

TRIMITE HOUSE LEAGUE RULES

- The Trimite League will consist of 30 minutes of drills followed by 30 minutes of gameplay.
- Gameplay may include a variety of modifications to allow for maximum engagement of the players.
- Base distance is 45'. Double first base will be used.
- The 10" safety ball will be used.
- Players will wear batting helmet while batting and running bases. A face mask is not required.
- **Time Limit:** The game must be over at 7 pm to allow the next group to start on time.
- **Playing time:** Players should rotate to a new position in some systematic order as frequently as required to keep the players involved in the game. This may occur after a batter as long as it does not slow the game down.
- All players may be on the field: 4 infielders and up to 4 outfielders. Game may be played with as few as 4 players. With less than 4 players, the opposing team may choose to share players to make even teams. If all teams are short players, the teams may combine to make two larger teams to play one game.
- Pitching will be done by a coach or a parent of the offensive team.
- Game will be played with an adult or teenage catcher in order to speed up play.
- **Coaches:** Offensive coaches should position themselves near all bases and a coach may assist the batter. Up to three defensive coaches may be on the field to assist the defence play.
- All players are placed in the batting order. All players should get the opportunity to bat lead-off at some point during the year. Batting order may be changed every inning.
- The batter receives 3 pitches. If the ball is not put in play the tee will be used, even if the third pitch is hit foul.
- When the ball is hit the players may continue running until the ball returns to inside the baselines. If between bases at that time, runners may continue to the next base but not beyond. Defensive players may try to make an out at a base during this time. The ball is then returned to the coach pitcher.
- Remind players to run through first and how to step on the inside corner of the base for the applicable situations.
- **Overthrows:** Players are not to advance on an overthrow at any base or throw back to the pitcher.
- **Lead offs:** There are no lead offs allowed. Base runners can leave base when the pitch is hit.
- **Stealing:** No stealing is allowed.
- **Maximum Number of Runs:** A maximum of 4 runs per inning or 3 outs. Coaches may also choose to go through the batting order once per inning regardless of runs and outs.
- **Thrown Bat:** Coaches are to encourage players to drop the bat not throw the bat when running to first. If necessary, the offensive team coach may choose for the batter to be called out for a player that throws a bat on multiple occasions.