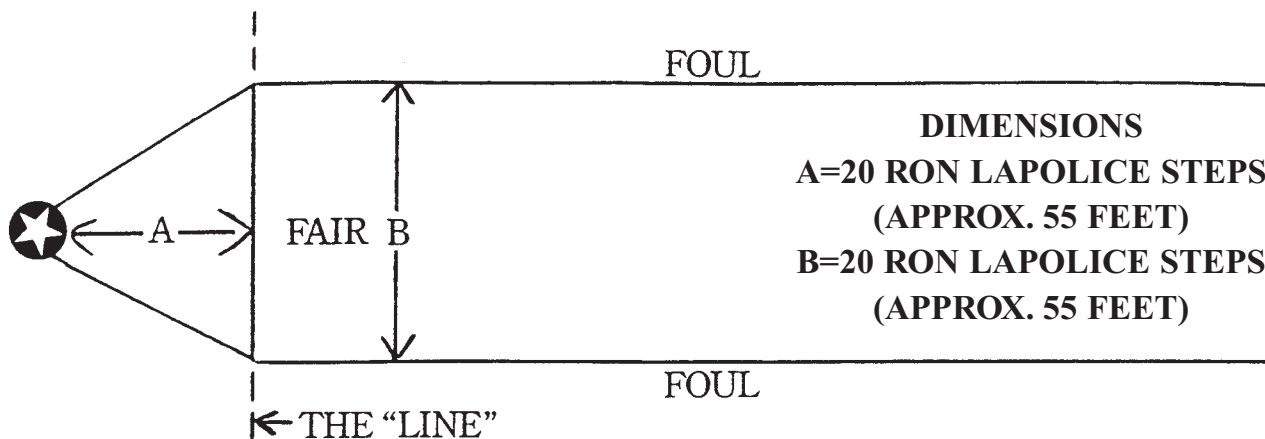


Official Over-the-Line Rules



1. PLAYERS

Three players per team—substitutes allowed if player has not played for any other team. A replaced player may not re-enter the same game. He may play in subsequent games.

2. AT-BAT POSITIONS

Bat from home marked ⚾.

Teammate pitches from anywhere in front of "The Line" or its extensions.

3. FIELDING POSITIONS

Fielders may play anywhere past "The Line" or its extensions.

4. HITS

- A) Ball hit into fair territory on the fly without being caught by fielders.
- B) Any ball touched and dropped by fielders.
- C) Fielder crossing "The Line" or its extensions when attempting to catch ball (see Rule 12).

5. HOME RUNS

Any ball hit PAST last man in fair territory on the fly without him touching it. (It only has to go past him, not necessarily over his head.)

6. OUTS

- A) Two foul balls (see Rule 7)
- B) One Strike.
- C) Fly balls caught by fielders.
- D) Ball hitting "The Line", lines that make up the "pie", landing in the "pie" or using a disqualified bat.
- E) Ball touched or dropped by batter or pitcher (see Rule 13A). Foul tips that hit batter and land in foul territory are foul.
- F) Batting out of turn.
- G) Pitcher crossing "The Line" after hit ball (see Rule 12).

7. FOULS

- A) Any ball landing outside of "pie", "fair" area or hitting foul line.

- B) Any taken pitch.

- C) Any false pitch or "Balk".

8. SCORING

- A) Three hits in an inning scores one run. Each additional hit in the same inning scores one more run. Home runs "Clear the Bases".
- B) Intentional throwing of the bat is a three-run penalty (Officials' decision).

9. LENGTH-OF-GAME

- A) Games will be four innings.
- B) If tied at the end of the fourth, play a fifth to break the tie. If tied after the fifth, play a sixth.
- C) If still tied on runs after six innings, the team with the most hits wins. If tied on hits after six, play additional innings until either team breaks the tie with runs or hits. Runs take precedence in this situation.
- D) If at the end of any inning a team has an eleven or more run lead, the game is over.

10. SCORE KEEPING

- A) Winning team (all three members) will be the officials for the next game on the same court. Captain of the winning team will be responsible for keeping track of the game ball.
- B) Start the games within five minutes after completion of previous game. Any team not ready to play will forfeit; any exceptions will be at the discretion of the OTL committee.
- C) "One" of the "Three" players on winning team shall turn in the scorecard to the announcers stand in a timely fashion while other "two" scorekeep.

11. EQUIPMENT

- A) No gloves to be used for fielding except in womens divisions. Taping of hands and fingers permissible if no padding is used.
- B) Golf gloves may be used for batting.
- C) Wood bats only. Official Softball or Little League only. No baseball, oversized or painted woodies. Penalties for bat infractions shall be up to the discretion of the OTL committee. (Sec. 6.D)
- D) Regulation size softballs to be used will be furnished by the tournament directors.

12. CROSSING-OVER ("THE LINE")

- A) At no time may players cross from one side of the "LINE" or its extensions, to the other when catching or attempting to catch a hit ball.
- B) To avoid penalty, you must make a definite stop before crossing the line. If you catch the ball and your momentum carries you into or across the line, it is a penalty. (See Rule 4C and 6G).

13. GENERAL

- A) A ball caught on the fly by either the batter or pitcher counts as a "No Pitch".
- B) You must have a full team (three players) to start a game.
- C) No warming up on playing courts. Begin games immediately.
- D) Decisions of the rules committee are final.
- E) Rule violation complaints must be made BEFORE score sheet is turned in, losing team's responsibility.