

1.0 (i) SCOREBOOKS: MANAGERS RECORD SCORES AND LOG PINCH RUNNERS OF BOTH TEAMS.

1.0 (j) FLIP-FLOP RULE: If the visiting team is ahead by 10 or more runs at the start of the open inning the home team bats first. If the home team fails to tie or go ahead, the game ends. If the home team ties or goes ahead, the visiting team then bats.

2.0 BASE RUNNING:

2.0 (a) PINCH RUNNER:

(1) ON BASE: May run 3 times a game for 9 inning games and 2 times for 7 inning games,

But only once an inning for either game. (see rule 1.2 (h) for extra inning games.

Pinch- running includes "on base" and "from home" pinch running. Time must out

before the switch occurs. Once a pinch-runner touches a base, he is committed to

be the pinch-runner. A PINCH RUNNER cannot be replaced by another pinch-runner.

(2) FROM HOME: MANAGERS WILL MEET WITH THE UMPIRE BEFORE THE GAME STATING

THOSE NON-RUNNING INJURED PLAYERS REQUIRING PINCH RUNNERS FROM HOME.

A pinch-run will not count if the pinch runner is out at a base or from line drive or a

fly ball. The pinch-runner from home must begin at the 1st pole to the right of the

center pole and cannot run until the ball is hit. "Early leaving" if seen by an umpire

will be a dead ball and a do-over by the batter (use of the strike plate may make this

call possible). Once a batter uses a RUNNER FROM HOME, HE MUST ALWAYS USE A

RUNNER FROM HOME FOR THE GAME. Once the pinch-runner is in position to run

he is committed to be the pinch-runner.

2.0 (b) PINCH RUNNER ON- BASE AT TIME OF HIS AT BAT: If the pinch-runner is on- base when his

normal time at bat comes up an out will be called, and the pinch-runner will then

bat unless that out is the 3rd out of the inning.

2.0 (c) INELIGIBLE PINCH-RUNNER: If an opposing manager challenges that the pinch-runner is

ineligible, i.e. has already run the allowable number of times and can document