



FAAST Indoor Rules Addendum

Game time lengths are one hour in length running clock. **In the event of an incomplete inning and the home team is losing, the score reverts back to the last completed inning. If the home team was losing the last completed inning but has tied the score or taken the lead in the incomplete inning, that score stands.** Games can end in a tie.

Maximum seven runs per inning. Mercy rules are the same as normal FAAST play.

Batted balls that hit the ceiling IN FAIR territory will be played as normal. It is not considered a catch if it hits the net past the pitcher's mound. It is not a dead ball. It is a force out situation.

Players start with a 1-1 count. Batted balls that hit the side walls are FOUL balls and dead balls. Defensive players cannot make a play on a foul ball.

No cleats – gym shoes ONLY for indoor games.

If the ball hits the ceiling net in front of the pitching mound and is caught by a player, the batter is out. If it hits the ground it's a foul ball.

Two foul balls that hit ceiling net in front of pitching mound during a bat - batter out.

If runner on first and second or loaded with less than two outs, a ball that hits ceiling net in front of pitcher's mound - infield fly rule.

Any ball that hits ceiling or back net behind mound is live ball even if player catches need to finish play.

Ground-Rule Double – if a player hits the ball above the blue line.

Home Run – if player hits ball above the red line.

Only players and coaches in dugouts.

8U-12U – 9 vs 9; 13U-14u – 6 vs 6 or 8 vs 8.