

Double AA Sports
Rules for 60 and Over ASA/USA League

GAME

1. 1 and 1 count – NO Courtesy foul
2. 6' to 12' arc from the ground
3. 5 Runs Max per inning for Inning **1** through Inning **6**. Inning **7** Unlimited.
4. Mercy Rule – 15 runs after 4 and 10 runs after 5
5. 1st Inning will have 5 Warm-up pitches for Pitcher and Infield Practice
2nd inning to 7th inning – 2 Warmup Pitches and NO Infield Practice.
6. Pitchers / 1B / 3B must wear a protective mask
7. Any injured player who cannot continue, if there is no replacement, he will be skipped in the lineup. This will NOT result as an out.
8. If a team has at least 8 players at Game time, they can start with 8 and the opposing team will supply a catcher, until the 9th player arrives.
9. There is a Maximum of 11 fielders on Defense.

BATS

1. NO Senior Bats
2. ASA/USA Stamp approved bats.
Must have the ASA or USA Stamp on it. The ASA Stamp must be 2004 or newer.
3. If the bat has the USSSA thumbprint Stamp it also must have the ASA/USA stamp on the bat for it to be legal. If the ASA/USA Stamp is not on the bat, the bat cannot be used. (No Exceptions)

RUNNERS

1. Unlimited courtesy runners and runners from the cage.
2. If the courtesy runners are on base when it's their turn to bat they will be called out.
3. Batters with a courtesy runner from the cage. The batter cannot cross the commit line. If they do cross it, they will be called out.
4. There is a commit line between 3B and Home Plate, if the runner crosses the commit line running home, they cannot return to 3B.
5. Runners cannot touch the wooden Home Plate; they will be called out.
6. Runners must touch the outside bag for Home Plate and 1B to avoid contact with the fielders covering Home Plate and 1B.
7. If the catcher catches the ball thrown home before the runner touches the alternative Home Plate, the runner is out. The catcher must be in contact with the Wooden Plate when catching the ball.

PITCHING SCREEN

1. All pitchers must pitch behind the screen or after pitch is thrown return behind the screen before he can field a ball.
2. When a batted ball hits the screen, it is considered a strike.
3. With a 1-1 count, if the batter hits the screen 2x, it is an out. If the batter has 2 strikes, and hits the screen, it is an out.
4. When a thrown ball from the infield or outfield, hits the screen, the ball is LIVE and will play the same as if the ball is thrown and hits the fence.
5. If a thrown ball hits the screen and goes out of play, the runners will advance accordingly, from where the ball was thrown.

Time Limits

Wednesday – Lights go on at 615pm and will go off at 1030pm.

1. Game 1 – starts at 630pm
2. Game 2 – starts at 745pm
3. Game 3 – starts at 9pm

There will be a **75-minute** max time limit per game. This is a drop-dead time limit. The game is over regardless of the inning. The team with the most runs, Wins. If the game is Tied, the game ends in a Tie

Thursday – Lights go on at 6:45pm and will go off at 10pm

1. Game 1 – starts at 7pm
2. Game 2 – starts at 815pm

There will be a **75-minute** MAX time limit per game. This is a **drop-dead time limit**. The game is over regardless of the inning. The team with the most runs, Wins. If the game is Tied, the game ends in a Tie