play for fun for the remainder of the bottom of the 7th after the home team wins but in terms of reporting the score, it is reported as the score as soon as the home team wins.

** Ties are allowed in all non-playoff games.

If there are any questions as to the rules, please work them out between the team captains in the spirit of good sportsmanship.

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