

## **The Night League Rules of Play**

*Our Night League is a unique baseball opportunity. We value good sportsmanship, fairness to all and safety as well as limited competition. These rules have been developed with those core values in mind.*

*Please arrive on the field by 6:45. We strive to play 3 innings each time we meet. Games will be played 7:00 to 8:30. Coaches may decide to play longer.*

*Regular baseball rules apply with these exceptions:*

### **On the Field**

- Coaches will assign your position.
- Only coaches and volunteers on the field give directions
- Athletes must wear a glove.
- No cleats are allowed on the field.
- Athletes play the assigned position without interfering with other athlete's positions.
- Coaches and volunteers on the field may stop the ball and give it to the athlete covering that position.
- When an athlete throws the ball, he calls the name of the person he is throwing to.
- Athletes in wheelchairs or with vision problems will have a volunteer/provider with them. They are to stand in front and to the side of the athlete and stop the ball if necessary. The coach will assign this volunteer/provider.
- Be respectful and stay on the field until the last runner has reached home plate.
- We do not keep score. We play for "love of the game".

### **On the Mound**

- Pitchers and coaches from Team A pitch to the players on Team B and vice versa when Team B is on the field.
- Pitchers must be approved to pitch by the Pitching Coach/Assistant Director or Director.
- Use of the pitching machine is optional. Each coach makes the decision for their team. Only coaches operate this piece of equipment.
- The pitching net is to be used for all "big hitters" for safety reasons
- Larger colored softballs are to be used for athletes with vision problems.
- Athletes that pitch will throw a limited number of balls. Then the coach will finish pitching if the pitch count to a given batter is too high.
- If a pitcher hits a player 3 times they are finished pitching that inning.

### **In the Dugout**

- Players must stay in the dugout.
- No cell phone or other distractions will be allowed. The coach defines a distraction.
- Athletes will put on their helmet and choose a bat when called "on deck".
- A water bottle or other drink is highly recommended.

## **At Bat**

- Athletes will drop their bat at home plate before running to first base.
- Athletes must wear a helmet.
- Athletes can be benched for throwing the bat.
- The coach will announce last batter. The last batter in the line-up runs all the bases.
- Athletes may not pass the runner that batted before them. No lapping
- Each athlete will have 6-7 “strikes” thrown by another athlete. Then the coach will step in and pitch. The coach determines what a “strike” pitch is.
- Everyone is safe on first.
- Outs will be called on second, third and home. The runner does not need to leave the base. He/she may complete the base running.
- Athletes run one base at a time unless directed otherwise by the coach.
- When the ball is in the pitcher’s hand the runner must go to the nearest base.
- No one strikes out.
- No one walks.
- Everyone bats in each inning.

## **Catcher Position**

- Catchers must wear protective gear.
- The catcher must stand behind the brown area of home plate.
- Teams without a catcher will use the catching net unless a coach/volunteer is catching.
- The catcher position catches balls when the opposing team is at bat.

## **Coaching Staff**

- The staff will pitch to athletes or be on the mound when athletes are pitching.
- Coaches complete the line-up prior to the start of the game and place it in the Night League tub after each game.
- Coaches are responsible for setting up equipment for their team. This includes bats, helmet, balls, field equipment, magnets, line-up clipboards and music. Music is optional.
- Coaches and athletes are responsible for post-game storage of the equipment also.
- Items not in bags belong in the labelled tub.

## **Equipment**

- Bats, balls and helmets are provided by the league.
- Personal equipment MUST have the athlete’s name on it. This includes hats.
- If the athlete doesn’t want others to use their equipment it must be stored behind the bench when not in use.
- Personal equipment needs to be collected immediately after the final inning.

## **Volunteers/Providers**

- Only volunteers and providers approved by the coaching staff, the Assistant Director and the Director will be permitted in the dugout and on the field.
- Volunteers and providers take direction only from the coaches.

## **In the Stands**

- Spectators are expected to cheer for all athletes.
- Disruptive behavior cannot be allowed.
- Spectators will not shout directions to the athletes as this interferes with the coach's and volunteer's instructions to them.

Rule exceptions may only be approved by the Director or Assistant Director.