

Category	Small Ball (Instructional)	Tee Ball	Coach Pitch	Player Pitch	Player Pitch
Ages	Pre-K (3-4)	Kinder	1st/2nd	3rd/4th	5th and up
Players	10v10	10v10	9v9	9v9	9v9
Players Needed to Start	7	7	7	7	7
Type of Ball	Soft Baseball	Soft Baseball	Hard Baseball	Hard Baseball	Hard Baseball
Base Length	50ft	50ft	60ft	60ft	60ft
Players in the Infield	5	5	6	6	6
Players in the Outfield	5	Rest of team	3	3	3
Lineup	Half the lineup bats	Half the lineup bats	3 outs or 5 runs	3 outs or 5 runs	3 outs or 5 runs
Outs	None	None	3	3	3
Pitches	5 swings off the tee	3 swings off the tee	5 pitches from coach or 3 swings and 1 swing off tee	3 strikes or 4 balls	3 strikes or 4 balls
Game Play	50 minutes	50 minutes	50 minutes	75 minutes	75 minutes
Max Roster	12	12	12	12	12

Scheduling

- A minimum of 7 games will be scheduled for all divisions.

Pre/Post Game Responsibilities

1. Warm-ups:

- Team warm-up activities will be conducted in the outfield grass.
- Teams are not allowed to take infield practice on the infield grass on game days.

2. Dugouts:

- Home Team: Third base side dugout.
- Visiting Team: First base side dugout.
- After the game: Collect garbage from the dugout, around the field, and bleachers.

Zero Tolerance Policy

The YMCA has a Zero Tolerance Policy for misconduct, which includes:

- **Unacceptable Actions:**
 - Verbal/physical abuse of referees, players, coaches, or spectators.
 - Charging onto the field or arguing with referees, coaches, or spectators.
 - Profanity, derogatory comments, or taunting directed at others.
- **Consequences:**
 - Referees may issue a warning, eject the offending individual, or penalize the team.
 - If the situation escalates, the game may be abandoned and the offending team will forfeit.

YMCA Behavior Policy

The YMCA reserves the right to:

- Warn, suspend, expel, or terminate any member, guest, or program participant for inappropriate behavior, including:
 - Violating YMCA standards or other posted policies.
 - Being convicted of crimes related to sexual abuse, narcotics, or dangerous drugs.
 - Engaging in inappropriate behavior within the scope of YMCA values.

Conflict Resolution Policy

- **48-Hour Rule:**
 - Parents, guardians, and coaches upset by incidents during games or practices must wait 48 hours before addressing the situation. This allows for emotions to subside and fosters constructive conversation.
 - Any unresolved issues after this period can be directed to the sports committee for review.
- **Urgent Matters:**
 - For immediate concerns during a game, calmly find a field director or YMCA staff member for assistance.

Umpires

- **Respect the umpire's authority.** If you feel attention is needed on the field, please send someone to find a field director or YMCA staff member.
- **Yelling or offensive behavior toward umpires will result in ejection and suspension as determined by the Sports Director.**
- **Coaches are not allowed to conference with umpires after the game.** Rule interpretations and feedback should be directed to the field director or YMCA staff.

Volunteer Coaches

- **All volunteer coaches must complete:**
 - Child Abuse Prevention Course
 - Criminal Background Check

General Makeup of a Successful Team

- **Head Coach:** Game day and season leader.
- **Assistant Coaches (x2):** Assist the head coach with practices and games.
- **Team Parent:** Handles communication between the head coach, team, and YMCA. Responsible for scheduling snacks, emails, team texts, uniforms, game, and practice times.

Schedule Conflicts

- **No schedule changes will be made once the schedule is live.**

- **One Schedule Change Request:** Teams may request one schedule change. Requests will not be honored within 7 days of the game.

Communication

- Provide accurate contact information during registration (email and phone number).
- Communication will be sent through Teamsideline; ensure you have the app and notifications enabled.

Inclement Weather Policy

- **Weather Caution:** The YMCA prioritizes the safety of participants. Weather conditions like ice and snow may lead to delays or cancellations.
 - **Cancellation Notices:**
 - Weekend cancellations will be posted by 7:30 AM.
 - Weeknight cancellations will be posted by 5:00 PM.
 - It's not a policy to cancel games for mild rain or cold, but parents may choose not to attend based on weather concerns.
- **Thunder/Lightning Policy:**
 - **30-30 Rule:**
 - Seek shelter if the "flash-to-bang" count reaches 30 seconds.
 - Wait 30 minutes after the last clap of thunder before resuming play.

