

Clairemont Girls Fastpitch-100-Inning game 12U/14U rules/guidelines

- *Game to be played on field #4
- *Game will be played using pitching machine-JUGS- **batting cage balls** will be used
- ***3 pitches maximum per batter**- The pitcher may award an additional pitch if the machine throw an obvious unhittable ball
- *Fouled or missed 3rd pitch will be an out
- *After 3 outs are made, **or if lineup bats through without 3 outs being registered**, inning is concluded and bases are cleared. **Team at bat will bat through 3 innings** before switching sides (field to hitting, hitting to field)
- ***No stealing, one extra base** on overthrow only
- *Coaches are asked to rotate players to all positions throughout the day
- *Outs may be made through caught balls, force outs, or strikeout
- *Mini games will last **60 MINUTES**, teams will rotate in and out of the big game at 60 minute intervals throughout the day
- *Every team will play at least 3 mini games throughout the day or until 100 innings are reached or darkness issues.
- *New teams will rotate into the game between **full or half innings-after the team at bat has completed 3 innings**
- *Coaches will rotate along with their teams. Remember when your team next plays and be sure to collect your players at least 15 minutes before your next scheduled game time.
- *There will be two teams of approximately 30 to 40 players each-
 - The Blue team will consist of players from Teams A, C, F
 - The Red team will consist of players from teams B, D, E
- *The **game umpire**/pitcher will feed the balls into the pitching machine for both teams. A player pitcher will field that position and will be allowed to stand in a designated starting position to the right or left of the pitching machine.
- *A protective screen will be used to guard against balls hit back into the pitching machine, a ball that hits that screen will be deemed a **dead ball** and another pitch will be made. The additional pitch will not count towards the 3 pitch maximum.
- *Teams will field all players on their team and all players will bat in order
- *Coaches are encouraged to play every player in the infield and outfield throughout the game
- *The score of the game is not important. A day of fun in the sun and lots of great play is.
- ***It may be necessary at times or late in the day for a team to borrow players from another team to fill out their roster. This is allowed. Free substitution is allowed during the game.**

Game schedule

- 8:00am- Kamikaze versus Barracudas
- 9:00am- Kung Fu Krushers versus Shakers
- 10:00am- Cyclones versus Magic
- 11:00pm- Kamikaze versus Shakers
- 12:00pm- Kung Fu Krushers versus Magic
- 1:00pm- Cyclones versus Barracudas
- 2:00pm- Kamikaze versus Magic
- 3:00pm- Cyclones versus Shakers
- 4:00pm- Kung Fu Krushers versus Barracudas
- 5:00pm- Cyclones versus Magic
- 6:00pm- Kung Fu Krushers versus Shakers

Need one umpire/pitcher for each game. (These positions will likely be filled by players from LeeAnn's City College team), Red teams will be the scorekeepers and in charge of the master scoreboard.

Goal is to finish 100 innings-To accomplish that in the 10 hours. You need to average about 10 innings per hour. The key is to be organized and have the girls ready to hit and to rotate teams in and out of the dugout quickly between the 3 innings and on the hour when new teams rotate into the game. You and anyone else you can recruit would be the ones to get the next set of teams ready to rotate into the game on the hour.

Clairemont Girls Fastpitch-100-Inning game 10U rules/guidelines

- *Game to be played on field #2
- *Game will be played using pitching machine-JUGS-**11 inch batting cage balls** will be used
- ***3 pitches maximum per batter**- The pitcher may award an additional pitch if the machine throw an obvious unhittable ball
- *Fouled or missed 3rd pitch will be an out
- *After 3 outs are made, **or if lineup bats through without 3 outs being registered**, inning is concluded and bases are cleared. **Team at bat will bat through 3 innings** before switching sides (field to hitting, hitting to field)
- ***No stealing, one extra base** on overthrow only
- *Coaches are asked to rotate players to all positions throughout the day
- *Outs may be made through caught balls, force outs, or strikeout
- *Mini games will last **60 MINUTES**, teams will rotate in and out of the big game at 60 minute intervals throughout the day
- *Every team will play at least 3 mini games throughout the day or until 100 innings are reached
- *New teams will rotate into the game between **full or half innings-after the team at bat has completed 3 innings**
- *Coaches will rotate along with their teams. Remember when your team next plays and be sure to collect your players at least 15 minutes before your next scheduled game time.
- *There will be two teams of approximately 30 to 40 players each-
 - The Blue team will consist of players from Teams H, J, K
 - The Red team will consist of players from teams G, I, L, M
- *The **game umpire**/pitcher will feed the balls into the pitching machine for both teams. A player pitcher will field that position and will be allowed to stand in a designated starting position to the right or left of the pitching machine.
- *A protective screen will be used to guard against balls hit back into the pitching machine, a ball that hits that screen will be deemed a **dead ball** and another pitch will be made. The additional pitch will not count towards the 3 pitch maximum.
- *Teams will field all players on their team and all players will bat in order
- *Coaches are encouraged to play every player in the infield and outfield throughout the game
- *The score of the game is not important. A day of fun in the sun and lots of great play is.
- ***It may be necessary at times or late in the day for a team to borrow players from another team to fill out their roster. This is allowed. Free substitution is allowed during the game.**

Game schedule

- 8:00am- **Daredevils** versus **Diamond Diggers**
- 9:00am-**Kaos** versus **Clairemont Blitz**
- 10:00am- **Green Flash** versus **Black Widows**
- 11:00pm- **Clairemonsters** versus **Diamond Diggers**
- 12:00pm- **Daredevils** versus **Clairemont Blitz**
- 1:00pm- **Kaos** versus **Black Widows**
- 2:00pm- **Clairemonsters** versus **Clairemont Blitz**
- 3:00pm- **Green Flash** versus **Diamond Diggers**
- 4:00pm- **Clairemonsters** versus **Black Widows**
- 5:00pm- **Kaos** versus **Diamond Diggers**
- 6:00pm- **Green Flash** versus **Clairemont Blitz**

Need one umpire/pitcher for each game. (These positions will likely be filled by players from LeeAnn's City College team), Red teams will be the scorekeepers and in charge of the master scoreboard.

