

Game Play:

- 15-minute warmup or practice before game starts
- 10 players in the field, with 4INF, 4OF, 1 Catcher, 1 Pitcher
 - Coaches can be in the infield and outfield helping with positioning and game awareness.
 - Coaches be aware to get out of the way of balls put in play.
 - Players rotate positions throughout the games with exception of 1B and Catcher. 1B is very important to have a player that can catch or knock the ball down. Please do not put a player there still learning proper catch technique. If you have a player that wants to play a lot of Catcher, put them back there! Ideally, we want most players to try catching but it is a position we don't want to force.
 - This rule exists strictly to avoid putting player in a position to get hurt. All players should rotate through all positions. This takes preplanning before games and it is recommended to get RSVP's through Sports Engine.
- Each hitter gets 7 pitches
 - All coaches will throw from 30-35ft (Rubber is 43ft)
 - If a player foul tips pitch #7, coach continues to pitch to that hitter until they put the ball in play or swing and miss. Foul tips buy the hitter another pitch
 - **If a player does not put the ball in play or foul tips on pitch #7, the player will hit from the tee. This will be played as a "dropped third strike" if the player reaches base safely after putting the ball in play no out will be recorded. If the player is out, or any base runner out, from the play in the field it will be recorded as such.**
 - **This will be removed around midseason. Then a strike out will stand.**
- A half-inning consists of 3 outs or 5 runs
- When the ball is put in play, runners can advance until the ball is thrown back into the infield if the ball is out to the outfield. If there is an overthrow past any base in the infield, runners must not advance unless they have rounded their current base and are halfway to the next base.
 - We don't want complete chaos on the bases, knowing a lot of throws will be going all over the field. We want to teach advancing on a poor throw but also want to teach proper baserunning.
- Team hitting may have a coach by the catcher to put thrown balls in bucket to speed up the game. The catcher can roll to coach and focus on the next pitch coming in. Coaches do not throw balls back until all balls have been used. Again, this is to speed up the game.
- Coach pitching can dictate the speed on a hitter-to-hitter basis, while presenting the pitch in a consistent, overhand manner. If a hitter is comfortable and you know they have decent shot of hitting the ball, put more speed on the pitch. If the hitter is still learning their swing and not as comfortable at the plate, take some off the pitch.
 - The goal is to have all hitters put the ball in play and run the bases. We need to challenge the hitters that are a bit more advanced.