



Cactus League Competitive Division Rules

- Score is kept, and there is both a winning and a losing team.
- **Cactus League games** will last (4) full innings, unless otherwise announced as shortened due to time constraints (1 hour, 15 minutes)
- A pre-designated Official Pitcher will pitch to both teams (or if the Official Pitcher is not in attendance, Miracle League coaches will pitch to their own team). In Cactus League games, a Buddy will play the catcher position.
- **Cactus League:** Each player will have a Buddy (unless by pre-game agreement, a player wants to try playing on their own). The Buddy is permitted on the field on their team's defense and must position themselves next to their player. A Buddy is permitted to field a ground ball (only), hand it to their player, and provide verbal coaching instruction on where to throw the ball. *The emphasis is on the player's preference* – if a player wants to try fielding ground balls, the Buddy will respond accordingly. A Buddy is not permitted to field a fly ball, except to knock down a line-drive in the interest of safety.
- The Competitive Divisions are played with outs and (modified) strikes.
- If a batter swings and misses **four times** (foul balls do not count), they will be given the tee to use. There are no strikeouts.
- Each half inning will end after either three outs are recorded or 5+ runs are scored. All runs scored on the play which generates the fifth run count. (Examples: Four runs already in plus a three-run homer = 7 run inning. Four runs already in plus two-run double = 6 run inning).
- No bunting, and no inside-the-park home runs in Competitive Division games. The maximum number of bases a batter can reach on a hit that does not clear the fence is three.
- No extra base on an overthrow. If a runner stops at first, second or third, they will remain there even if the ball rolls away.
- Once the ball is returned to the pitcher or an infielder, all runners must stop at the base they are currently at or running towards.
- No leading off the bases. Stealing second and third bases is permitted, after the ball leaves the pitcher's hand. No stealing of home plate.
- There is no infield fly rule.
- A player will receive one warning per season about throwing the bat. Each time thereafter will be an automatic out.
- All batters and base runners must wear helmets. Every player on defense must wear/use a baseball glove.
- **Cactus League** players will use regulation Miracle League foam bats and *Incrediballs*.
- The maximum number of defensive players on the field at one time is eleven (six outfielders, four infielders, plus a catcher). Official Pitcher (and/or Coach pitcher) must field the position but must always *throw* to a base.
- No sliding at home and no running into the catcher. Catcher must wear a RIP IT Adult Defensive Face Mask.
- All defensive players must stay in their position and allow teammates to field balls hit in their direction.
- Infielders are permitted to touch only the base closest to them for a force out. Outs at other bases must be recorded by throwing the ball to a teammate (see diagram below).
- Standard Major League Baseball rules will be followed for all other plays.
- **Cactus League** – In this Division, the emphasis is on training and skills development. Players should be able to bat independently (pitched ball or off the tee) and follow Buddy-provided directions in the field.

NOTE – The Miracle League of Las Vegas staff will determine the suitability/skill level for participants to play at this level. We will discuss with parent if this league is appropriate for their player; however, final determination rests solely with the MLLV staff.

Competitive League Fielding Diagram for Players



You can run to a base to get an out



You have to throw the ball to your teammate

