A Division Rules of Play

Updated April 2021

General/Equipment

1. All fielders must wear face masks. Batters must wear a batting helmet with a cage.

2. Play with 11' inch "softee" balls.

3. No umpires. Coaches will call the game.

4. Coach pitch only, with a coach from the batting team pitching and another coach from the batting team catching. No players as catchers.

5. Playing time 1 hour 30 minutes. No new inning after 1 hour.

6. Two minutes between innings. Have a plan for player positions in advance.

7. Continuous batting order. If a player is deemed out, she must return to the dugout. However, the entire lineup will bat once every inning, regardless of how many outs. The offense and defense switch at the end of the batting order.

8. Players must rotate between infield and outfield position – no players in outfield for 2 innings in a row.

9. Score is not kept. Emphasis is on player development, not winning.

10. After the game, line up on first and third base lines and give each other a socially distanced "good game".

Offense

11. No walks or strikeouts. A batter is allowed **6 COACH STRIKE - PITCHES** at which point a tee is then brought out. They swing until they hit a fair ball. **This should be adhered to in order to ensure the game moves along**. The coach pitching is responsible for keeping count.

12. One base on a hit unless the ball is HIT to the outfield. No running on overthrows or dropped catch near the base where an out is possible. Play stops on attempt to get the ball back to the pitcher. We are encouraging players to make the throw.

13. No leads, no stealing.

Defense

14. Two coaches from the defending team may be in the field, must be in the outfield or well into foul territory.

15. Put all the players in the field on defense. Fill the infield first, including a defensive pitcher. If playing with more than 10, put a second defensive pitcher and extra outfielders. No players should sit the bench on defense. **Outfielders must start each pitch on the grass line**.

Please keep an emphasis on *speeding up the game. More action = more fun*