

runner on 3<sup>rd</sup> may run home.

16. If there is a play at home the runner **MUST** slide, if the runner does not slide they will be called out. If the ball is moving towards home anywhere from the distance of the pitcher's mound the runner must slide at home.
17. Everyone on team Bats.
18. Subs may re-enter game as well as starters, but they must bat in same order.
19. Drop Third Strike: The Batter may attempt to run to 1<sup>st</sup> base if the catcher drops the ball on the 3<sup>rd</sup> strike, as long as 1<sup>st</sup> base is unoccupied.
20. **MUST PLAY RULE:** Every player must play 2 innings, or you will be subject to forfeiture of the game and will face discipline by FRA/HYRA. **EXCEPTION** If a player is injured and will not be playing the Homeplate umpire and opposing coach must be notified prior to start of game, also if a player is injured during the game.
21. If a player arrives late they must be put at end of the line-up. If you need to pick up a player they must be signed up with FRA/HYRA and in the same age group or younger, they **MUST** bat last and play the outfield.
22. **ENDING OF PLAY:** When the ball is back to the pitcher in the pitching position inside the circle. The runner has 1 second to decide to run to the next base or return to the previous base, if runner hesitates, stutters or taunts the pitcher, the runner is out. If the pitcher attempts a throw the ball is live again. **THIS IS AN ASA OFFICIAL RULE.**
23. Base-runners must keep their helmets on until they return to the dugout for safety. A runner who removes their helmet on purpose will be called out. No warnings will be given. **THIS IS AT UMPIRES DISCRETION.**
24. **COURTESY RUNNER:** Must be the player that made the last out, or if in the 1<sup>st</sup> inning, the last batter in the lineup.
25. **RULES TO EXPEDITE THE GAME:** Umpires are being instructed to strictly adhere to the rules between half innings for getting teams quickly on and off the fields. Pitchers will be allowed 5 pitches between innings. A courtesy runner should be used for a catcher who is on base with 2 outs. This allows the catcher to put on equipment and be ready for defense when the inning ends.
26. **ONLY POSITIVE CHEERING.** No screaming or taunting at any coach, umpire or player will be tolerated.
27. **SAFETY:** Following items are not mandatory but are strongly recommended. Helmets with chin straps, Mouthpieces, shatter-proof glasses with safety strap, and **FACEMASKS** for entire infield.