2026 RULES
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 player batted at least twice. A game is also complete after a one-hour 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 top at the 1-hour time limit. Last batter of the game when the time limit is reached, will follow last batter of the inning rules. No new extension innings 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 pitch.
5. Each batter will receive four pitches thrown by his/her coach. Only one ball shall be used to pitch to the batter. If the player hits any pitch in fair territory, the ball will be considered live and play will continue. If the batter does not hit the ball in fair territory with one of the four pitches, then the tee will be used.
6. A player using a tee must hit the ball in fair territory AND beyond the 15ft arc for the ball to be considered in play. When using the tee the batter may swing as many times as necessary in order to put the ball in play.
7. Outs made by the defense will result in the runner being retired to the bench. The team at bat will continue with the batting order until the inning is complete.

8. 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 batter/runner has crossed the plate.
9. Each team may field a catcher. If a catcher is used, a coach shall be near the catcher to ensure safety of the player and may assist with balls that may roll away from the player. The catcher should attempt to catch the ball and throw back to the coach who is pitching. If a tee is used to complete the at-bat, the catcher shall stand at a safe distance behind the batter, while the batter completes the at-bat.
    a. If a team elects not to field a catcher, a coach shall be by the backstop to retrieve balls.
    b. All player catchers must wear catcher's equipment that meets NOCSAE standards including helmets with face mask/throat guard, chest guard (certified NOCSAE) and leg guards that cover from the top of the shoe to the top of the knee. Male catchers must wear a plastic, metal or fiber cup type athletic supporter.
    c. Catcher Coach shall assist with setting up the T when used for each batter.
10. No Score is to be kept; all games shall end in a tie.
11. There is no stealing or leadoffs.
12. Pitchers 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.

13. Any combination of coaches / player assistants shall be on the playing field as necessary to facilitate organized game play and player safety. The head coach shall be responsible for ensuring orderly conduct for all assistant coaches / player assistants for their team.
14. 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.

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.

i. 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 ejected from the game.