

Game Format

- Games consist of 5 innings or a 60-minute time limit, whichever comes first
- No new inning begins after the time limit is reached
- Teams field a maximum of 9 players (including 4 outfielders and NO catcher); all players, regardless of field position, bat in a continuous lineup
- An inning is over when one of the following comes first: 3 outs, 5 runs, batted around the entire order

Batting

- The coach from the batting team pitches to their own player from approximately 8-10 feet away
- Each batter receives up to 5 pitches; if the ball is not put in play after 5 pitches, the tee is placed and the batter completes the at-bat via tee attempt until the ball is put in play
- No strikeouts. Every batter completes their at-bat via fair contact or the tee
- No walks. Pitched balls are not called balls or strikes
- Bunting is not permitted
- Batters may advance only until the ball is returned to the infield

Baserunning

- No advancement on overthrows
- No stealing or leading off
- No sliding
- The infield fly rule does not apply

Outs & Defense

- Outs are recorded (3 outs per half inning)
- Scorekeeping is optional and is up to the coaches
- Outs can be recorded by put-out, tag-out, fly/line out, or tagging a runner
- No infield positions are locked; rotate all players through various positions each game to maximize development

- Coaches and parent helpers may be stationed on the field to guide fielders, but must not interfere with live play

Coach Pitching

- The coach pitcher must pitch approximately 8-10 feet away from the batter
- The coach pitcher must make a reasonable effort to throw hittable pitches
- The coach pitcher must move out of the way immediately after the ball is struck and is not considered part of the field
- Each batter receives up to 5 pitches; if the ball is not put in play after 5 pitches, the tee is placed and the batter completes the at-bat via tee attempt

General

- Every player present must bat and play at least 2 full innings in the field
- No player sits on the bench more than one inning before all other players have had a turn on the bench
- The emphasis of every game is participation, enjoyment, and basic skill development
- Coaches should err on the side of keeping play moving to keep players active and engaged