



FUMBLEBALL LEAGUE PLAYING RULES

REFER TO RULES GOVERNING CANTON PARKS & RECREATION MEN'S SLOW PITCH LEAGUES WITH THE FOLLOWING EXCEPTIONS:

- 1. Batter is out and ball is declared dead and not in play if he bunts or chops the ball. Any "chop" swing to advance runner will result in batter being called out and runners return to original base. Second offense he will be ejected from the game. Batter must make a LEGITIMATE swing and follow through. Batters will begin with an zero (0) and zero (0) count. Batter is out on 1st foul ball after two (2) strikes.**
- 2. All games shall be nine (9) innings unless a team is twenty (20) runs ahead after four (4) innings (2009), fifteen (15) runs or more ahead after five (5) or more complete innings, or ten (10) runs ahead after seven (7) complete innings. Or, the time limit has been reached.**
- 3. A legal pitching delivery is a ball pitched underhand at a moderate speed with a perceptible arch of at least two (2) feet from the hand and not higher than eight (8) feet from the ground. Speed and height of arch are the judgment of the umpire calling balls and strikes. An illegal pitch shall be declared a ball, but should the batter swing at or hit an illegal pitch, the ball is in play as a legal pitched ball. (Runners may advance and/or steal). Pitching rubber is fifty (50) feet from home plate. The pitcher's box is an option for pitching.**
- 4. Base stealing is permitted only after ball has passed batter, plate, or has hit the ground. (Whichever occurs first).**
- 5. Runner may steal home on the throw back to the pitcher when no passed ball occurs.**
- 6. Stealing home ... A runner on third CANNOT steal home on a passed ball. EXCEPTION: When a runner is on and catcher makes a play to any base or overthrows pitcher. A pitched ball that hits the log on the third base side at Stadium south is a dead ball and all runners advance one (1) base. Likewise, a pitched ball going out of play at North will be a dead ball, and runners advance one (1) base. It is RECOMMENDED, but not required, that catchers & pitchers wear protective head gear when playing.**
- 7. Games will have an 80 minute time limit. No new inning can start after this unless the game is tied.**
- 8. Fumbleball leagues have a four (4) over the fence home run limit. All other over the fence home runs are outs.**