

Instructional Rules		
Field Dimensions	Base distance	60'
	Pitching distance	machine
	Mound	no
General Rules	Innings	6
	No new inning after	1hr 30min Immediate end
	Players needed to start	8 (1)
	All players must play 6 outs by the end of inning #:	4 3 outs as infielder (2)
	Wildcat batting order	Yes (3)
	Max batters per inning	8
	Max runs per inning	n/a
	Defensive Conferences	n/a
	Defensive Substitutions	Unlimited (5)
	Mercy Rule	n/a
	Forfeits allowed	No*
Equipment	Helmet Cage Req.	yes
	Bat weight	n/a
	Bat length	29" maximum
	Max Barrel Size	2 1/4"
	BBCOR Bat Req.	n/a
	Wooden Bats	no
	Metal cleats	no
Pitching	Max pitches or innings/day whichever occurs first	n/a
	Intentional walks	no
	Balks	no
	Curveballs (wrist snap)	n/a
Baserunning Batting Fielding	Infield fly	no
	Dropped 3rd strike	no
	Bunting	no
	Thrown bat	Bench warning then Out
	Courtesy runner required for catcher w/ 2 outs (player who made last out)	no
	Leading	no (9)
	Stealing	no
	Advance after steal	n/a
	Stealing home	no
Headfirst slides	no	

* - See Division specific Rules

(1) There will be a 15 minute grace period if a team does not have 8 players.

(2) Failure to comply with this rule or encouraging players to be absent or late shall result in a protest of the game.

(3) Late arriving players will be added at the end of the lineup card

(5) Unlimited defensive substitution shall be allowed providing the playing time rule has been complied with.

(9) Penalty for leaving early will be a strike called on the batter. No runners shall advance.

Instructional (1st & 2nd grade) specific rules:

• Pitching Rules:

- o Prior to the start of the game, both Managers will adjust the speed of the pitching
- o Once the pitching machine speed is set, it can only be changed at the top half of an inning and both Managers must agree to the change.
- o Each Manager, or an adult designated by the Manager, will operate the pitching machine when their team is at bat.

• Batting Rules:

- o Three swinging strikes or 6 pitches constitute an out. Each batter will receive a maximum of 6 pitches.
- o If the last pitch to a batter is a foul ball, the batter will be entitled to another pitch.
- o Each team on offense will be allowed to send a maximum of 8 batters to the plate per inning. When the 8th batter comes to the plate the number of outs in the inning will be changed to 2.
- o If the baseball hits the pitching machine, a dead ball will be called. The batter will be awarded 1st base. Other runners, unless forced to advance, will not advance.

• Fielding Rules:

- o On Defense, each team will be allowed to field one additional outfielder.
- o On Defense, each team will be allowed to have one coach on the playing field at any time. The coach must be in the outfield at the time of the pitch.
- o Outfielders must be on the outfield grass and cannot stand in the infield.

• Running Rules:

- o All runners will be forced to stop running when the pitcher has the baseball in the vicinity of the pitchers' mound or the catcher has the baseball in the vicinity of home plate.

• Ending an inning

- o When the 3rd out is recorded or
- o When the 8th batter in the inning has struck out or
- o When the 8th batter in the inning has put the ball in play and all runners stop running.

• Playing Rules

- o There will be no Forfeits in the Instructional Division. Each team will play with the number of players available to them. If a team does not have enough to field 9 players on defense, they will use players from the offensive team to fill out the missing positions.