

General Rules and Regulations

1. The time of the game is 45 minutes. Even if the time-limit has been reached, the inning will be completed. All games must be completed 5 minutes before the next game. If the game is tied after the time limit has been reached, the game will end in a tie.
2. There is a 5-run limit per inning.
3. The field shall have 60-foot baselines, with the distance from home plate to the pitching rubber as 43 feet.
4. If a team is below 10 players, the coaches may agree for the lending of players in defensive positions. The purpose of this rule is for the encouragement of play. There are no standings for this division, and we want to limit forfeitures when we can prevent it.
5. Marshfield Parks and Recreation Department has the ability to modify these rules throughout the course of the season to provide for circumstances that may come up that have questionable effect on the league and game play.
6. The goal of this division is to allow independence of players' ability on the field and the introduction of the concept and skill of tracking a moving ball while at bat.

Batting

1. All players in the line-up will bat in continuous order. If a player is sick/injured, their spot may be skipped without penalty. Spirit of the rule: The batting line-up will include the entire roster.
2. The batter shall be allowed to have a coach pitch for the first 3 pitches. If the player is unable to hit the ball fair, a tee will be brought in. The player has 2 chances to hit the ball off the tee. If the player is unable to hit the ball or the ball goes foul, they will be declared out.
3. The coach will pitch to his/her own players.
 - a. Pitches can be underhand or overhand
4. There is no infield fly rule in this division.

Base Running

1. There is no leading or stealing in this division. There is no advancement on a passed ball. Runners must remain in contact with the base until the ball has been contacted by the batter.
2. A ball that is overthrown by a defensive fielder remains live for the first throw only. When an infielder has possession of the ball and is making no attempt to retire a runner, there is no advancement allowed beyond the base the runner is advancing to. Ball being returned to the pitcher equals a dead ball.
3. Slides are feet first.
4. Infielders cannot purposely block the path of the base runner. Any intentional interference, the runner will be awarded the base in which they were advancing.

Defense

1. A team is allowed to have 10 defensive players (pitcher, catcher, 4 infield positions, 4 outfield positions; catcher must be equipped at all times). Spirit of the rule: Extra player(s) will be placed in the outfield.
2. The defensive team will have a "Pitcher." The pitcher must be positioned next to the pitching rubber and no infielder shall be closer than the pitcher until play has begun.
3. Coaches must have players representing the outfield positions stand on the outfield grass.

Participation and Role of Coaches

1. Two offensive base coaches are allowed to be positioned in foul territory at a distance no closer than the base to home plate. The nearest base coach to the dugout is responsible for ensuring that players are not swinging bats while inside the dugout.
2. If a coach intentionally interferes with the ball during play, the hit will be declared a dead ball and the player will get another pitch. Pitching coaches continuously interfering will result in a new pitcher.
3. An offensive or defensive coach may position themselves behind the catcher to assist with the retrieving of the balls.
4. No judgement calls are to be discussed. Any questions regarding rules can be discussed with the complex manager or recreation specialist.