Coach's Shirts

- Volunteers must wear a YMCA coach shirt to be on the field or team sideline.
- Parents must sit on the opposite side of the field from the players.

Sports Communication

- All communication will go through Teamsideline (app or website). Download the app to receive push notifications.

Safety Guidelines

- 1) **Injury Protocol:** If a major injury occurs, the game will stop. If the injury requires medical attention, the DOD or umpire may stop the game clock.

- 2) **Dugout Safety:** Dugouts should be kept tidy to prevent tripping hazards.
- 3) **YMCA Safety Protocol:** All games must follow YMCA's safety procedures.
- 4) **Smoking:** Smoking is only allowed in the parking lot.
- 5) **No Pets:** Pets, except for service animals, are not allowed on the premises.
- 6) **Accidents:** All accidents must be reported to the Sports Director within 24 hours.
- 7) **Helmets:** All players must wear a helmet at all times.
 - a) In softball, pitchers are required to wear a helmet with a facemask.
- 8) **No Bats Outside the Batting Circle:** Bats should only be swung inside the warm-up circle.
- 9) **Head-First Slides:** Head-first slides are not allowed until 5th/6th grade.
- 10) **Boys must wear a protective cup for 1st grade and up.**

General Rules

1. **Game Duration:** 50-minute game time.
2. **No Strikeouts:** Strikeouts do not apply.
3. **Score:** Game score will not be kept on the scoreboard.
4. **Fair Ball:** A ball hit into the infield is only fair if it travels beyond the bunting circle. Balls within the 5-foot bunting circle are foul.
5. **Positions:**
 - Up to 10 players on the field, 5 infielders, and 5 outfielders.
 - Infielders must stay within the baselines until the ball is hit.
 - One player can be positioned on the mound.
6. **No Bunting:** Bunting is not allowed; the batter must take a full swing.
7. **Coaching:**
 - Up to 3 defensive coaches are allowed on the infield grass.
 - One coach is allowed at home plate to assist the batter.
8. **“Time”:** The umpire will call “time” in various situations such as when the lead runner is stopped or when the ball is thrown into the 10-foot pitching circle.

Batting & Base Running

1. **Tee Use:** The coach adjusts the tee for the batter.
2. **Fair Hits:** The ball must be hit in fair territory by the 5th swing or the batter goes to 1st base.
3. **Advancing Bases:** Players may only advance one base at a time. On the last batter, all players run home.
4. **Outs:** There are no outs in this division.

Additional Small Ball Rules

- **Inning limit:** The top of an inning cannot start after 45 minutes of game time
- **Base Length:** 50 feet.
- **Infield:** Only 5 players can be in the infield.
- **Playing Time:** Coaches must ensure equal playing time for all players. Every child must play at least 2 innings by the end of the 4th inning.
- **Uniforms:** All uniforms must feature the YMCA logo. No metal cleats allowed.

- **Forfeits:** Games will start at the scheduled time. A team must have at least 7 players present to avoid forfeit.
- **Weather-Related Cancellations:** If games are canceled due to weather, the game is official if 3 full innings (or 2.5 for home team ahead) have been completed.

Headgear & Base Running

- **Headgear:** All batters, base runners, on-deck batters, and catchers must wear approved helmets.
- **No Stealing:** Players cannot leave the base until the ball is hit.
- **Pitching & Fielding:** No player may pitch or play first base for more than 2 innings per game.

Focus of the Small Ball Division

- **Small Ball** is designed for skill development, not competitive play. The primary goal is to have fun and learn the fundamentals of the game.

Baseball Rules

Coach Pitch Baseball Rules (1st/2nd)

Game Structure

1. **Innings:** 3 innings or 50 minutes, whichever comes first.
2. **Half Inning:** A half inning is complete after 3 outs or 5 runs. No more than 5 runs can be scored in an inning.
3. **Innings Start Time:** No innings can start after 45 minutes of play or 3 complete innings. If the home team is ahead after the visiting team bats at the 50-minute mark, the game is over.

Pitching

1. **Pitching Distance:** Coach pitches from 30 feet from home plate (umpires' discretion).
2. **Pitching Rules:** The batter has 5 pitches to put the ball in play. There are no called strikes. The batter may receive up to 3 swings or 5 pitches, whichever comes first, followed by 1 swing off the tee. The coach must pitch in an overhanded motion.

