

ISTROUMA SPORTS

baseball & softball 2021
coaches manual

3	Coaching the Istrouma way
4	Coaches Covenant
5	Coaches Responsibilities
8	Officials Responsibilities
10	Player Evaluations
11	Award Ceremony
12	Season Awards
13	Game & Practice Responsibilities
14	5U Boys & 5U Girls
15	7U Boys & 8U Girls
16	9U Boys
17	11U Boys
18	11U Girls
19	14U Boys
20	14U Girls

COACHING THE ISTROUMA WAY

The Istrouma Sports mission is to intentionally create opportunities to glorify God and make disciples through our gospel-centered ministry. Our vision is to use redeeming sports as a bridge to connect our community to the gospel. Our philosophy is to do sports a different way.

Istrouma Sports would like to welcome you to our league and thank you for coaching. This sports ministry began in the fall of 2009 and continues to grow its footprint in the community and impact lives for the Kingdom. Our goal is to create a winning culture and to develop an organized system that will allow you to coach the Istrouma way. As a recreational sports ministry, we desire to be hospitable to those playing in our leagues, while fulfilling our mission. Our leagues are developed for the players to transition into more competitive leagues with the hopes that our players and coaches will take the Gospel teaching with them.

We use sports as a bridge to bring kids and adults from our community to our playing fields and courts. We are not just an Istrouma Baptist Church league, we welcome everyone to join us. While not having to be a member of Istrouma Baptist, coaches will need to apply and be vetted. We use sports as a laboratory for God to reveal our sinfulness and desires to bring ourselves back to Him. We believe that our character of idolatry, control and comfort are revealed through playing and coaching sports. Sports are contrived realities that reveal our true hearts. Our true heart is displayed when we make decisions on the field or court.

We believe that the gospel is for everyone who believes, as expressed in the bible. Romans 1:16 states, "For I am not ashamed of the gospel, for it is the power of God for salvation to everyone who believes, to the Jew first and also to the Greek." Our desire is to integrate the gospel in the sport. Gospel-centered sports are much more than a prayer before, a devotional and a prayer after the game. As an Istrouma coach, we will ask you to learn to integrate the gospel by identifying a sports occurrence that teaches a life lesson, which also leads to a biblical principle. This is done during moments in practices or games.

We believe that everyone is broken. The sports that we coach, the coaches that lead, the kids that play, the fans who watch, and those who officiate are all broken. This truth is displayed in Romans 3:23 which says, "For all have sinned and fall short of the glory of God." The brokenness in sports is not only with the sport, but with those that turn sport into idolatry for self-glorification. 1 Corinthians 10:31 says, "So, whether you eat or drink, or whatever you do, do all to the glory of God."

We believe spiritual competition is defined as teams and individuals striving together to be the best for God's glory. We should move away from embracing the sins of self-glory, comparison to other teams or individuals, retaliation, achievement, and criticism.

We believe that God cares about sports and those that play it, coach it, and watch it but much differently than we do. God cares about whether we win or lose because we care, and because He created us. He has given this gift of sports for our enjoyment and for His glory.

We believe that sports lead to great opportunities for redemption. It is great to see coaches', parents', and players' true hearts revealed and to see transformation back to God through those situations. We are so grateful for the opportunity to come alongside you in this season as we make memories, impact the Kingdom, and enjoy life transformation.

COACHES COVENANT

1. Covenant of Character

I commit to be a positive role model for my players and community. I commit to acting and reacting in a Christ-like manner. I commit to following the rules. I commit to use sports as a laboratory to change myself through the Holy Spirit. I commit to receiving the grace of God and giving grace to others. I commit to treat others with respect and to view officials as a part of the process of developing the players.

2. Covenant of Gospel-Centered Coaching

I commit to coaching the hearts of my players, as well as their skills. I commit to seeing God at work in the lives of my players and parents. I commit to teach and show God's redemptive plan through sports by integrating the gospel during moments in practices and games.

3. Covenant of Accountability

I commit to read and adhere to emails, practice plans, and instructions from Istrouma Sports leadership. I commit to do relational outreach by discovering where parents are spiritually and inviting them to church. I commit to teaching my community to be accountable through time management, discipline, keeping their word, etc. I commit to motivating parents to be part of our community by attending and volunteering at practices, games, and awards ceremonies.

