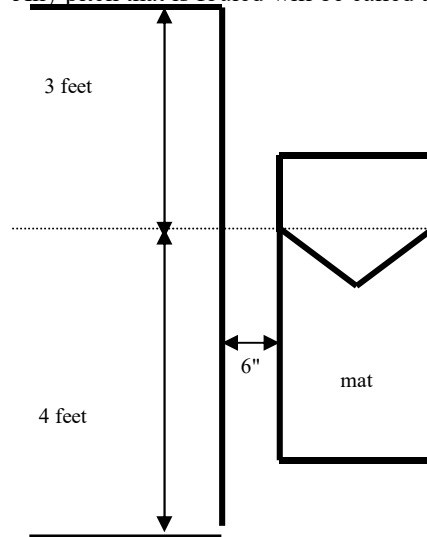


Balls & Strikes - Strikes will be called by the umpire behind home plate.

1. One and One Count - The ball and strike count will begin with one ball and one strike to each batter for every game this season.
2. The Strike Zone - The strike zone will be determined by the use of a "plate extender." Any pitch that is a "legal" pitch and hits the plate and/or extender will be called a strike. Any pitch that is fouled will be called a strike.



Strike Outs - Three strikes and the batter is out. The second foul ball after two strikes is a strikeout. With 2 strikes the batter may foul off one and only one pitch, an additional foul ball will result in a strikeout. (Note: Runners may tag up and advance on a caught foul ball strikeout with less than two outs.)

Pitching - This is a "lob" pitch league. The pitcher shall deliver the ball at a moderate speed. One of the pitcher's feet must be the appropriate distance from home plate when the ball is released. The pitcher is allowed to "step" to that distance as part of his/her natural motion and still be legal. The path of the ball must be an arc that must reach a height of six feet, but not exceed the height of twelve feet. It will be up to the umpire to enforce the height rule and judge on the legality of the pitch. If illegal, the umpire will call "illegal" at the point where the pitch becomes illegal. If the batter swings, or hits the ball, it is a live ball, and play will continue.