Fielding

1. **Field Setup:** A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd basemen, and shortstop) and 3 outfielders. Catchers are optional, but encouraged. Coaches can cover home plate but cannot be involved in the play. Outfielders must start in the outfield grass.

2. **Infielders Possessing the Ball:** A ball is considered dead when an infielder possesses the ball inside the baseline. Runners are sent to the next base if they are halfway or more between bases. If the ball is dead, the umpire will call "Time" and hold up their hand.

Substitutions

1. **Player Rotation:** No player may sit two consecutive innings, and all players must play.
2. **Batting Order:** Every player must be included in the batting order, and the order must remain consistent throughout the game, except in the case of injury or sickness. Players must bat once before anyone can bat twice.

Base Running & Scoring

1. **Runners Out:** A runner is considered out if they run out of the baseline to avoid being tagged (umpire discretion).
2. **Overthrow Rule:** Runners may advance at their own risk on the first overthrow (from infield or outfield) but cannot advance more than one additional base. A second overthrow does not allow further advancement. If a runner is tagged out while advancing, they are out.
3. **Dead Ball:** Runners are sent back to the previous base or to the next base based on the umpire's decision when the ball is ruled dead.

Gameplay Rules

- 1) **Sliding:** Sliding is allowed, though not recommended unless it's part of the natural flow of the game. **Head-first sliding is not allowed.**
- 2) **Blocking Bases:** Blocking any base, including home plate, is not allowed and will result in removal from the game. If accidental, the runner is awarded an extra base.
- 3) **Baserunning:** There is no leading off, stealing, or bunting.
- 4) **Infield Fly Rule:** In effect with runners on 1st and 2nd base or bases loaded and less than 2 outs; if a fly ball is hit in the infield, the batter is automatically out and runners advance at their own risk.
- 5) **Pitcher:** The ball must be thrown by the pitcher to force an out; if the ball is not thrown to the base as described, the runner will be declared safe. This means the pitcher cannot tag the runner or the base to make an out, they **MUST** throw to another player covering the base.
 - a) This rule is intended to ensure player safety and help teach younger players the fundamentals of throwing and catching on defense. This rule applies **ONLY** to the pitcher position.
- 6) **Drop third strike:** This rule does not apply at this age division.

Other

1. **Timeouts:** There are no timeouts (mound visits) in coach pitch.
2. **Coaches on the field:** Base coaches are allowed, but no defensive coaches are permitted on the field.

3. **Weather:** A game is official after 30 minutes of play or 2 complete innings. If 30 minutes or 2 innings are completed, the score at the end of the last full inning becomes the final score.

Player Pitch Rules (3rd/4th Grade)

Game Structure

1. **Innings:** 6 innings or 75 minutes, whichever comes first.
2. **Half Inning:** A half inning is complete after 3 outs or 5 runs. No more than 5 runs can be scored in an inning.
3. **Innings Start Time:** No innings can start after 65 minutes of play or 4 complete innings. If the home team is ahead after the visiting team bats at the 65-minute mark, the game is over.

Pitching

1. **Pitching Distance:** 46 feet.
2. **Pitching Rules:** The strike zone is from the top of the batter's letters to the bottom of the knees.
3. **Pitch Count:**
 - Ages 13-16: 95 pitches per day
 - Ages 11-12: 85 pitches per day
 - Ages 9-10: 75 pitches per day
 - Ages 7-8: 50 pitches per day
4. **Pitching Rest:**
 - 0 days rest: 1-20 pitches
 - 1 day rest: 21-35 pitches
 - 2 day rest: 36-50 pitches
 - 3 day rest: 51-65 pitches
 - 4 day rest: 66+ pitches

Fielding

1. **Field Setup:** A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd basemen, and shortstop) and 3 outfielders. All outfielders must be positioned in the outfield grass until the ball is hit.

Substitutions

1. **Player Rotation:** No player may sit two consecutive innings, and all players must play.

2. **Batting Order:** Every player must be included in the batting order, and the order must remain consistent throughout the game, except in the case of injury or sickness. Players must bat once before anyone can bat twice.