4. Covenant of Attendance

I commit to participating in practices, games, player evaluations, coaches' development and season celebration. I will have another coach take my place when I cannot attend.

5. Covenant of Communication

I commit to communicating regularly with Istrouma Sports leadership, players, coaches, referees and parents. I will communicate with Istrouma Sports regarding issues, prayer requests, etc. I commit to communicate with clarity.

6. Covenant of Serving Others

I commit to lead my community in serving others and participating in the compassion project.

7. Covenant of Affirmation

I commit to treating myself, players, parents, referees and others as being created in the image of God. I will encourage and give hope to all of these. I commit to provide a meaningful post-game award ceremony. I commit to finding special ways to encourage my sphere of influence.

8. Covenant of Strategy

I commit to prepare for practices, games, and post-game award ceremonies. I promise to maximize participation, make practices fun, and offer plenty of opportunities for my players to improve. I commit to introduce memory verses at practice and have players recite at games. I commit to pray with my team and pray for my community.

9. Covenant of Competition

I commit to defining competition as striving together for God's glory rather than striving against each other for my own glory. I commit to teach my team that winning doesn't define us, that it is a desire and not a goal. I commit to not compromise the Istrouma Sports way to avoid losing. I commit to teaching my team how to win and lose with humility.

COACHES RESPONSIBILITIES

1. Evaluations

This is the first event of the season; many families will have their first Istrouma Sports experience at evaluations. So, it is important that we have plenty of help to keep this event organized and efficient. We need coaches to manage skill stations and grade players. You have a great opportunity to meet players in your division. Kids will be sized for their uniforms. The evaluation process is described on page 10.

2. Communication with Families

Head coaches are responsible for communicating to parents. Istrouma will send you the team roster before practices. Call your parents to welcome them to the league, introduce yourself, and give them practice information. Istrouma will send a weekly coaches' email throughout the season. Istrouma will send parents' emails through the second game. Send emails to your team weekly, using information from coaches' emails. Blind copy all recipients. Avoid group texts.

3. Communication with Istrouma

Keep Istrouma staff informed. If a head coach is going to miss an event, notify ML Woodruff. If an assistant coach is going to miss an event, notify your head coach. Copy ML Woodruff on your team emails.

4. Website

In addition to emails, stay informed by visiting our website each week. Rosters, schedules, practice plans, weather updates, and more are displayed on the website.

5. Meeting

Coaches meeting is a great opportunity to meet some of the other coaches in your age division. You will learn about the Istrouma Sports mission, coaching tips, and league rules. If you can't attend, we will upload a recording of the meeting. Coaches must attend the meeting or watch the video in order to be vetted.

6. First practice

Introduce yourself to players and parents. Have a team meeting at the end of practice to go over expectations.

7. Preparation for practices

Practice plans will be uploaded to the website weekly. Read and adapt the practice plan to your team. Incorporate fun and maximum participation. Review fundamentals skills every practice; do not make it only about the game.

8. Practices

Start practices on time. Set the tone for practice. Establish a listening and learning environment while coaching. Have a post practice meeting with parents. Remind them about the redemptive qualities and memory verses.

9. Teachable Moments

Seize opportunities to teach life lessons and biblical principles through sports. Don't preach, but use examples from what the players are learning.

10. Teach season theme

The season theme varies each year. Teach the redemptive qualities and memory verses to your team each week at practice and reemphasize them in your devotions after games.

11. Memory verses

Hold players accountable to memorizing scripture. Ask your players to recite the bible verse as they arrive. Each correct recitation is worth one point to start the game.

12. Use God-given opportunities

Share your testimony as opportunities arise. Contact Istrouma for updates and help.

13. Redemption week

You have the opportunity to present the gospel during practice this week, which is listed on the timeline. Coaches of older teams will distribute cards for their players to evaluate their spiritual lives. Return the cards to Istrouma before leaving practice. Remember your players who you should follow up with.

14. Game Time

Ask your team to arrive 15 minutes before game time to meet and warm up. Be in place before your players arrive.

15. Equal playing time & position rotations

Give your players equal playing time and a chance to succeed at every position. Fill out a substitution sheet before each game and submit a copy to the score table.

16. Fan mail

Fan mail is a note that is presented by parents to players, coaches, or officials. Fan mail can be collected at the greeting table.

