

Miracle League Competitive Baseball League

Game Day Rules

1. All offensive players must remain in the dugout except the batter, on-deck hitter and base runners.
2. The HOME Team will be assigned to the 1st base dugout. The VISITOR Team will be assigned to the 3rd base dugout.
3. All batters and runners must wear a protective helmet.
4. The catcher must wear all assigned protective equipment. Protective equipment shall include: protective catcher's helmet with face mask, chest protector, and shin guards.
5. It is the responsibility of the base runner to avoid contact with a defensive player; however, the runner SHALL NOT be called out for leaving the base path in order to avoid contact.
6. Three offensive coaches will be allowed on the field. One offensive coach will be the Coach-Pitcher and the other two coaches must be in the coach's box. All other coaches are allowed in the dugout. One defensive coach can be stationed behind the catcher. This coach may retrieve passed balls in an effort to speed the play of the game. A maximum of two defensive coaches may be positioned in the field to assist/coach players as needed. The coaches must be in a position that allows them to avoid interfering with the opposing offensive and also defensive players. Buddies will be utilized for teams that do not have 4 coaches. Coaches will be required to meet with Buddies prior to the start time of the game to communicate specific team needs.
7. If the Visiting Team is ahead as time has expired, the Home Team will be allowed to bat and/or complete their at bat.
8. If the Visiting Team is at bat and is behind as time has expired, the Visiting Team will complete their at bat and if they are still behind in the score at the completion of their at bat, the game will be deemed complete.
9. If the Home Team is at bat and the Home Team is ahead in the score, the game will be stopped and deemed complete.
10. Six (6) innings, or **70-minute** time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over.
11. Official inning consists of 3 outs or batting entire lineup. Players called out by the umpire will not continue to run on the bases.

12. The pitching will be done by one of the batting team's coaches. The ball must be delivered overhand. Coach-Pitcher must deliver the pitches from a position that allows him/her to avoid interfering with the opposing team's defensive players. If a batted ball hits the Coach-Pitcher, then the ball becomes dead and no pitch is declared.
13. Coach-Pitcher or On-Deck Coach may coach the batter in the batter's box before the ball is pitched.
14. Each batter will complete a full at bat against the coach-pitcher. The umpire will call balls and strikes. The maximum number of pitches by the Coach-Pitcher will be 7, unless 7th pitch results in a foul ball. Foul balls are counted as strikes, but an at bat cannot end on a foul ball. If a walk (4 balls) is awarded by the umpire within the 7 pitches, the batter will be awarded 1st base. If batter is called out by the Home Plate umpire after 3 strikes (called or missed swings), the batter shall be awarded one (1) swing from a tee. A batter shall be declared out after failing to hit the ball off the tee.
15. The player-pitcher shall take position even with or behind the coach-pitcher.
16. When the ball is in possession of an infielder inside of the base path the ball is dead, the base runners cannot advance.
17. On an overthrow of an infield play, a runner may attempt, at risk, to advance one additional base. Runners on third must be hit in. They cannot score on an overthrow of an infield play.
18. Base runners are not permitted to steal or leadoff base and shall remain in contact with the base until the ball is hit.
19. When a player misses a base, the coach will return that player to the base missed and any subsequent runners will be forced back.
20. If a runner (R2) passes a teammate (R1) in the baseline and touches the base ahead of previous runner, (R2) will be called out.
21. Defensive players may not block the base line unless they are in possession of the ball or in the process of receiving the ball.
22. There will be two official umpires. One behind home plate and one on the bases.
23. If a team is leading an opponent by at least 10 runs, the score will cease to be recorded for the leading team until run differential becomes <10, in which score will resume again as normal. (Mercy Rule)

24. Wins, Losses, Ties, Runs For (RF), Runs Against (RA), Runs Differential (RD), Win Percentage (WP), and Games Back (GB) will be tracked and updated on Miracle League website weekly:

Team Name	Wins	Losses	Ties	RF	RA	Diff	PCT	GB
Athletics								
Dodgers								
Marlins								
Red Sox								

In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings and recognize League Champion:

- Head-to-Head Play
- Run Differential - Season
- Runs For - Season
- Runs Against – Season

25. COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FAN'S CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA, IF NECESSARY.