Base Running & Scoring

1. **Runners Out:** A runner is considered out if they run out of the baseline to avoid being tagged (umpire discretion).
2. **Overthrow Rule:** Runners may advance at their own risk on the first overthrow (from infield or outfield) but cannot advance more than one additional base. A second overthrow does not allow further advancement. If a runner is tagged out while advancing, they are out.

Gameplay Rules

1. **Sliding:** Sliding is allowed, though not recommended unless it's part of the natural flow of the game. **Head-first sliding is not allowed.**
2. **Blocking Bases:** Blocking any base, including home plate, is not allowed and will result in removal from the game. If accidental, the runner is awarded an extra base.
3. **Baserunning:** No leading off or stealing, bunting is allowed.
4. **Infield Fly Rule:** In effect with runners on 1st and 2nd base or bases loaded and less than 2 outs; if a fly ball is hit in the infield, the batter is automatically out and runners advance at their own risk.
5. **Drop third strike:** This rule does not apply at this age division.

Other

1. **Timeouts:** Only 1 defensive timeout (mound visit) per inning. A second mound visit requires a pitching change. A mound visit is limited to 1 minute, and the game clock continues to run.
2. **Weather:** A game is official after 30 minutes of play or 2 complete innings. If 30 minutes or 2 innings are completed, the score at the end of the last full inning becomes the final score.

Player Pitch Rules (5th/6th Grade)

Game Structure

4. **Innings:** 6 innings or 75 minutes, whichever comes first.
5. **Half Inning:** A half inning is complete after 3 outs or 5 runs. No more than 5 runs can be scored in an inning.
6. **Innings Start Time:** No innings can start after 65 minutes of play or 4 complete innings. If the home team is ahead after the visiting team bats at the 65-minute mark, the game is over.

Pitching

5. **Pitching Distance:** 46 feet.
6. **Pitching Rules:** The strike zone is from the top of the batter's letters to the bottom of the knees.
7. **Pitch Count:**
 - Ages 13-16: 95 pitches per day
 - Ages 11-12: 85 pitches per day
 - Ages 9-10: 75 pitches per day
 - Ages 7-8: 50 pitches per day
8. **Pitching Rest:**
 - 0 days rest: 1-20 pitches
 - 1 day rest: 21-35 pitches
 - 2 day rest: 36-50 pitches
 - 3 day rest: 51-65 pitches
 - 4 day rest: 66+ pitches

Fielding

2. **Field Setup:** A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd basemen, and shortstop) and 3 outfielders. All outfielders must be positioned in the outfield grass until the ball is hit.

Substitutions

3. **Player Rotation:** No player may sit two consecutive innings, and all players must play.
4. **Batting Order:** Every player must be included in the batting order, and the order must remain consistent throughout the game, except in the case of injury or sickness. Players must bat once before anyone can bat twice.

Base Running & Scoring

3. **Runners Out:** A runner is considered out if they run out of the baseline to avoid being tagged (umpire discretion).
4. **Overthrow Rule:** Runners may advance at their own risk.

Gameplay Rules

6. **Sliding:** Sliding is allowed, though not recommended unless it's part of the natural flow of the game. Head-first sliding is allowed.
7. **Blocking Bases:** Blocking any base, including home plate, is not allowed and will result in removal from the game. If accidental, the runner is awarded an extra base.

8. **Baserunning:** No leading off, however stealing and bunting is allowed. Ball must cross the plate before player can steal.
9. **Infield Fly Rule:** In effect with runners on 1st and 2nd base or bases loaded and less than 2 outs; if a fly ball is hit in the infield, the batter is automatically out and runners advance at their own risk.
10. **Drop Third Strike Rule:** this rule applies when first base is unoccupied or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can attempt to run to first base.

Other

3. **Timeouts:** Only 1 defensive timeout (mound visit) per inning. A second mound visit requires a pitching change. A mound visit is limited to 1 minute, and the game clock continues to run.
4. **Weather:** A game is official after 30 minutes of play or 2 complete innings. If 30 minutes or 2 innings are completed, the score at the end of the last full inning becomes the final score.

Softball Rules

Coach Pitch Softball Rules (1st/2nd)

Game Structure

Innings: 3 innings or 50 minutes, whichever comes first.

1. **Half Inning:** A half inning is complete after 3 outs or 5 runs. No more than 5 runs can be scored in an inning.
2. **Innings Start Time:** No innings can start after 45 minutes of play or 3 complete innings. If the home team is ahead after the visiting team bats at the 50-minute mark, the game is over.