17. Award ceremony

Coaches must hold an award ceremony after each game. Choose awards for players based on their heart and not their skill. Give a devotion after handing out awards. More details are explained on page 11. The awards are listed on page 12.

18. Understand rules

Coaches are responsible for reading the whole manual in order to understand league rules and coaching protocols. You should have a similar understanding as other coaches and officials in your division. It is your job to communicate rules and procedures to players and coaches.

19. Recruit volunteers

Assign parents to help your team have a great season. Different families need to bring snacks each game. Istrouma needs parents to run the concession stand. Home teams are responsible for providing score keepers. Recruit more coaches if you need help on game day. Parents can step in to help during practice.

20. Equipment

Istrouma provides team equipment. Return all equipment in proper condition.

21. Officiate

It would be great if each coach would officiate at least one game during the season. This helps Istroma fill in some officiating gaps and gives coaches a deeper appreciation for other officials. Coaches in younger age divisions will officiate their own games. Both teams will have a coach in the playing area to guide players and work together to mediate the game.

22. Season celebration

This is a time after the last game of the season where we gather to celebrate God's gifts that he has given us. Emphasize the importance of your team attending this event.

23. Feedback

Istroma will provide you with a form to complete during one of the last practices. Evaluate league logistics and player skills to help Istroma prepare for the next season.

24. Encourage

Reward players for doing something right or with their best effort. Be an encourager rather than a critic.

25. Attitude

Your attitude and behavior are infectious because players and parents look to you for leadership. Body language is just as important as words. You can get clarification on a ruling, but do not question the authority of the official.

26. Safety

Safety is the top priority. Always watch your players. Teach your players to control physicality.

27. Be loyal

Istroma has specific rules in place to develop every player. Follow league rules; don't manipulate the rules to take advantage of other teams.

28. Conflict Resolution

Privately go to the person that you have conflict with (Matthew 18). Inform Istroma afterwards if necessary.

OFFICIALS RESPONSIBILITIES

1. Pregame Meeting

Show up at least 15 minutes early. It is important to set the tone for the game by meeting with both teams beforehand. Talk with head coaches from both teams to clarify rules. Make sure both coaches are on the same page. Welcome them to your court or field and quickly reiterate rules and penalties that are pertinent to their age division. Pray before starting the game.

2. Bible Verses

Players on teams have the opportunity to recite a bible verse to their coach before the game. Each correct recitation is worth 1 point. Before the game, coordinate with both coaches and the scorekeeper to input the correct score.

3. Postgame

Make sure players wave after the game. Meet with both teams to give a quick recap of the game, encourage players, and pray at the end. Record the final score at the coaches' and officials' table.

4. Communicate with Players

Officials are additional development tools for players. Encourage players throughout the game. Develop players by giving tips and instructions, rather than just calling them for penalties. Players need to understand why you blow the whistle. Get down on the player's level when talking to them.

5. Hand Signals

Coaches need to understand why a call is made in order to develop their players. Make a clear signal to the coaches and scorekeeper, if applicable. Learn the appropriate officiating signals for effective communication.

6. Equipment

Istrouma will provide an official's shirt and whistle if necessary. Istrouma will provide counters for baseball/softball and penalty flags for flag football.

7. Scorekeeping

Familiarize yourself with the scoreboard remote. Officials need to be aware of how to operate the remote in case you need to correct an issue on the scoreboard. Officials need to be available to train volunteer scorekeepers on the remote operation. Baseball (older teams), basketball, and volleyball will use scoreboards.

8. Rules

Familiarize yourself with the rules and format for every division. Understand and remember the rules for the division you are officiating. Istrouma will provide a cheat sheet on game day, but come prepared. If a situation is not fully covered in the manual, use your expert discernment to make a proper call. You have the authority over coaches and players during games.

9. Leniency

It is important to understand that most players are inexperienced. Officials should be more lenient with younger players. We want kids to be able to play the game, but we don't want players to develop bad habits. Officials are encouraged to warn players of violations.

10. Consistency

Be consistent throughout the whole game and season. Coaches want consistency in calls; it is easier to develop their teams this way.

11. Harassment

Ignore fans during the game; stay focused on developing the players. Notify Istrouma staff if you are having issues with harassment from a player, coach, or fan. It is a crime in Louisiana to harass sports officials. We will ask the harasser to leave if you desire. Charged parties can be fined and face jail time.

