



## CAPS Rules 2022

Regular season play will be used for instructional and developmental purposes.  
THERE IS NO SCORE KEPT IN CAPS GAMES.

1. Win-loss records or official standings will not be kept nor published.
2. Home team shall use the 1st base dugout and visiting team the 3rd base dugout.
3. The pitching machine/blue flame will be operated by the respective teams manager or a designee of the manager. Speed to be set at 32 mph.
4. The operator of the pitching machine will serve as the umpire.
5. The player in the pitcher position may play on either side of the coach/pitching machine but must remain even with or behind the machine until the ball is in play. After the ball is in play, the pitcher can move anywhere on the field of play.
6. All batters receive a maximum of 5 pitches, unless the 5th pitch is fouled off, in which case the batter stays alive until they put the ball in play or strike out. Batter can have 5 swings - no 3 strikes you're out - they're out if they don't hit the last pitch. No walks, only hits or strikeouts.
7. In the event the batted ball hits the adult pitcher, the machine or the ball bucket, it is declared a dead ball and the batter and any players on base advance one base.
8. Hitting team must maintain a continuous batting order. Latecomers will be added to the bottom of the lineup.
9. Each half inning will end once 4 runs are scored, 3 outs are recorded or the batting team bat through their lineup, whichever occurs first.
10. Each player MUST play a minimum of 2 innings in the infield per game. Ideally, each player should also play at least 1 inning in the outfield.
11. No player sits twice before everyone has sat once (per game).
12. No player may play the same defensive position for more than 2 consecutive innings.
13. 10 defensive players on the field (4 outfielders). Playing an extra outfielder is preferred over having players sit on the bench. Teams shall borrow an opposing player if they have fewer than 9 players.
14. Borrowed Players— A team may borrow one or more players in order to field nine defensive players. The borrowed player must play in the outfield.
15. All players must wear a protective cup while playing catcher.
16. All players must wear a helmet when up to bat and when on base as a runner.
17. A clean “well hit ball” to the outfield grass can be considered a double. The choice to advance the runner is determined by the 1st base coach. No more than 2 bases shall be awarded on any ball put into play, unless the ball is hit over the fence for a home run.
18. Sliding feet first is allowed. Head first slide is only allowed when returning/retreating to the runners last base. All other head first slides are an automatic out.

19. Stealing bases is NOT allowed. There is no runner advancement except by the ball being put into play by the batter.
20. A base runner will be called out if hit by a batted ball.
21. A base runner who makes contact with a fielder attempting to make a play on the ball is out.
22. There are no protests.
23. Managers and coaches are allowed on the field for this division, but no more than 2 coaches are allowed on the field for the fielding team. It is encouraged to try and limit the number of coaches on the field, unless they are there for player safety.
24. There must be one approved coach in the dugout at all times.
25. No jewelry shall be worn with the exception of medical bracelets/necklaces, which must be taped to the body.
26. Game shall not exceed 90 minutes in length (1 hour 30 minutes). No new inning can start after 75 minutes (1 hour 15 min).
27. Conduct: Managers are responsible for controlling the conduct of their players, coaches and fans. A code of conduct has been signed by each family and must be adhered to. Failure of a player, parent, coach or a team to act according to the parent code of conduct or its intent will be cause for removal for that player, parent, coach or team for the remainder of the season.
28. Field prep and cleanup— Both teams are responsible for grooming and preparing the field for play, as well as grooming and cleanup after the game. Home team to lead in pre-game preparation and visitors to lead in post-game cleanup duties.