Pitching

3. **Pitching Distance:** Coach pitches from 30 feet from home plate (umpires' discretion).
4. **Pitching Rules:** The batter has 5 pitches to put the ball in play. There are no called strikes. The batter may receive up to 3 swings or 5 pitches, whichever comes first, followed by 1 swing off the tee. The coach must pitch in an underhanded motion.

Fielding

1. **Field Setup:** A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd basemen, and shortstop) and 3 outfielders. Catchers are optional, but encouraged. Coaches can cover home plate but cannot be involved in the play. Outfielders must start in the outfield grass. The player playing the pitcher position must wear a helmet with a protective facemask.
2. **Infielders Possessing the Ball:** A ball is considered dead when an infielder possesses the ball inside the baseline. Runners are sent to the next base if they are halfway or more between bases. If the ball is dead, the umpire will call "Time" and hold up their hand.

Substitutions

1. **Player Rotation:** No player may sit two consecutive innings, and all players must play.
2. **Batting Order:** Every player must be included in the batting order, and the order must remain consistent throughout the game, except in the case of injury or sickness. Players must bat once before anyone can bat twice.

Base Running & Scoring

1. **Runners Out:** A runner is considered out if they run out of the baseline to avoid being tagged (umpire discretion).
2. **Overthrow Rule:** Runners may advance at their own risk on the first overthrow (from infield or outfield) but cannot advance more than one additional base. A second overthrow does not allow further advancement. If a runner is tagged out while advancing, they are out.
3. **Dead Ball:** Runners are sent back to the previous base or to the next base based on the umpire's decision when the ball is ruled dead.

Gameplay Rules

1. **Sliding:** Sliding is allowed, though not recommended unless it's part of the natural flow of the game. **Head-first sliding is not allowed.**
2. **Blocking Bases:** Blocking any base, including home plate, is not allowed and will result in removal from the game. If accidental, the runner is awarded an extra base.
3. **Baserunning:** There is no leading off, stealing, or bunting.
4. **Infield Fly Rule:** In effect with runners on 1st and 2nd base or bases loaded and less than 2 outs; if a fly ball is hit in the infield, the batter is automatically out and runners advance at their own risk.
5. **Pitcher:** The ball must be thrown by the pitcher to force an out; if the ball is not thrown to the base as described, the runner will be declared safe. This means the pitcher cannot tag the runner or the base to make an out, they **MUST** throw to another player covering the base.
 - a. This rule is intended to ensure player safety and help teach younger players the fundamentals of throwing and catching on defense. This rule applies **ONLY** to the pitcher position.
6. **Drop third strike:** This rule does not apply at this age division.

Other

7. **Timeouts:** There are no timeouts (mound visits) in coach pitch.
8. **Coaches on the field:** Base coaches are allowed, but no defensive coaches are permitted on the field.
9. **Weather:** A game is official after 30 minutes of play or 2 complete innings. If 30 minutes or 2 innings are completed, the score at the end of the last full inning becomes the final score.

Player Pitch Rules (3rd/4th Grade)

Game Structure

1. **Innings:** 6 innings or 75 minutes, whichever comes first.
2. **Half Inning:** A half inning is complete after 3 outs or 5 runs. No more than 5 runs can be scored in an inning.
3. **Innings Start Time:** No innings can start after 65 minutes of play or 4 complete innings. If the home team is ahead after the visiting team bats at the 65-minute mark, the game is over.

Pitching

1. **Pitching Distance:** 35 feet.
2. **Pitching Rules:** The strike zone is from the top of the batter's letters to the bottom of the knees. Slow or underhand pitching windup. Windmill style is allowed. **The pitcher must wear a helmet with a face mask at all times.**

Pitch Count:

- Ages 13-16: 95 pitches per day
- Ages 11-12: 85 pitches per day
- Ages 9-10: 75 pitches per day
- Ages 7-8: 50 pitches per day

Pitching Rest:

- 0 days rest: 1-20 pitches
- 1 day rest: 21-35 pitches
- 2 day rest: 36-50 pitches
- 3 day rest: 51-65 pitches
- 4 day rest: 66+ pitches

Fielding

1. **Field Setup:** A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd basemen, and shortstop) and 3 outfielders. All outfielders must be positioned in the outfield grass until the ball is hit.

