

Adaptive Rules(Non-Competitive)



Teams

- Adaptive teams shall be limited to a maximum of twelve (12) players per team.
- Player's age can range from 4-16
- The Commissioner shall fill any vacancy from the waiting list. Managers are required to immediately report any vacancy or prolonged illness or injury of a player to the Commissioner.

Length Of Games

- Games shall be two innings in duration. No inning shall begin after 1 Hour 15 minutes.
- Lightning: Once a game has been stopped for lightning, it cannot be resumed until 30 minutes after the last cloud to ground lightning strike. (Clock will begin after each lightning strike.)

Playing Rules

- Each player gets to bat each inning.
- Every player scores and is never called "out."
- Each player has an assigned buddy for each game.

Equipment Rules

- Teams use 9in. soft-core safety baseballs with synthetic cover or waffle balls may be used. There is also available a special ball for the blind.

Other Rules

- Buddies are assigned to each player to help them hit, run the bases, and have fun on and off the field!
- Everyone hits, everyone scores.
- There are no outs, and all games end in a tie.
- Players are in the field while other teams hit, but defense is not a priority.
- Hitting: coach pitch or tee, whatever the athlete prefers