PLAYER EVALUATIONS

The purpose of the evaluations is to try to make teams as evenly skilled and competitive as possible. The players will be evaluated on various skills based on their age. We will use a system of plus, check, or minus. Plus is better than average, check is for average skills and minus for less than average. Please do not show evaluations to player or parent. Below is a list of stations.

1. Check In and New Registration

Families will check in and/or register. Each child will have his/her own evaluation card. Check to make sure information is correct. Be very friendly and helpful while checking players in.

2. Hitting

Player will attempt to hit 5 pitches.

3. Throwing

Player will throw to a coach. If a player in 11u or 14u has pitching or catching experience, they will be evaluated on that position.

4. Receiving

Players will catch a variety of groundballs, flyballs, and pass balls.

5. Running

Record times for a 30-yard dash.

6. Uniform Sizing

Volunteers will size each child and indicate the correct size on the evaluation card. Parents are to sign the card to verify all information on the card is correct. Uniforms will be ordered from these forms. It is imperative to make sure the sizes are correct.

7. Check Out

Players will turn in their cards at the check-out table after uniform sizing. Families will receive documents for the upcoming season.

AWARD CEREMONY

The Post-Game Award Ceremony is important in “Doing Sports a Different Way”. It is imperative that you, as the head coach, make a big deal out of this ceremony. You are to invite players and their parents, relatives and friends to come be a part. This is where you build your team and have an opportunity to minister to families. The ceremony takes place after the game in one of the side rooms. Spend a few minutes with your assistants deciding on the recipients of the awards. During the time you are making decisions, have your parent who brought snacks distribute them to your team. Keep an ongoing tally of who receives which awards. The ceremony gives the coach the opportunity to speak into the lives of players and parents. Make sure you call each player’s name and talk about in a positive way of what he did accomplish and what he can accomplish through listening, trying, practicing, etc.

The head coach should address the players, parents, grandparents, relatives and friends in a positive manner. Talk about your team play first and then present the individual awards. Give a brief detail of the significance of the award and the biblical character it represents. Be kind and affirming, but also talk about ways your team needs to improve. Our goal is to reward the positive character traits while playing the game rather than just the performance. We want to instill the importance to our kids of how they play the game and who they play for. We want to teach our players the importance of teamwork as they pull together towards a common goal and a desire to win. Encourage parents to work with their kids’ skills and also address attitudes that need to be improved. Do not be afraid to mention how players need to change attitudes and play unselfishly. If a child does not receive an award, be prepared to give an answer to that child’s parent.

Share the weekly devotion with your team after the Award Ceremony. You already have the kids’ and parents’ attentions. You just encouraged your players and handed out awards for how they played. Now it’s time to relate that to the gospel. Istrouma provides you with weekly devotions; the material has already been prepared for you. Emphasize the redemptive quality and memory verse. Speak in a way that your kids and parents can understand. Always close your ceremony in a prayer thanking God for the gifts and talents that have been given and also give God the credit as we play with great effort and humility.

SEASON AWARDS

Award cards will be picked up at the coaches table before each game is played. The process of selecting players for awards start at practice and carry on throughout the game. Award player selection is based on character performance rather than on skill or outcome. Players may receive the same award many times. Not every player has to receive an award every week or the Christlikeness award by the end of the season.

