

League Rules - Miracle Division (Non-competitive)

- Games are 1 hour or 2 innings
- Every player hits, scores, & all games end in a tie
- There are no walks or outs
- Players can use the tee if needed
- Buddies are an important part of your team, every athlete should have a buddy
- If a player arrives late to a game, simply add them to the bottom of the order and tell the announcer
- Due to bat flips, we don't want athletes to be the catcher. Some are "grandfathered" in to the position, but they must stand against the fence with a volunteer and be wearing a helmet
- Plastic or foam bats only
- If you have slower athletes, place them in the middle of the lineup so the game flow can continue as they round the bases
- Have fun!



We see a lot more bat flips at our field because the guys we watch are doing it. Nothing wrong with it, but we need to make sure everyone stays safe. Helmets are required in both non-competitive and competitive leagues.

League Rules - Advanced Skills Division

- Games are 90 minutes or 4 innings
- Innings are decided by 5 runs scored or 3 runs recorded
- If a true home run (over the fence) is hit, all runs will count for that team
 - Example: A team may have scored 4 runs already in the inning. If they have a runner on 1st base and the batter hits a true home run, both runs count for that inning totaling 6 runs, and then the inning is over.
- **Each batter gets 15 TOTAL pitches (bad pitches or good). After 15 pitches, the batter will hit the ball off the tee**
- Metal and wood bats are allowed
- Helmets are required for any athlete in the batter's box, on base, or in the on deck circle
- Only one athlete in the on deck circle at a time
- The home team will still bat in the 4th inning even if they are winning or can't score enough runs for a comeback



League Rules - Advanced Skills Division

- Defensive players can't run to a base or tag a runner to get an out unless they are the defensive player assigned to that position
 - Example: The shortstop can't run to 3rd base to get the runner out. They can tag the runner going from second to third, or throw the ball to the 3rd baseman
- **An athlete may only play the same defensive position twice in one game**

RULE CHANGE*

1. The pitcher **can tag** the runner going from 3rd base to home plate, however, they must follow the position rule of the pitcher. If the pitcher doesn't start within the pitcher's circle until the ball is hit, they can't tag the runner going from 3rd base to home plate.
2. **ONLY 12 defensive players** on the field at one time. 6 in the infield and 6 in the outfield. Rotate players so they only have to sit out on inning defensively. The entire lineup WILL STILL BAT.

*amended spring of 2024



Advanced Skills Fielding Diagram



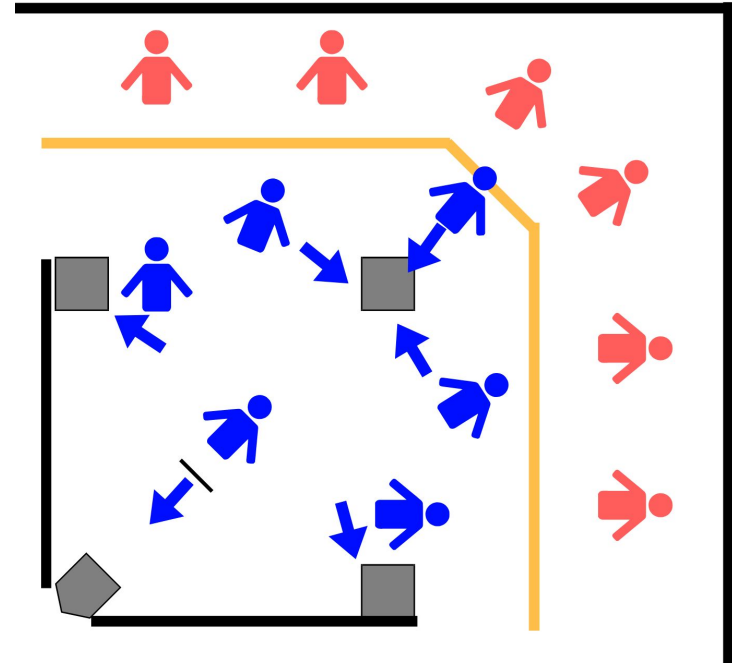
You can run to a base to get an out



You have to throw the ball to your teammate

NEW: Only 12 defensive players allowed on the field at one time (6 infielders/6 outfielders)

NEW: Pitcher can tag runner going home, however they must start in the pitcher's circle until ball is hit



League Rules - Advanced Skills Division

- Once the ball is in the infield (controlled or not controlled), or controlled by an outfielder, players are to remain at the base they occupy or the base they are on their way to
 - It is okay to stop the game and send a player back if they continue to run with no penalty or chance of getting out
- The game SHOULD BE stopped briefly by any coach on the field for teaching moments for any player
 - If a player doesn't understand a rule/call, stop the game & explain the situation to them and the team.
 - Example: Player is safe at 2nd but overran the base. Player gets tagged out but doesn't understand why they are out. Stop the game, team the m the rule, coaches discretion if you'd like that runner to remain on 2nd base or call them out (warning)
- Outfielder must remain in the outfield during game play
- Infielders must remain in the dirt colored area until the ball is hit (except the pitcher) - no creeping up!
- **Pitcher must start within the pitcher's circle until the ball is hit**



Practices - Advanced Skills Teen and Adult

Practice Planning: Try to teach 1 skill & 1 rule during each practice. This will help the players to better understand our game.

Sample Practice Schedule

Practice 1: Playing Catch (skill) and Fielding Diagram (rule)

Practice 2: Taking ground balls (skill) and Running the bases (rule)

Practice 3: Taking fly balls (skill) and Force Outs (rule)

Practice 4: Taking infield/outfield (skill) and Defensive positioning/standing in baseline (rule)

