

MIRACLE LEAGUE COMPETITIVE LEAGUE RULES

1. 5 innings or 50 minute time minute per game.
2. 3 strikes, 4 balls
3. Hoffman Rule: up to 15 batters at a time.
4. Umpires will control games.
5. Helmet and chest protector required for all catchers. **ALL batters MUST wear helmets.**
6. Sanctioned 11” ASA game balls will be provided and used during all games.
7. Designated pitchers (provided by your own team).
8. If a runner misses a base they are **OUT**.
9. Coaches can make pitching changes.
10. Base runners are not allowed to lead-off. **NO WARNINGS** will be given. Runner is **OUT**.
11. Catcher **MUST ASK** plate umpire for time to fix equipment.
12. If a runner runs out of the baseline to avoid a tag they are **OUT**.
13. If bunted foul, it is a strike. If bunted fair the batter is **OUT**.
14. **SLIDING IS NOT ALLOWED.**
15. No one leaves until the bench is cleaned and equipment is put away.
16. Coaches will eject players from the game for poor sportsmanship which includes shoving, swearing, booing, continuous arguing, etc.