

**AGSW UNERWOOD LEAGE RULES**

- 1. ASA RULES with the following exceptions:**
- 3. GAME START (GRACE PERIOD IS 15 MINUTES)**
- 4. FORFEITS-(MUST HAVE 6 PLAYERS TO BEGIN AT THE END OF GRACE TIME)**
- 5. GAME LENGTH ----(90 MINUTES OF PLAYING TIME; TIME WILL BEGIN WHEN PLAY BEGINS)**  
**DROP DEAD TIME IS 105 MINUTES FROM SCHEDULED GAME TIME!**
  - **15 run rule**
- 6. SCORING—(MAXIMUM OF 5 RUNS PER INNING)**
- 8. NUMBER OF PLAYERS -(6 PLAYERS MINIMUM AND 10 PLAYERS MAXIMUM-4 OUTFIELDERS)**
- 16. STRIKE ZONE-(CALL HITTALBLE PITCHES)**
- 17. BATTING ORDER-(ALL PLAYERS ON THE BENCH MUST BAT)**