

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.
2. The coach/parent will set the ball on the tee and the batter will step into the batter's box and swing when ready.
3. The umpire will move the tee out of the way in the event a play develops resulting in a possible play at the plate.
4. When the ball is at a base, the play is stopped. The coach is not allowed to touch the ball except to place it on the tee.
5. All players may be placed on defense. The "extra players" will be placed in the outfield. Six players are considered infield that includes pitcher and catcher.
6. The field shall have 60-foot baselines, with the distance from home plate to the pitching rubber as 43 feet.
7. Score will not be kept. Outs will not be kept. Spirit of the rule: Outs will not be enforced, and all players will get to run the bases. Lil' Sluggers is played as station to station baseball, meaning runners may only advance one base at a time. Runners may not advance on overthrows, etc.
8. If a team is below 6 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.
9. Marshfield Parks and Recreation has the ability to modify these rules throughout the course of the season to provide for circumstances that may come up that have questionable effects on the league and game play.
10. The goal of this division is continuing the introduction of baseball/softball to the players with basic rules that are implemented with the guidance of the coaches and under the supervision of the Marshfield Parks and Recreation Department.

Batting

1. All players in the line-up will bat in continuous order, with the final batter making a home run.
2. If a player arrives late to the game, the player is to be inserted in the batting line-up without penalty.
3. Each batter will be guided by their parents and will get a chance to hit the ball into fair territory.
4. Each team will bat their entire line-up. Once they have completed batting, teams will switch.

Base Running

1. Runners must remain in contact with the base until the ball has been contacted by the batter.
2. Parents can run along with their child from base to base.

Defense

1. There can be up to 6 positions utilized in the infield. Remaining players may be stationed past the base line to represent the outfield.

2. Parents can be in the infield/outfield with their child.

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. A coach is to be stationed behind the plate for placement of the ball on the tee, and for the clearing of the bat from the field of play.
3. Defensive coaches/Parents may be on the field to help their team. Coaches/Parents are not allowed to intentionally field nor throw a live ball but may help and assist a defensive player throwing the ball or directing them where to throw the ball.
4. Offensive coaches on the field are encouraged to not physically aid and assist players in advancing bases. Coaches may aid and assist if an offensive player is not moving/advancing to the next base on a live ball.

Parent and Child

1. Parents can be with their Lil' Baller in every position during the game. We encourage them to guide their child or assist them with the play of the game.
2. Assistance will be during the time at bat, running the bases, and fielding.
3. Coaches can be along first base and/or third base to encourage a team atmosphere.