



RAW RULES FOR CEILING BALLS

- Balls hitting the ceiling in foul territory are foul DEAD BALL. This is a judgement call by plate umpire.
- Balls hitting the ceiling in Fair Territory and come down inside the marked INFIELD AREA (note lines from base to base) are considered foul until the batter has (2) strikes. After (2) strikes, a ball striking the ceiling that also lands in the field of play inside the marked INFIELD AREA, are called a dead ball out.
- At any time the ball strikes the ceiling and lands outside the marked infield area in fair territory, this ball is live and playable ball and no runners are protected. Balls may be caught for a fly out and balls that hit the ground are live for a force out.
- Batted balls hitting the GRAY block areas in fair territory on a fly or rolling is an automatic single to the batter. Any runners on base are entitled to advance at their own risk.
- Batted balls hitting above the GRAY block on the vertical net areas in fair territory regardless if they hit the ceiling first, are awarded a double to the batters and runners are guaranteed (2) Bases.
- Batted balls hitting the wall in fair territory above the RED Dots in left field are considered HOME RUNS regardless if it hit the ceiling first.

We have strived to make our rules to keep less delays and less judgement calls from the umpires. This, in turn, has eliminated controversy. We've attempted many different rules changes to find out what works the best for everyone, including our umpires.

REMEMBER, it has nothing to do with where the ball hits the ceiling; it HAS TO DO with where the ball comes down in the field of play.

These rules will NOT be changed or modified at any time after league play has started.