



PINNACLE SPORTS LEAGUE RULES AND REGULATIONS

TO PRESERVE THE QUALITY OF THE TURF AND PROVIDE A CLEAN & SAFE COMPLEX THE FOLLOWING RULES AND REGULATIONS MUST BE FOLLOWED:

1. Only coaches and players are permitted on the field or in the cage area.
2. For safety reasons please help keep ALL spectators outside of the fence.
3. No food or drinks (except water) permitted on the turf field.
4. No glass bottles or containers allowed on the turf field.
5. No chewing gum, candy, sunflower seeds or nuts with shells permitted on the turf field. There will be no spitting of any material on the field.
6. No use of any tobacco products permitted including chewing tobacco.
7. No metal cleats permitted on turf field. Rubber or plastic cleats only. Make sure that all shoes (and all equipment) are CLEAN and free of mud and debris.
8. Do not pick or pull grass fibers or infill material on the field.
9. All teams **MUST** clean up after games. Trash receptacles are provided. Facility must be left free of trash litter, etc, at conclusion of each game.
10. The field will open no later than 45 minutes prior to the start of the first game each day.
11. Teams should be ready to be on the field 10 minutes before the scheduled time of their game. All games are 1 hour & 20 minutes in duration.
12. Persons are expected to use common sense, reasonable actions and be lawful in their activities even though there may not be a rule to address such circumstances as might unexpectedly occur. Players and leadership should always conduct themselves in a professional and positive sportsmanship like manner and use respectful field conduct at all events. Leadership is expected to model and teach such reasonable standards to their youthful players. The organization's leadership is expected to be of sound character and to emphasis fair play at all events.

Thank you for your cooperation and help in keeping Pinnacle Sports an elite facility.
We hope you enjoy the league.

PINNACLE SPORTS 10U INDOOR/OUTDOOR LEAGUE

GROUND RULES

1. Game time is 1 hour & 20 minutes in length or 7 innings.

2. Inside Ceiling in play fair:
 - a. First ball hitting the ceiling in fair territory on infield side of orange line is considered a foul ball. The second ball that hits the ceiling will be an out.
 - b. Any ball that hits on the outfield side of the orange line is in play.
 - c. Any ball that hits the last row of lights or beyond in fair territory will be considered a home run.

3. Inside Ceiling in foul territory:
 - a. If it hits in foul territory the ball is dead.
 - b. If it hits the side wall the ball is dead.

4. Inside Back Wall
 - a. Any ball that hits the blue padding is a live ball.
 - b. Any ball that hits above the blue padding is a home run.

5. Substitutions
 - a. Unlimited substitutions.
 - b. Batting line up is determined by each team but they can bat every player.
 - c. A team not having a minimum number of players to start the game (8) may use players not from their own team. Players must be on a league roster in order to play. A forfeit would be awarded to the opposing team.

6. Game Play
 - a. Bases are 60ft, Pitching mound is 46ft.
 - b. No leadoffs permitted.
 - c. Pitchers and catchers may have a courtesy runner. It is recommended that catchers have a courtesy runner with 2 outs, but not mandatory.
 - d. Pitchers will receive 5 warm up pitches in-between innings.
 - e. Games will end at 80 minutes. If a player is batting at the 80 minute mark that at bat will continue. The game will be over after that players at bat. The score will revert back to the previous inning only if the home team does not complete their at bat or doesn't take the lead during the final inning. Please do not disrespect the spirit of this rule or the game.
 - f. Games can end in a tie. There are no extra innings.
 - g. Time outs are not permitted except for injuries.
 - h. All other Little League rules apply.

PINNACLE SPORTS 12U INDOOR/OUTDOOR LEAGUE

GROUND RULES

7. Game time is 1 hour & 20 minutes in length or 7 innings.

8. Ceiling in play fair:
 - a. First ball hitting the ceiling in fair territory on infield side of orange line is considered a foul ball. The second ball that hits the ceiling will be an out.
 - b. Any ball that hits on the outfield side of the orange line is in play.
 - c. Any ball that hits the last row of lights or beyond in fair territory will be considered a home run.

9. Ceiling in foul territory:
 - a. If it hits in foul territory the ball is dead.
 - b. If it hits the side wall the ball is dead.

10. Back Wall
 - a. Any ball that hits the blue padding is a live ball.
 - b. Any ball that hits above the blue padding is a home run.

11. Substitutions
 - a. Unlimited substitutions.
 - b. Batting line up is determined by each team but they can bat every player.
 - c. A team not having a minimum number of players to start the game (8) may use players not from their own team. Players must be on a league roster in order to play. A forfeit would be awarded to the opposing team.

12. Game Play
 - a. Bases are 70ft, Pitching mound is 50ft.
 - b. Lead offs are permitted.
 - c. Pitchers and catchers may have a courtesy runner. It is recommended that catchers have a courtesy runner with 2 outs, but not mandatory.
 - d. Pitchers will receive 5 warm up pitches in-between innings.
 - e. Games will end at 80 minutes. If a player is batting at the 80 minute mark that at bat will continue. The game will be over after that players at bat. The score will revert back to the previous inning only if the home team does not complete their at bat or doesn't take the lead during the final inning. Please do not disrespect the spirit of this rule or the game.
 - f. Games can end in a tie. There are no extra innings.
 - g. Time outs are not permitted except for injuries.
 - h. All other Hot Stove rules apply.