Substitutions

2. **Player Rotation:** No player may sit two consecutive innings, and all players must play.
3. **Batting Order:** Every player must be included in the batting order, and the order must remain consistent throughout the game, except in the case of injury or sickness. Players must bat once before anyone can bat twice.

Base Running & Scoring

1. **Runners Out:** A runner is considered out if they run out of the baseline to avoid being tagged (umpire discretion).

2. **Overthrow Rule:** Runners may advance at their own risk on the first overthrow (from infield or outfield) but cannot advance more than one additional base. A second overthrow does not allow further advancement. If a runner is tagged out while advancing, they are out.

Gameplay Rules

1. **Sliding:** Sliding is allowed, though not recommended unless it's part of the natural flow of the game. **Head-first sliding is not allowed.**
2. **Blocking Bases:** Blocking any base, including home plate, is not allowed and will result in removal from the game. If accidental, the runner is awarded an extra base.
3. **Baserunning:** No leading off or stealing, bunting is allowed.
4. **Infield Fly Rule:** In effect with runners on 1st and 2nd base or bases loaded and less than 2 outs; if a fly ball is hit in the infield, the batter is automatically out and runners advance at their own risk.
5. **Drop third strike:** This rule does not apply at this age division.

Other

1. **Timeouts:** Only 1 defensive timeout (mound visit) per inning. A second mound visit requires a pitching change. A mound visit is limited to 1 minute, and the game clock continues to run.
2. **Weather:** A game is official after 30 minutes of play or 2 complete innings. If 30 minutes or 2 innings are completed, the score at the end of the last full inning becomes the final score.

Player Pitch Rules (5th/6th Grade)

Game Structure

- **Innings:** 6 innings or 75 minutes, whichever comes first.
- **Half Inning:** A half inning is complete after 3 outs or 5 runs. No more than 5 runs can be scored in an inning.
- **Innings Start Time:** No innings can start after 65 minutes of play or 4 complete innings. If the home team is ahead after the visiting team bats at the 65-minute mark, the game is over.

Pitching

9. **Pitching Distance:** 40 feet.
10. **Pitching Rules:** The strike zone is from the top of the batter's knees to the bottom of the knees. Slow or underhand pitching windup. Windmill style is allowed. **The pitcher must wear a helmet with a face mask at all times.**
11. **Pitch Count:**
 - Ages 13-16: 95 pitches per day
 - Ages 11-12: 85 pitches per day
 - Ages 9-10: 75 pitches per day

- Ages 7-8: 50 pitches per day

12. Pitching Rest:

- 0 days rest: 1-20 pitches
- 1 day rest: 21-35 pitches
- 2 day rest: 36-50 pitches
- 3 day rest: 51-65 pitches
- 4 day rest: 66+ pitches

Fielding

3. **Field Setup:** A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd basemen, and shortstop) and 3 outfielders. All outfielders must be positioned in the outfield grass until the ball is hit.

Substitutions

5. **Player Rotation:** No player may sit two consecutive innings, and all players must play.
6. **Batting Order:** Every player must be included in the batting order, and the order must remain consistent throughout the game, except in the case of injury or sickness. Players must bat once before anyone can bat twice.

Base Running & Scoring

5. **Runners Out:** A runner is considered out if they run out of the baseline to avoid being tagged (umpire discretion).
6. **Overthrow Rule:** Runners may advance at their own risk.

Gameplay Rules

11. **Sliding:** Sliding is allowed, though not recommended unless it's part of the natural flow of the game. Head-first sliding is allowed.
12. **Blocking Bases:** Blocking any base, including home plate, is not allowed and will result in removal from the game. If accidental, the runner is awarded an extra base.
13. **Baserunning:** No leading off, however stealing and bunting is allowed. Ball must cross the plate before player can steal.
14. **Infield Fly Rule:** In effect with runners on 1st and 2nd base or bases loaded and less than 2 outs; if a fly ball is hit in the infield, the batter is automatically out and runners advance at their own risk.
15. **Drop Third Strike Rule:** this rule applies when first base is unoccupied or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can attempt to run to first base.

Other

5. **Timeouts:** Only 1 defensive timeout (mound visit) per inning. A second mound visit requires a pitching change. A mound visit is limited to 1 minute, and the game clock continues to run.
6. **Weather:** A game is official after 30 minutes of play or 2 complete innings. If 30 minutes or 2 innings are completed, the score at the end of the last full inning becomes the final score.