2026 Rules
Mini sluggers

1. A continuous batting order will be used by all teams.
2. All players that show up for a game shall play the field and bat every inning.
3. All batters and base runners must wear helmets until they return to the dugout. If a batter or base runner does not have a helmet on, play must stop and not resume until the player has a helmet on.
4. A game is complete after each batter has batted at least twice. Each team will bat through the entire line up each inning. A game will be complete after a 45-min time limit. (At Coach's discretion, after two full roster bats are completed, the game may be extended to another inning, so long as there is a hard stop at the 45-min time limit. Last batter of the game when the time limit is reached, will follow last batter of the inning rules. No new extension inning may begin after 45 minutes of gameplay. Home Team shall be responsible for timekeeping and notify visiting coach of official game start time at first batting attempt.
5. Each batter will use a tee at every at-bat. The batter will have unlimited attempts to hit the ball in fair territory. All players must hit the ball in fair territory and should attempt to also hit the ball beyond the 15ft arc for the ball to be considered in play.
6. Outs made by the defense will not count as an actual out. The runner will stay on base and finish the inning running the bases.
7. The last batter of the inning will hit a "Home Run". The defense may make a play on the batted ball. After the play has been made, the defense is to stay on the field until the last batter/runner has crossed the plate.

8. Coaches are to be aware of players leaving the field without warning. Play must be stopped immediately to avoid injury to players who may be struck by a batted ball. When a player returns to the field, the team volunteer or bench coach should ensure all action has stopped before letting the player enter the playing area.
9. The home team is responsible to put the bases and batting tee out and to ensure that the bases and batting tee are placed back in the appropriate location in the garage.
10. The last and most important rule is to make sure the kids have fun and learn the basics of how baseball is played!

Equipment Rules:

1. Metal Spikes are NOT permitted.
2. Bat Rules
    a. All Bats must be made of wood, aluminum, or composite.
    b. Must be one solid piece, multi-pieces and permanently assembled, or two pieces with interchangeable barrel construction.
    c. Not have exposed attachments, rivets, pins, rough edges, sharp edges, or any form of exterior fastener that would present a potential hazard.
    d. Be free of rattles, dents, burrs, and cracks.

e. All bats shall meet the standards of one of the following, BBCOR, ASA, USSSA, OHSAAA, or NFHS, and will contain the corresponding logo, stamp, or impression.

f. Bats that are broken or altered and deface the ball are illegal.

g. Materials inside the bat or treatments/devices used to alter the bat specifications and/or enhance performance are prohibited and render the bat illegal .

h. Bats may be taped for a distance not exceeding 18 inches from the small end.

If an illegal bat is used during an at-bat and results in a base hit, the base hit will be ruled an out and runners will be returned to their original positions. The illegal bat will then be removed from the game. If an illegal bat is used a second time during a game, the team manager will be immediately be ejected from the game.