

BBBL SOUTH RULES (Updated 8/30/2024)

- 1) HAVE FUN! This is a fun league. Commish DOESN'T DO not fun things.
- 2) Teams will consist of 10 players. 9 players make up a full lineup for game play... IF ALL 10 players are present ALL may play. Minimum 6 players. NOTE: Captains are not allowed to change their batting order DURING a game.
- 3) Players already on a team list may substitute for another team when needed during the regular season ONLY. However a player can only play on 1 team for the playoffs/tournament.
- 4a) The Commish reserves the right to ADD players to teams (during the regular season ONLY) with LESS THAN 9 PLAYERS to promote inclusion for other residents NOT on a team. These players will be taken from the FREE AGENT list. Teams most in need of substitute players will be given the priority. CAPTAINS may and should find their own SUBSTITUTES beforehand when possible.
- 4b) NOTE: Free Agents/Subs....The Commish supplies FREE AGENTS. Captains supply SUBSTITUTES. ***If Commish supplies MORE Free Agents than a team supplies to get to the minimum 6 players needed the result is a forfeit.

4c) In TOURNAMENT PLAY only, and to obtain the truest form of a team, Captains have the CHOICE of accepting or declining 'Free Agents' IF their team has a MINIMUM of 6 players. The Commish will ask each Captain before play begins of their decision.

5) Games will be 6 innings, 3 outs per side. Games tied after 6 innings are completed and END IN A TIE. No extra innings to break a tie during the REGULAR season only. Teams earn 2 pts for a win....1pt for a tie.

6) MERCY RULE.....Teams have a limit of scoring a max of 10 runs in an inning regardless of outs. This rule is in effect for the FIRST 5 innings ONLY. In the 6th inning there is NO Mercy Rule.

7a) A bag must fall through the hole to count. IF 2 or more BAGS FALL THROUGH ON THE SAME THROW, the LAST BAG THROWN COUNTS. The other bag REMAINS off the board. If ONLY 1 bag falls through a hole on a throw it COUNTS regardless of when it was thrown.

7b) In the rare chance 2 or more bags fall in on a toss and NEITHER was the bag last thrown, the result will be a 'ground rule' DOUBLE.

8) A STRIKE occurs when a throw misses the board, lands on the board and doesn't fall through a hole, tossing a foul ball (with the exception when there are already 2 strikes). A player with 2 strikes and tosses a foul ball will throw again until another result other than a foul ball is determined. A PLAYER CANNOT STRIKEOUT ON A FOUL BALL! (See rule #12b multiple foul balls)

9) Teams are allowed 1 designated hitter (DH) who can stand on the throw line to BEGIN their forward motion for their toss. All others stay behind the tape line.

10) DUTIES....Each team is responsible for the OTHER team scoring (Scorekeeper) and retrieving bags (Catcher), and will do so fairly. CAPTAINS are to work together to keep the game friendly, the game flowing, and knowing who on their team is up next. CAPTAINS should not be the catcher.

11) Runners must be FORCED to the next base by the next batter (i.e. runner on 2nd base, batter tosses a single.....runner at 2nd base doesn't advance)

12a) Catchers.....Do not remove ANY bag FROM the board until a players turn is over.

12b) If a bag is NEEDED due to multiple FOUL BALL results, the bag needed will be taken from the foul ball hole, NEVER from the board.