Name of Award	Verse
Award for Playing with Christ-Likeness	Philippians 1:21 – For to me, to live is Christ and to die is gain.
Award for Playing with Courage	Joshua 1:9 – Have I not commanded you? Be strong and courageous. Do not be afraid; do not be discouraged, for the Lord your God will be with you wherever you go.
Award for Playing with Sacrifice	Matthew 20:16 – So the last will be first, and the first will be last.
Award for Playing with Passion	Colossians 3:23 – Whatever you do, work heartily, as for the Lord and not for men.
Award for Playing with Joy	John 15:11 – These things I have spoken to you, that my joy may be in you, and that your joy may be full.
Award for Playing for God’s Glory	1 Corinthians 10:31 – So whether you eat or drink or whatever you do, do it all for the glory of God.
Award for Playing with Obedience	Titus 3:1 – Remind them to be submissive to rulers and authorities, to be obedient, to be ready for every good work.
Award for Playing with Respect	1 Peter 2:17 – Show proper respect to everyone, love the family of believers, fear God, honor the emperor.
Award for Playing with Perseverance	James 1:12 – Blessed is the one who perseveres under trial because that person will receive the crown of life that the Lord has promised to those who love Him.
Award for Displaying Leadership	1 Timothy 4:12 – Let no one despise you for your youth, but set the believers an example in speech, in conduct, in love, in faith, in purity.
Award for Loving your Teammates	John 13:34 – A new commandment I give to you, that you love one another: just as I have loved you, you also are to love one another.
Award for Serving Others	1 Peter 4:10 – As each has received a gift, use it to serve one another, as good stewards of God’s varied grace.
Award for Knowing the Memory Verse	Psalms 119:105 – Your word is a lamp to my feet and a light to my path.
Award from the Coaches > Step above just obeying; willing to learn, improve, help others	Hebrews 13:7 – Remember your leaders, those who spoke to you the word of God. Consider the outcome of their way of life and imitate their faith.
Award for Doing and Then Some > Going above expectations; doing more than asked	John 14:12 – Very truly I tell you, whoever believes in me will do the works I have been doing, and they will do even greater things than these, because I am going to the Father.

GAME & PRACTICE RESPONSIBILITIES

Practice

- Try to arrive early and be prepared for your players as they arrive.
- Practice plans are available on our website.
- Retrieve your team's equipment from the concession stand and return after practice.
- Team meeting with parents.
- Discuss redemptive quality and memory verse. Use baseball/softball examples to integrate the gospel.
- Maximize participation, have individual and team drills.
- Make it fun and include competitions.

Game

- All parents volunteering to coach on game day must be fully vetted by Istrouma Sports.
- Equipment will be on your field for games.
- Head coach grabs awards and batting lineup sheet from the coaches table.
- Have players individually recite memory verses to you as they arrive. This isn't a group activity. Correct recitations are worth 1 point in divisions that keep score. Give this amount to the scorekeeper. Be honest.
- Home team coach recruits a scorekeeper during warm-ups. Don't wait until game time.
- Head coaches meet pregame to discuss rules and clarify uncertainties.
- Teams gather together pregame to discuss rules, review redemptive quality, and pray.
- Bench monitor should get the next batters ready, assign field positions, and help catchers get their gear on. Transition players on and off the field quickly to move the game along.
- Lead your team's postgame ceremony off the field: fan mail, devotion, awards.

5U BOYS & 5U GIRLS

Game Format

- Bases – 30 feet
- First 4 games – Batters hit off the tee.
- Last 4 games – Coaches pitch 10 feet away, on one knee, underhand toss.
- Teams practice 20 minutes and then play a game for 40 minutes.
- 1 hour total time limit. Do not start new inning if 10 minutes or less remains in the game.
- Practice starts at game time on the Game Schedule.
- Half of the batting order will bat and then switch from offense to defense. Our goal is for each player to bat at least two times per game.
- All players are placed on the field. Players will rotate positions each inning.
- Catcher must wear a helmet.
- Score is not kept.
- Coaches can be on the field. A defensive coach must protect the catcher behind home plate.
- Coaches will officiate the game.

Division Rules

- Once the player hits the ball, players run all the way around the bases for the first 4 games.
- Defensive players should try to throw to the base ahead of the runner for the first 4 games.
- Transition to real base running, except for leads and steals, during last 4 games. An offensive coach on the bases is permitted at this time.
- Batter will receive 5 pitches from the coach during last 4 games. If they do not get a hit, the player then gets one chance to hit off the tee. If they do not hit off the tee, they are out.
- If foul ball is hit on last attempt, batter gets another chance to hit.

This is a developmental division. The focus should be to develop your players rather than getting actual games in. Take about 20 minutes before your game to develop skills and teach the game because this league doesn't meet for midweek practices. Please be flexible on game days.

7U BOYS & 8U GIRLS

Game Format

- Bases – 35 feet
- Boys & Girls first 4 games – Coaches pitch from 10 feet, on one knee, underhand toss.
- Boys last 4 games – Coaches pitch from 18 feet, one knee, overhand. Use a full arm motion (no dart throws).
- Girls last 4 games – Coaches pitch 15 feet away, standing up, underhand flat toss.
- Game limit is 1 hour or 5 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game.
- Half of the batting order will bat and then switch from offense to defense. Our goal is for each player to bat at least three times per game.
- All players are placed on the field. Players will rotate positions each inning.
- Catcher must wear a helmet.
- Score is not kept.
- Coaches can be on the field. A defensive coach must protect the catcher behind home plate.
- Coaches will officiate the game.

