Rules

• All pitches are slow, underhand, with a 6-10 foot arc

• A batting order must be followed, batting out of order is an out

• The batting team gets three outs per inning or five run maximum per inning, whichever comes first (modified mercy rule for beginners)

• Runners can advance one base on a ball throw out of play

• No bunting, stealing or leading off

• The batting team provides their own pitcher (modified)

• Each batter gets only three pitches in which to hit the ball (modified)

• The batter is out if the pitcher touches or interferes with the ball that is hit (modified)

*Each person takes one mitt out and brings one mitt back in.

*Jog to the field and jog back to the school
**Safety**

- No sliding – you may over run each base

- Do not throw the bat. If it goes more than four bat lengths away, the batter is out

- All members of the batting team must be sitting on the bench when their team is batting

- A modified softball will be used

**Scoring**

- When a base runner touches all the bases then home plate, a run is scored.

**Skills**

- Effort
- Sportsmanship
- Team Work
- Batting
- Catching
- Throwing
- Fielding
- Base Running
Offensive Strategy

• Keep your eye on the ball and swing level when batting.

• Learn to hit for power and placement. Try to hit the ball away from the defense.

• Base runners advance half way on a fly ball and return safely to the base before tagging up.

• Base runners pay attention to where the ball is hit and advance to the next base accordingly.
Defensive Strategy

- Be in a ready position
- Play your position
- Know what you are going to do with the ball if it is hit towards you.
- Defend bases appropriately. Play the ball/field, then the base.
- Communicate with teammates. Call the ball.