

Seymour P-ball Rules 2008

- no bunting
- no metal cleats
- each team provides a new baseball every game, baseball must be approved from league
- time limit is 5 innings or 1 hour (keep a close watch on time 45 minutes into game)
- team at bat ends at 3 swings or 6 pitches. A caught foul tip 3rd strike is an out, no walks
- no leading off or stealing. Player may leave base when ball is hit
- batter, runner, and catcher must wear protective gear, recommend protective cup
- no throwing bats or gloves. Coaches use judgment on discipline
- use sportsman-like conduct, shake hands after every game
- coaches make a foul arc in front of home plate before game, any ball that does not travel past line is foul
- no infield fly rule
- sliding must be done feet first and for safety reasons
- bat all players, field 4 infielders- 4 outfielders- 1 pitcher- 1 catcher- and rotate extra players
- rotate player in field at least every 2 innings
- runners can advance 1 base on overthrow, and runners can advance any bases after ball hit to outfield until ball returns to infield

-HAVE FUN AND TEACH PLAYER FUNDAMENTALS OF THE GREAT GAME OF BASEBALL