



COMPETITIVE LEAGUE DESCRIPTION AND GUIDELINES

Description

The Competitive League places a stronger emphasis on fundamentals of the game through coaching/instruction on hitting, throwing, catching and base running. **Winning of games is secondary compared to the importance of coaching and teaching players within a framework of teamwork and sportsmanship. We are committed to providing our athletes the opportunity to learn new skills, make new friends, and have fun.**

Guidelines

Teams have a maximum of four (4) coaches; Head Coach and three (3) Assistant Coaches. High School/Select baseball athletes will be utilized as needed to supplement coaches on game day (“Buddies”).

Every attempt will be made to ensure that teams have a minimum roster of 10 athletes, whose defensive positions shall be designated as pitcher, catcher, first base, second base, third base, shortstop and **four outfielders**.

Miracle League of Frisco encourages that every athlete be given the opportunity to play several positions throughout the season.

A maximum of two Coaches/Buddies may be positioned in the field to assist/coach players as needed.

Six (6) innings, or **75-minute** time limit, will constitute a complete regulation game. If the game is tied after both teams have played six (6) complete innings or the time limit has expired, the game is over.

An official inning consists of 3 outs or **batting entire lineup**.

There will be two (2) official umpires; Home Plate and Field Umpire.

Game scores will be recorded, scoreboard utilized, division standings maintained and updated weekly on MLF website, and a League Champion recognized.

Teams practice(s) may be conducted throughout season as scheduled by Head Coach.

For additional detailed game day rules **[CLICK HERE](#)**.