



The Miracle League of Wilmington: Competitive Rules | Pages: 5

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Below are the Miracle League of Wilmington Competitive Team Rules! *Adapted from Special Olympics Summer Sports Rules*

GENERAL INFORMATION – THE MIRACLE LEAGUE OF WILMINGTON: COMPETITIVE TEAMS

Purpose - To teach all players the concept, structure of baseball, and to have fun at the Miracle League of Wilmington!

Goals:

- Players learn all interested field positions
- Players gain experience in field positions during practice nights and live games
- Players learn hitting form to the best of their ability
- Players learn fielding form – catching + throwing to the best of their ability
- Players learn running form to the best of their ability

TEAM PLACEMENTS: Athletics + Orioles

Teams placements are determined by the Miracle League of Wilmington Registration process and Team Roster numbers. Additionally, the Miracle League of Wilmington Coaches will be assigned to one of the two teams all season long.

GAME LOCATION, PLAYING AREA

Miracle Field of Wilmington: Rubberized Field + Bases

5510 Olsen Park Lane
Wilmington, NC 28405

- All Miracle League Competitive Practices and Games are located at the Miracle Field of Wilmington
- First and Third Base Coaches Boxes are utilized during Offense and Defense game play
- On-Deck Circles are utilized during Offense game play

COMPETITIVE: EQUIPMENT

The Miracle League of Wilmington will provide the following equipment:

- AD Starr Foam Game Play Balls
- Whiffle Balls
- Bats
- Helmets
- Gloves
- Hitting Sticks
- Softball Tees

All-Stars are able to bring and use their personal equipment during all scheduled practices and games.

GAME PLAY GENERAL INFORMATION

Spring and Fall Season Practices | 9 weeks | Thursdays, 6:00pm – 7:00pm

Weekly Miracle League Competitive Practices are offered, for both teams, during the Spring and Fall seasons; however, practice attendance is not required to play on game days. Competitive practices officially begin one week prior to opening day!

Spring and Fall Season Games | 8 weeks | 12:00pm – 1:00pm

Each competitive game will include as many innings within the one-hour provided time slot using Traditional



Softball Rules and Regulations. The Competitive Games will not continue beyond the one-hour time slot. Program Director of ACCESS of Wilmington will monitor the start and end of game time.

COMPETITIVE: TEAMS, PLAYERS, AND FIELD POSITIONS

- Each Team will have a maximum roster of 15 All-Stars.
- Each Team *must play all arrived* All-Stars during the one-hour game within the following defensive positions.
- *All arrived roster players will have the opportunity to play in the field each game.*

Defense Position Descriptions Below ...

- **Catcher** – Played by one of the Miracle League of Wilmington Competitive Coaches behind Home Plate
- **First Baseman** – Defensive position in front of First Base
- **Second Baseman** – Defensive position in the Middle of First and Second Base
- **Third Baseman** – Defensive position in front of Third Base
- **Shortstop** – Defensive position in the middle of Second and Third Base
- **Outfielders** – Defensive position:
 - *Left Fielder(s)* – Defensive position in outfield, behind third baseman, short stop “hole”
 - *Left Centerfielder(s)* - Defensive position in outfield, ranging between short stop, 2nd base
 - *Right Centerfielder(s)* - Defensive position in outfield, ranging between 2nd base and baseman
 - *Right Fielder(s)* - Defensive position in outfield, behind second and first baseman “hole”

GENERAL COMPETITIVE RULES AND MODIFICATIONS

Game Play

To start Game Play, the COACH PITCHER will “take the mound” and the UMPIRE will say “play ball”

- The All-Star Batter may step in the batter’s box once they are ready to hit the ball from live coach pitch
The distance of home plate to the pitcher’s mound is twenty-five feet; however, the distance may be modified in accordance with the batter’s needs
- To continue the game, the **COACH CATCHER** will catch the thrown pitch and throw back to the pitcher
 - After the ball is hit into fair territory and the batter has left the box, the **COACH CATCHER** shall remove the bat from home plate to prevent base running collisions.

Defensive Play Details

Team All-Stars will play the following outs ...

GROUND BALLS

Ball hit on the ground to an infielder; infielder fields the ball on the ground with glove, throws to designated base

POP FLYS

Ball hit in the air to an infielder or outfielder; infielder or outfielder catches ball in the air with glove

FORCE OUT

Field Play is received where fielder touches the base to ensure an out before the runner arrives *only* when the base runners are on the following base(s):



- First Base
- First + Second Base
- First + Second Base + Third Base “Bases Loaded”

TAG OUT

Play is received where fielder touches the running player to ensure an out

All arrived players on each team must have the opportunity to play a defensive position during the game.

Inning Change Details

Teams will change from Defense ↔ Offense by ...

Defensive Team must complete 3 outs as a team

OR

Offensive Team must bat all arrived batters through the line up once

Offensive Play Details

All-Stars will use On-Deck-Circle Etiquette by ...

- All-Star Batter will walk into the on-deck-circle when they are next in line to hit *only*
- All-Star Batter remains in the on-deck-circle until the Miracle League of Wilmington announcer plays their hitting walk-up song and announces their name.

All-Stars will Hit by ...

- Once both feet of the Batter are in the Batters’ box, the *COACH PITCHER* can pitch; batters are able to receive batter’s box placement assistance from Coach(es).
- Batter is able to receive unlimited pitches to ensure a hit

All arrived All-Stars on each team must have the opportunity to hit during the game

UMPIRES

Umpire(s) are scheduled to attend all Miracle League of Wilmington: Competitive Team Games ...

- Umpires are empowered to make *all* game decisions on the Miracle Field of Wilmington to ensure safety for all All-Stars, Coaches, and to eliminate game play bias.

Umpire(s) will *make the call* for the following:

OUTS

- Base running
- Field Plays: Infield and Outfield

FOUL BALLS vs. FAIR BALLS

All-Stars Batters are able to hit unlimited foul balls to ensure a hit during their “at-bat”

INNINGS CHANGE

- Umpires will announce the defense and offense change to inform the All-Stars and Coaches



- Umpire will announce “time” vs. “in-play” scenarios

Umpire(s) will not make the call for the following:

- Pitched Strikes
- Pitched Balls

Miracle League All Star batters are able to receive unlimited number of pitches to ensure a hit during their at-bat

Umpire(s) may be located behind home plate and/or in the in-field

SUBSTITUTIONS

Substitutions may be made by ...

- A “timeout” is called by a Coach
- All-Stars may leave and re-enter the game at any time

COACH PRIVILEGES

- One coach per Coach’s Box [first and third] during Offensive Play; the coach in the coach’s box must remain in their designated box during game play.

MISCELLANEOUS RULES

The Miracle League of Wilmington will provide each competitive team with magnetic line-up boards to provide visual cues for Field Positioning and Batting Line-up.