Division Rules

- Regular base running rules, except no leads and no steals.
- The batter will have a max of 5 pitches to hit the ball.
- If the batter swings and misses the ball, it will be called a strike.
- The batter is out if he gets 3 strikes or doesn't hit the ball after the 5th pitch, whichever comes first.
- For the first four games, the batter has one chance to hit the ball off a tee instead of striking out.
- If foul ball is hit on last attempt, batter gets another chance to hit.

9U BOYS

Game Format

- Bases – 45 feet
- Coaches pitch 30 feet away, standing up, overhand. Use full arm motion and step to the plate when throwing the ball (no dart throws).
- Half an inning will consist of 3 outs or 5 runs, whichever comes first.
- Game limit is 1 hour & 15 minutes or 5 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game.
- Nine players are placed on the field. Players will rotate positions each inning.
- Catcher must wear full set of gear.
- A defensive player will be next to the pitching coach to make plays in the field.
- All players are in the batting line-up, which continues through the season instead of resetting each game. Our goal is for each player to bat at least three times per game.
- No coaches are allowed in the field of play, except for the pitcher.
- Home team will provide a scorekeeper.
- Umpires will officiate the game.

Division Rules

- Regular base running rules apply, except no steals. Players can take a lead of two steps.
- The batter will have a max of 5 pitches to hit the ball.
- If the batter swings and misses the ball, it will be called a strike.
- The batter is out if he gets 3 strikes or doesn't hit the ball after the 5th pitch, whichever comes first.
- If foul ball is hit on last attempt, batter gets another chance to hit.
- Upcoming catcher will have a courtesy base runner (last player out) so he can put on gear.

11U BOYS

Game Format

- Bases – 60 feet
- Pitching distance for players and coaches is 40 feet.
- Half an inning will consist of 3 outs or 6 runs, whichever comes first.
- Game limit is 1 hour & 45 minutes or 6 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game.
- Encourage position rotations each inning for the first 4 games. Teams can transition into coach-preferred positions for the last 4 games.
- All players are in the batting line-up, which continues through the season instead of resetting each game. Our goal is for each player to bat at least two times per game.
- No coaches are allowed in the field of play, except for the pitcher.
- Home team will provide a scorekeeper.
- Umpires will officiate the game.

Division Rules

- Pitchers can throw three innings. Pitchers are limited to throwing 50 pitches per three innings. Pitchers are limited to throwing 25 pitches per inning. If he throws more than 25 pitches in an inning, he is substituted for another pitcher.
- Catchers can catch a max of 3 innings per game.
- Pitchers cannot pick off base runners.
- Batters start with 1-1 count.
- Batters cannot walk. If the pitcher throws 3 balls, place the previous batter on first base instead of walking the current batter (this awards your team a baserunner from the walk, but gives the batter another chance to hit the ball). After the fourth ball, the coach steps in to pitch. If the batter fails to hit the ball after the coach's third pitch, he is out (he doesn't replace the runner who walked for him). The player resumes pitching for the next batter.
- Batters take base if hit by a pitch from an opposing pitcher.
- Batters cannot advance on third strike.
- Runners may take a three-step lead and then a secondary lead on the pitch.
- Runners may advance on a wild pitch or passed ball, unless they're at third base.
- Runners cannot steal.
- Runners cannot break early or take extended leads to bait the pitcher or catcher.

Speed Up Rules

- Upcoming catcher and pitcher will have a courtesy base runner (last batter out) so he can put on gear or warm up.
- Pitchers can have a max of 3 warm up pitches on the mound per inning. They should warm up before taking the field, while their team is batting.

11U GIRLS

Game Format

- Bases – 50 feet
- Pitching distance for players and coaches is 25 feet.
- Half an inning will consist of 3 outs or 6 runs, whichever comes first.
- Game limit is 1 hour & 15 minutes or 5 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game.
- Encourage position rotations each inning for the first 4 games. Teams can transition into coach-preferred positions for the last 4 games.
- All players are in the batting line-up, which continues through the season instead of resetting each game. Our goal is for each player to bat at least two times per game.
- No coaches are allowed in the field of play, except for the pitcher.
- Home team will provide a scorekeeper.
- Umpires will officiate the game.

