

Park	Ground Rules
<b>Brighthouse (13U)</b>	<ul style="list-style-type: none"> <li>• <b>Catch and Carry</b> – If a fielder catches a ball in the playing field, and momentum takes them out of the playing field, they may throw from outside the playing field. If the fielder falls while out of the playing field, the ball is dead, and runners advance one base from time of fall. <ul style="list-style-type: none"> <li>○ <b>CONCRETE</b> – The ball is dead if the fielder makes contact with concrete. One base award from time the fielder touches concrete.</li> </ul> </li> <li>• <b>Ground Rule Double</b> – Any fair ball that leaves the playing field past the outfield fence extended will be a ground rule double.</li> <li>• <b>Net Above Backstop</b> – Any batted ball that makes contact with the net will be a foul ball (ball is dead).</li> </ul>
<b>Blundell North (15U)</b>	<ul style="list-style-type: none"> <li>• <b>Catch and Carry</b> – If a fielder catches a ball in the playing field, and momentum takes them out of the playing field, they may throw from outside the playing field. If the fielder falls while out of the playing field, the ball is dead, and runners advance one base from time of fall.</li> <li>• <b>Gaps in Fences Along First Baseline</b> – Any thrown ball that gets lodged in or goes through the fence will be treated as a thrown ball out of play.</li> </ul>
<b>Blundell South (15U)</b>	<ul style="list-style-type: none"> <li>• <b>Catch and Carry</b> – If a fielder catches a ball in the playing field, and momentum takes them out of the playing field, they may throw from outside the playing field. If the fielder falls while out of the playing field, the ball is dead, and runners advance one base from time of fall.</li> </ul>
<b>Latrace (18U and above)</b>	<ul style="list-style-type: none"> <li>• <b>Bases</b> – Any time a base is dislodged the play shall continue until all action stops. Umpires are to use their best judgement to determine the original location of the base for any subsequent plays. <ul style="list-style-type: none"> <li>○ <b>CLARIFICATION</b> – If a runner dislodges a base, the runner does not have to maintain contact with the dislodged base. No play can be made on that runner at that base if they had reached the base safely.</li> </ul> </li> <li>• <b>Batting Cage (Turtle)</b> – Ground rule double if a batted ball is lodged in the turtle.</li> <li>• <b>Bullpen Mounds</b> – Bullpen mounds are in play.</li> <li>• <b>Footwear</b> – Participants cannot wear metal cleats on the turf surface.</li> <li>• <b>Net Above Backstop</b> – Any batted ball that makes contact with the net will be a foul ball (ball is dead).</li> </ul>