Goal is to finish 100 innings-To accomplish that in the 10 hours. You need to average about 10 innings per hour. The key is to be organized and have the girls ready to hit and to rotate teams in and out of the dugout quickly between the 3 innings and on the hour when new teams rotate into the game. You and anyone else you can recruit would be the ones to get the next set of teams ready to rotate into the game on the hour.

Clairemont Girls Fastpitch-100-Inning game 8U rules/guidelines

- *Game to be played on 8U field #1
- *Game will be played using pitching machine-JUGS-**11 inch batting cage balls** will be used
- ***3 pitches maximum per batter**- The pitcher may award an additional pitch if the machine throw an obvious unhittable ball
- *Fouled or missed 3rd pitch will be an out
- *After 3 outs are made, **or if lineup bats through without 3 outs being registered**, inning is concluded and bases are cleared. **Team at bat will bat through 3 innings** before switching sides (field to hitting, hitting to field)
- ***No stealing, one extra base** on overthrow only
- *Coaches are asked to rotate players to all positions throughout the day
- *Outs may be made through caught balls, force outs, or strikeout
- *Mini games will last **60 MINUTES**, teams will rotate in and out of the big game at 60 minute intervals throughout the day
- *Every team will play at least 3 mini games throughout the day or until 100 innings are reached
- *New teams will rotate into the game between **full or half innings-after the team at bat has completed 3 innings**
- *Coaches will rotate along with their teams. Remember when your team next plays and be sure to collect your players at least 15 minutes before your next scheduled game time.
- *There will be two teams of approximately 25 to 30 players each-
 - The Blue team will consist of players from Teams N, P, R
 - The Red team will consist of players from teams O, Q, S
- *The **game umpire**/pitcher will feed the balls into the pitching machine for both teams. A player pitcher will field that position and will be allowed to stand in a designated starting position to the right or left of the pitching machine.
- *A protective screen will be used to guard against balls hit back into the pitching machine, a ball that hits that screen will be deemed a **dead ball** and another pitch will be made. The additional pitch will not count towards the 3 pitch maximum.
- *Teams will field all players on their team and all players will bat in order
- *Coaches are encouraged to play every player in the infield and outfield throughout the game
- *The score of the game is not important. A day of fun in the sun and lots of great play is.
- ***It may be necessary at times or late in the day for a team to borrow players from another team to fill out their roster. This is allowed. Free substitution is allowed during the game.**

Game schedule

- 8:00am- Dynamite versus Shamrocks
- 9:00am- Wildcats versus Black Skulls
- 10:00am- Tigers versus Funky Monkeys
- 11:00pm- Dynamite versus Black Skulls
- 12:00pm- Wildcats versus Funky Monkeys
- 1:00pm- Tigers versus Shamrocks
- 2:00pm- Dynamite versus Funky Monkeys
- 3:00pm- Tigers versus Black Skulls
- 4:00pm- Wildcats versus Shamrocks
- 5:00pm- Tigers versus Funky Monkeys
- 6:00pm- Wildcats versus Black Skulls

Need one umpire/pitcher for each game. (These positions will likely be filled by players from LeeAnn's City College team), Red teams will be the scorekeepers and in charge of the master scoreboard.

Goal is to finish 80 innings-To accomplish that in the 10 hours. You need to average about 8 innings per hour. The key is to be organized and have the girls ready to hit and to rotate teams in and out of the dugout quickly between the 3 innings and on the hour when new teams rotate into the game. You and anyone else you can recruit would be the ones to get the next set of teams ready to rotate into the game on the hour.

100-Inning game 6U rules

- *Game to be played on boy's baseball field
- *Game will be played using coach pitch
- *4 Pitches maximum per batter
- *Fouled or missed 4th pitch will be an out
- *After 3 outs are made or if the lineup bats through without recording 3 outs, inning is concluded and bases are cleared, Team at bat will bat through 2 innings(6 outs) before switching sides(field to hitting, hitting to field)
- *No extra bases on overthrows,
- *Coaches are asked to rotate players to all positions throughout the day
- *Outs may be made through caught balls, force outs, or strikeout
- *Mini games will last one hour; teams will rotate in and out of the big game every hour
- *Every team will play at least 2 mini games throughout the day
- *No new half inning will start after 55 minutes. Teams may rotate between half innings.
- *Coaches will rotate along with their teams. Remember when your team plays; please be sure to collect your players at least 10 minutes before next scheduled mini-game time.
- *There will be two larger teams of 19 players each that will consist of a combination of players from the 6 existing teams

The Red team will consist of players from Teams V and W

The Blue team will consist of players from teams T and U

Game schedule

- 10am- Purple Pandas versus Pink Poodles
- 11am- Hustlers versus Gold Stars
- 12noon- Purple Pandas Versus Gold Stars
- 1pm- Hustlers versus Pink Poodles

At 1pm, all players will have their picture taken in front of the 6U scoreboard indicating the number of innings played.

Red teams will be the scorekeepers and in charge of the master scoreboard