

## Official Rules

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1st inning: All batters try for singles (2-minute team at bat)2nd inning: All batters try for doubles (2-minute team at bat)3rd inning: All batters try for triples (3-minute team at bat)

4th inning: All batters try for "inside-the-park" home runs (each batter

bats once - no time limit)

2

• Batters bat as many times as possible during each timed team at bat. However, on-deck batter cannot receive a pitch until the previous batter has crossed the baseline into foul territory.

3

• Batters receive anywhere from 1-3 swings per at bat (field official determines the amount prior to the start of the game)

**Note:** If a batter swings and misses the pitch, the field monitor randomly throws a ball into the field of play and the batter must run. In this case, the batter <u>still scores a point</u> if he or she is safe at the designated base for that inning. The defense still receives a point if they get an out.

4

- Any batted ball that clears the fence line in the air (and is not caught in the air by the defense) is worth one bonus point to the batting team.
- Batters must run out every fair ball, even those that are caught in the air and/or clear the fence line in the air.

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• Any batted ball caught in the air by the defense is scored as one point for the defense. In this case, the defense can score a bonus point by throwing the batter out at the designated base for that inning.



## **Defensive Rules For 3rd inning and 4th inning:**

- To score a point in the **3rd** inning (triples), the defensive team must get a <u>force out at first base and then relay the ball to third base</u> before the runner touches third base.
- To score a point in the **4th** inning (home runs), the defensive team must turn a <u>second base-to-first base double play and then hit the AutoUmp</u> target (located behind home plate) before the runner crosses the plate.

## Fielder alert

Remember to teach your players about the importance of using relays and backing up bases when in the field