



MIRACLE LEAGUE OF CT PROPOSED NATIONAL LEAGUE RULE CHANGES

Miracle League baseball has always been about maximizing the enjoyment of the players in a non-competitive setting. Traditionally, the rules have been very loose. Nobody is ever “out”, all runners reach base and will score a run, runners advance one base at a time, and most importantly, every game ends in a tie.

About 5 years ago, we recognized that some players had a higher level of ability and wanted to get a bit more out of the game, so we introduced the National League as a separate division of our league. It is designed for players 8 years old and up who have a higher level of ability. National League play includes a practice before each game. The practice consists of a series of skill building drills led by local high school baseball teams who serve as our buddies for the program. We kept the non-competitive rules of the game the same.

It has come to our attention that many players enjoy Miracle League Baseball but want the game to have a closer resemblance to typical baseball rules. We do recognize that the rules must still be adapted to accommodate players who may have a high level of physical abilities, but may still not be able to accept that they have struck out or been thrown out at a base. We don't want to have a situation that creates melt downs during a game over an umpire's call or decision. We do though want to create a set of rules that rewards both offensive and defensive plays. The biggest adaptation will be that there will be a winning team for each game and we will have standings throughout the season.

Below, we will outline proposed rule changes that will add some competitiveness to the game and will reward both offensive and defensive achievements. These proposed rule changes will require us to have an umpire on the field for each game.

General Rules or Adaptations

- The National League will consist of 2 teams made up of no more than 15 players per team
- The new adaptive scorekeeping as outlined below may result in a winner of each game
- A tie game is still possible – There will be no extra innings played except for the final game of the season – Championship Game
- Games each week will be played between our 2 Miracle League of CT teams each week with the possibility of one visiting team day if scheduling and acceptance of our rules by a visiting team permit

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Offense (Batting Team)

- We will use a “point” system rather than the traditional “run” system
- An inning will consist of each offensive player on a team batting once
- We will go through the entire batting order in each inning
- There will be no called strikes or balls
- All pitching will be done by a coach
- Each player will remain at bat until he or she hits a ball into play
- Runners will be allowed to advance for up to 2 bases after a hit (home runs, as outlined below, will be an exception to this rule)
- Batters will not be called “out” and will remain on the field to score a point for their team regardless of and defensive plays made
- Each batter who crosses the plate will be scored as one point for the offensive team
- A “traditional” home run that clears the fence on the fly will be rewarded with an additional 3 points for the offensive team in addition to any batters point who cross the plate as a result of the home run – a total of 7 points if the bases are loaded
- An on the bounce home run that clears the fence after bouncing in the outfield, (what would traditionally be called a ground rule double), will be rewarded with an additional point in addition to any batter who cross the plate as a result of the bounce home run – a total of 5 points if the bases are loaded
- The last batter will still clear the bases for the team regardless of defensive plays that may be made
- If the number of players on each team differs, the team that has the lesser number of players shall be awarded one point each for the number of players that they are short in order to keep it fair

Defensive (Fielding Team)

- Fielding teams will also be able to score points during the games
- An umpire on the field will make all calls and alert the score keeper to add points to the defensive team when warranted
- A defensive player who catches a fly ball cleanly will be awarded 3 points for their team
- A defensive play that would normally be considered an out that involves more than one player (a throw to first by another defender) will be awarded 2 points for the defensive team
- An unassisted defensive play at any base or on the basepath which would normally be considered an out will be awarded 1 point for their team
- There will be no blocking of any base, especially at home plate, to ensure safety of the players, if a player is blocking the base or plate, defensive points will not be awarded