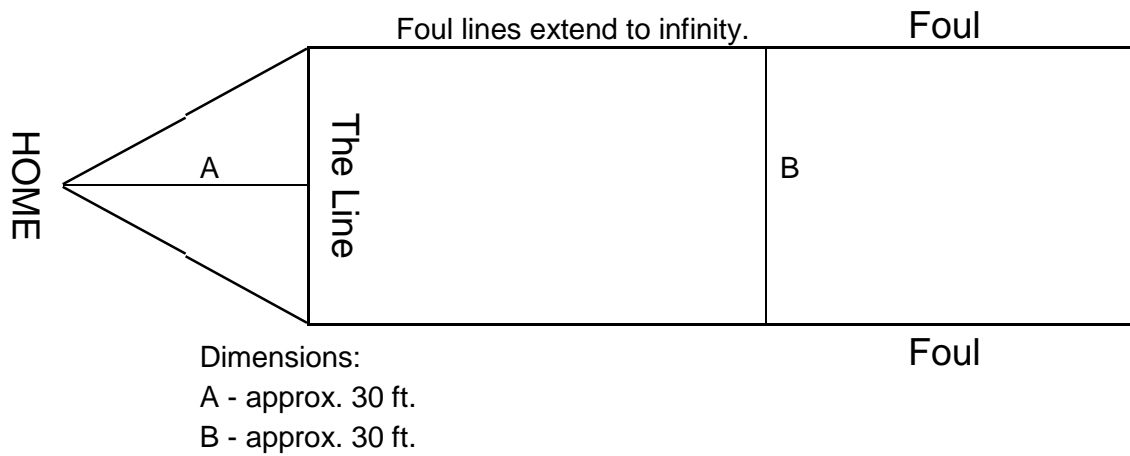


Over-the-Line Court



Over-the-Line Rules

1. PLAYERS

- Three players per team.

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

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

5. HOME RUNS

- Any ball hit PAST last player in fair territory, on the fly, without him touching it. (Not necessarily over his head— just past him).

6. OUTS

- Two foul balls (see Rule 7).
- One strike.
- Fly balls caught by fielders.
- Ball hitting "The Line" or lines around out area.
- Ball touched or dropped by batter or pitcher (see Rule 13A). Foul tips that hit batter and land in foul territory are foul.
- Batting out of turn.
- Pitcher crossing "The Line" after hit ball (see Rule 12).

7. FOULS

- Any ball landing outside "Out" or "Fair" areas on the fly. Foul line liners are foul.
- Any taken pitch.
- Any false pitch or "Balk".

8. SCORING

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

9. LENGTH OF GAME

- Games will be five innings.
- If tied at the end of the five, play an additional inning to break the tie. If tied after six, play one more.
- If still tied after seven innings, the team with the most hits is the winner. If a tie exists in hits, play additional innings until the tie is broken, either by hits or by runs. Runs take preference over hits in this situation.
- If at the end of any inning a team has an eleven or more run lead, the game is over.

10. UMPIRING

- Teams umpire their own games.
- Any rules questions must be politely submitted to Mr. Meier.
- Honesty and fair play is expected at all times.
- Turn in score to Mr. Meier.

11. EQUIPMENT

- No gloves to be used for fielding.
- Golf/batting gloves may be used for batting.
- Whiffle ball bats furnished by Mr. Meier only may be used.
- Regulation size balls to be used will be furnished by Mr. Meier.

12. CROSSING-OVER ("THE LINE")

- 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.
- 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 Rules 4 and 6).

13. GENERAL

- A ball caught on the fly by either the batter or pitcher counts as a "No Pitch".
- You must have a full team (three players) to start a game.
- No warming up on playing courts. Begin games immediately.
- Decisions of the rules committee are final.
- **Field Dimensions: 30 feet from point of triangle to the "line" and 30 feet across from foul line to foul line.**
- **Three outs to a side per inning.**