

GARDEN CITY RECREATION COMMISSION

Mini-Sluggers League Rules

Governed by Cal Ripken Rules

1. A team must have at least 7 players to start a game or borrow players from another team. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
2. Teams will practice for 30 minutes and scrimmage for 30 minutes.
3. Each team will bat everyone listed on the team's roster, then change innings. **The 3-out rule is not in effect, but the player does go back to the dugout when he/she gets out.**
4. A batted ball must cross the 25' arc or it will be called a foul ball.
5. A batter will receive 5 attempts to put the ball into play.
6. No defensive player may play in front of the 46' arc (pitcher position) until the ball is hit.
7. Extra players may play defense only in the outfield. No extra players allowed in the infield.
8. The defensive player in the pitching position must stay in contact with the 46' pitching arc until the ball is hit.
9. Players must be rotated at different positions each inning to allow players to experience various positions on the field.
10. Players may advance one base at a time.
11. No runners will be allowed to advance on an overthrow.
12. The ball becomes dead when it is thrown toward the home base area and crosses the 46' arc. The ball is dead at the time it crosses the 46' arc, however, all advancing runners may continue to the base they were advancing to at the time that the ball became dead. If the defense is making a play at home, it is not a dead ball and runners may advance at their own risk.
13. Batting line-ups should be rotated every inning to allow a new hitter to bat last. No scores will be kept.
14. Good Luck and have **FUN!** Sportsmanship is the key to a great athlete.