

Houston Sportsplex 2014 League Rules:

1. **Registration:** Houston Sportsplex has its own system on rosters. Each coach must sign up with a valid email address and re-enter their team roster in the new system. Rosters must be on-line before week 5. No team may participate in the playoffs without a roster on-line. Rosters will be checked during playoffs and identifications will be checked before the game begins.

Click on the link below to register your team:

<http://rosters.houstonsportsplex.com/default/user/register>

Sign up as a coach and register with the system. You will receive an email which you need to click on to verify the email address. Then proceed to login with the user name and password you set up and enter your team in the system. At that point you can add your players. Please complete all information that is required for each player.

2. **Stay Away Rule:** If a batted ball hits a defenseless pitcher or infielder, all offensive players must stay away from the bat. Any player who picks up the bat will be ejected from the game. If the bat makes its way back to the dugout, the game is over. Forfeit. The player or team could be suspended from Houston Sportsplex.
3. **Middle Rule:** Any batted ball that in the umpire's judgment goes between the marked lines as a ground ball or a line-drive within the reach of the pitcher is a dead ball out. All runners return to the base they occupied prior to that batter.
4. **Legal Bat Rule:** All bats must have the 2012 USSSA 1.20 BPF fingerprint stamp or 2000 / 2004 ASA / 2012 ASA stamp.
5. **Batter's Count:** All batters start with a 1 ball and 1 strike count. Once a batter has 2 strikes, the next batted ball must be hit fair or the batter is out. There is no extra foul ball.
6. **Pitching Rules:** The pitching height has been modified to 3 feet from the point of release to 10 feet from the ground. A pitcher can now stand up to 5 feet behind the 1st rubber. Pump faking is allowed while the pitcher is in contact or within 5 feet of the pitching rubber. However, after a pump fake, the pitcher must pause for at least one second before releasing the ball.

7. **Delay of Game Rules:** The defensive team may not change pitchers nor substitute any fielder once the game clock has turned to 1 minute (i.e. the last 2 minutes of the game). A violation results in a new inning being played. Once the clock has turned to 1 minute (i.e. 2 minutes left in the game), the offensive team batter may not cause an automatic out which includes stepping on home plate/outside the batter's box nor may a base runner leave the base early. The penalty will be end of the game.
8. **Ejections:** Any ejected player (for whatever reason) must immediately leave the field and dugout and is suspended for the remainder of the night. A player ejected for fighting must immediately leave the complex. Further, any ejected player is suspended from the complex and will need approval from Houston Sportsplex before returning.
9. **Co-Ed:** There can never be more than a 2 person differential of males over females with a minimum of 4 females. Teams can play with the following male/female combination: 7/5, 6/6, 6/5, 5/5, 6/4, 5/3 (with an out for the 4th female). There can always be more females than males.