Division Rules

- Pitchers can throw three innings. Pitchers are limited to throwing 50 pitches per three innings. Pitchers are limited to throwing 25 pitches per inning. If he throws more than 25 pitches in an inning, he is substituted for another pitcher.
- Catchers can catch a max of 3 innings per game.
- Batters start with 1-1 count.
- Batters cannot walk. If the pitcher throws 3 balls, place the previous batter on first base instead of walking the current batter (this awards your team a baserunner from the walk, but gives the batter another chance to hit the ball). After the fourth ball, the coach steps in to pitch. If the batter fails to hit the ball after the coach's third pitch, she is out (she doesn't replace the runner who walked for her). The player resumes pitching for the next batter.
- Batters take base if hit by a pitch from an opposing pitcher.
- Batters cannot advance on third strike.
- Runners may advance on a wild pitch or passed ball, unless they're at third base.
- Runners cannot take a lead or steal.

Speed Up Rules

- Upcoming catcher and pitcher will have a courtesy base runner (last batter out) so he can put on gear or warm up.
- Pitchers can have a max of 3 warm up pitches on the mound per inning. They should warm up before taking the field, while their team is batting.

14U BOYS

Game Format

- Bases – 65 feet
- Pitching distance is 50 feet.
- Half an inning will consist of 3 outs or 5 runs, whichever comes first.
- Game limit is 1 hour & 45 minutes or 6 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game.
- Coach can keep players in their preferred positions.
- All players are in the batting line-up, which continues through the season instead of resetting each game. Our goal is for each player to bat at least two times per game.
- No coaches are allowed in the field of play.
- Home team will provide a scorekeeper.
- Umpires will officiate the game.

Division Rules

- Pitchers can throw three innings. Pitchers are limited to throwing 72 pitches per three innings. Pitchers are limited to throwing 25 pitches per inning. If he throws more than 25 pitches in an inning, he is substituted for another pitcher.
- Catchers can catch a max of 3 innings per game.
- Pitchers may pick off base runners. Balks may be called.
- Batters may be walked.
- Batters take base if hit by a pitch from an opposing pitcher.
- Runners may advance on a wild pitch or passed ball, unless they're at third base.
- Runners cannot break early or take extended leads to bait the pitcher or catcher.
- Runners may take a lead and steal.
- Only straight steals are allowed from runners at first and third base.

Speed Up Rules

- Pitchers can have a max of 3 warm up pitches on the mound per inning. They should warm up before taking the field, while their team is batting.
- Upcoming catcher and pitcher will have a courtesy base runner (last batter out) so he can put on gear or warm up. This will help speed up the game.

14U GIRLS

Game Format

- Bases – 50 feet
- Pitching distance is 30 feet.
- Half an inning will consist of 3 outs or 5 runs, whichever comes first.
- Game limit is 1 hour & 30 minutes or 6 innings, whichever comes first. Do not start new inning if 10 minutes or less remains in the game.
- Coach can keep players in their preferred positions.
- All players are in the batting line-up, which continues through the season instead of resetting each game. Our goal is for each player to bat at least two times per game.
- No coaches are allowed in the field of play.
- Home team will provide a scorekeeper.
- Umpires will officiate the game.

Division Rules

- Pitchers can throw three innings. Pitchers are limited to throwing 72 pitches per three innings. Pitchers are limited to throwing 25 pitches per inning. If he throws more than 25 pitches in an inning, he is substituted for another pitcher.
- Catchers can catch a max of 3 innings per game.
- Batters may be walked.
- Batters take base if hit by a pitch from an opposing pitcher.
- Runners may advance on a wild pitch or passed ball, unless they're at third base.
- Runners may steal, but cannot take a lead.
- Only straight steals are allowed from runners at first and third base.

Speed Up Rules

- Pitchers can have a max of 3 warm up pitches on the mound per inning. They should warm up before taking the field, while their team is batting.
- Upcoming catcher and pitcher will have a courtesy base runner (last batter out) so he can put on gear or warm up. This will help speed up the game.