



2019

**Rally Cap House League
RULE BOOK**

Diamond Lay-out/Set-up

Coaches, Diamond Coordinator and Equipment Managers should be at the field a min 10min prior to start time to set-up pitcher and bases. Pitching machine and bases are provided in equipment box at diamond.

Teams operate the pitching machine for their own team.

Distances for Bases are 45 feet & Pitching Machine is 35 feet.

Pitching machine setting should be Spring 5, Arm Rel 4, Ball Seam 3

Game Guidelines

5:30pm (20min) 1st Inning
Team 1 Home - Bats
Team 2 Away – Infield
Team 3 Practice - Rally Cap for full inning
½ inning – Teams 1 and 2 rotate after each team’s roster has batted
5:50pm (20min) 2nd Inning
Team 1 Moves to Infield
Team 2 Moves to Practice
Team 3 Moves to Bat
½ inning - Teams 1 and 3 rotate after each team’s roster has batted
6:10pm (20min) 3rd Inning
Team 1 Moves to Practice
Team 2 Moves to Bat
Team 3 Move to Infield
½ inning - Teams 2 and 3 rotate after each team’s roster has batted

*Diamond Coordinator will keep track of time and blow whistle for teams to rotate.

Game Rules

All batters receive 5 pitches from the pitching machine for each at bat. If player fouls off the last pitch, they keep batting. One additional pitch allowed per foul/tipped ball. If not able to hit from pitching machine player hits from tee.

Base runners are not allowed to lead off and can only advance when the ball is put in play by the batter. (No base stealing). Only one base allowed on an overthrow.

Coaches for the defensive team will coach from the field, offensive team coaches will coach from the foul territory. All coaches are encouraged to help the other team’s players.

Keep within the time limit as per schedule.

May Games - No outs & No Score. ½ inning is over after all players bat.

June Games - The coach will call players “out” or “safe”. Players who are “out” will return to their bench. All players still get to bat and No Score is maintained.

At the end of the game – All 3 Teams have batted once, played infield once & spent time in the outfield working on Rally Cap drills.

Most importantly, have **FUN!**