



Major League Competitive Division Rules

- Score is kept, and there is both a winning and a losing team.
- **Major League games** will last (5) full innings, unless otherwise announced as shortened due to time constraints (1 ½ hours)
- A pre-designated Official Pitcher will pitch to both teams. A Miracle League player or JAM player can play the catcher position.
- **Major League:** Only (1) Coach is permitted on the field on their team's defense and must position themselves *beyond the players* in the outfield only. This Coach may provide verbal coaching instruction but cannot touch the ball.
- The Competitive Divisions are played with outs and (modified) strikes.
- If a Miracle League batter swings and misses **four times** (foul balls do not count), they will be given the tee to use. There are no ML strikeouts. JAM players will **strikeout after (3) swings and misses and/or foul balls**.
- 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, all runners must stop at the base they are currently at or running towards.
- No leading off the bases, and no sliding into any base.
- Stealing second and third bases is permitted: JAM players can only steal after the ball is caught by the catcher (i.e. they can't steal on a passed ball or before the ball is caught), Miracle League players can continue to steal once the pitcher releases the ball. 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.
- **Major League** players will have the option of using foam bats or **skinny** wooden bats. No aluminum bats.
- **Major League** games are played with a soft, baseball-size *Incrediball*.
- **The maximum number of defensive players on the field at one time is ten** (five outfielders, four infielders, plus a catcher), not counting the Official Pitcher. Official 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.
- **Major League** - Although volunteer support will be available, we ask that players wishing to join this division are able to bat and field independently and follow directions to stay on task.

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

