



## **Instructional Division Rules - Updated 2024**

### **Rule 1:**

Game Length: 6 innings (4 innings minimum for an official game, unless the home team is ahead after 3 ½ completed innings). Tie games after six innings of play are permitted to extend for one additional inning, if weather and daylight permit. No games shall extend beyond 7 innings in length. Games tied after 7 innings of play are defined as a “Tie Game”.

- Final inning start time will be determined by league rule - **7:20 PM (before June 1st)** and **7:45 PM (after June 1st)**.

### **Rule 2:**

Teams are restricted to scoring no more than 4 runs per inning in the first five innings of all games or 3 outs, whichever comes first. In the final inning of play, the visiting team is permitted to score no more than 4 runs if leading or if the score is tied. If trailing at this point, the visiting team is permitted to score as many runs as necessary to assume a lead of up to 4 runs. In any instance, the home team shall be permitted to score as many runs as necessary in the final inning of play to win the game.

### **Rule 3:**

On hits reaching the outfield, baserunners shall be **permitted** to advance only to the base they were running to if at least half way to that base and must stop at that base once the ball is in possession by the outfielder; otherwise, the base runner must return to the previous base.

### **Rule 4:**

On hits remaining within the infield and in possession of an infielder, a baserunner **may not advance one base on any play involving a defensive overthrow**.

### **Rule 5:**

The pitching position is prohibited from making unassisted plays at home plate (ex, force-outs, tag-outs) in order to avoid player injuries. **All plays to home plate must involve the catcher.**



**Rule 6:**

Positions shall be rotated each inning with the exception of first base and catcher (two consecutive innings maximum). The first base position shall be designated for players who can catch the ball in order to avoid injuries. All players present at any game that extends to its regulation length or beyond shall be required to play one complete inning in an infield position.

**Rule 7:**

Each batter will get 6 swings / strikes, except when a foul ball is hit on the last swing / strike and does not constitute a legal swing / strike. The batter is out after failing to hit the ball within the maximum allotment of swings / strikes. This is a recommendation. Keep the game moving.

**Rule 8:**

Players who improperly release their bat will be warned once and then will be called out on any subsequent occurrence in that game. For safety reasons, the on-deck position is not permitted.

**Rule 9:**

Bunting shall not be permitted in any game.

**Rule 10:**

Teams must use a continuous rotating batting order, meaning that all players will bat in an order determined by the team manager, whether they are playing on defense or not. Teams are permitted to use 10 players on defense with the additional player defined as an outfielder.

**Outfielders must be positioned a minimum of 10 feet behind the infield playing surface and are prohibited from entering the infield playing area to make a defensive play.** A maximum of three team coaches (CORI checked) are permitted on the playing field only in the outfield area in all innings to supervise the defensive team and serve as a second base umpire. First and third base coaches, as well as, a coach from the team at bat (the pitcher) shall also serve as umpires.

**Rule 11:**

In the event of inclement weather, the divisional director shall determine if the game is played. Make up games shall be immediately rescheduled by the divisional director for the next home or visiting team practice time and field based on a mutual agreement amongst team managers.