



## MLSWPA Rules and Policies

### 1. Mission

Our Mission is to:

- Provide opportunities for children with disabilities to play Miracle League baseball, regardless of their abilities.
- Promote community support and sponsorship of Miracle Leagues.
- Promote the construction of special facilities that meet the unique needs of Miracle League players and their families.

We cannot change or cure the medical issues life has dealt disabled children. What we can do is provide them with an opportunity to experience the joy and benefits that come from playing our National Pastime—Baseball.

### 2. Game Rules

#### a. Leagues

##### i. Non-competitive Rules

1. The non-competitive league is for players 5-18 years of age. Players must be 5 years old on or before August 30<sup>th</sup> and can not be older than 18 years old on or before August 30<sup>th</sup> for the year of the season.
2. Player must have registration form and media release signed by parent or legal guardian.
3. Each player must be covered by insurance and policy copied to Miracle League Association.
4. Each player receives a team uniform and baseball hat.
5. Each player gets to bat each inning.
6. Each player gets to circle the bases to score a run each inning.
7. Every player scores and never called "out".
8. Two innings per team per game.
9. Game time = 1 hour and 15 – 20 minutes.
10. Each player has an assigned buddy for each game.
11. Teams consist of no more than 12-13 players.
12. Each player receives a trophy, at the end of the season.
13. Teams use a 9-inch, soft-core safety baseballs with synthetic cover or wiffle balls may be used; There is also available a special ball for the blind, please contact the Miracle League Coordinator if this is needed.
14. Games are canceled in event of rain or inclement weather. Every effort will be made to make up cancelled games, but are not guaranteed.
15. A Miracle League coach cannot coach another Miracle League team.
16. Each team has a Coach, Assist. Coach and a Team Parent.
17. An umpire covers each game to call players safe on first and home. Enthusiasm is necessary in this position; they must help make the game FUN.
18. Coaches are to huddle the children before the start of each game in order to get the players excited about the game.

- a. A prayer if the coach prefers.
      - b. With a great big “GOOOOOOO (name of team)”
    - 19. Reminder that the Buddies are there for three (3) reasons.
      - a. Protect the Miracle League Players,
      - b. Assist the Miracle Leaguer Players, but assist only as needed. Allowing the miracle league player the opportunity to play as much as possible.
      - c. Encouragement
    - 20. A scholarship fund is available for players who are not able to pay the registration fee.
  - ii. Competitive Rules (not in first year)
    - 1. A Competitive League can be established once the need and parents desires are established.
- b. Teams
  - i. Team Formation
    - 1. Teams are formed in two ways.
      - a. A group of players with a manager and coaches may register as a team.
      - b. Players that register individually will be formed into teams taking into account requests to be with other players, home address, volunteering to manager/coach, etc. The league will do everything possible to accommodate the needs of each player.
    - 2. A meeting will be held before the season begins with the league coordinator, buddy coordinator, managers, and coaches to form teams, finalize rosters, and assign team names. This meeting will take place by the end of March.
  - ii. Manager
    - 1. It is the desire of the Miracle League that parents and guardians of players have the opportunity to relax and enjoy the game that their players are participating in. For this reason, the Miracle League will have volunteers manage the teams. The Miracle League will allow a parent or guardian to manage if there is a strong desire to manage.
    - 2. Insure a safe playing environment.
    - 3. Coordinate team activities with the coaches and maintain contact with players and families.
    - 4. Insure that each player receives a uniform.
    - 5. Communicate concerns regarding specific players to the League officials.
    - 6. Manage team equipment and insures its arrival before each game.
    - 7. Provide copies of team line-up to umpire and announcer before each game.
    - 8. Pitch.
    - 9. Make sure players have the opportunity to learn new skills.
    - 10. Keep up the team spirit.
  - iii. Coaches
    - 1. It is the desire of the Miracle League that parents and guardians of players have the opportunity to relax and enjoy the game that their players are participating in. For this reason, the Miracle League will have volunteers coach the teams. The Miracle League will allow a parent or guardian to coach if there is a strong desire to coach.
    - 2. Insure a safe playing environment.
    - 3. Assist the Manager with the team as needed.
    - 4. Pitch.
    - 5. Verifies that each player has an assigned Buddy.
  - iv. Parents/Team Parent
    - 1. Assist the Manager and Coaches with communication to the team.

2. Watch for over heating, dehydration and overexertion.
  3. Provide health issues and special requirements to the manager and coaches for each player.
- v. Uniforms
1. Each player, manager, and coach (up to 3 coaches) will be provided with a Major League Baseball replica hat and jersey.
  2. Teams that register together may request to wear a jersey and hat that is specific to that team and is not an MLB team. Please discuss this request with the League Coordinator when registering.
  3. Baseball pants, shorts, sweats, jeans, etc. may be worn.
  4. The player's jersey will have a number on the back.
  5. Additional hats and jerseys can be ordered by parents or guardians before the start of the season.
  6. Players may request a specific MLB team name. Each player on a team may have a uniform from a different MLB team name.
  7. If special situations arise for uniform sizes, etc. please inform the League Coordinator.
- c. Buddy System
- i. Miracle League Buddies are volunteers ranging in age from 12 years old to senior citizens. These include family members and local youth and civic groups. Though we call them Buddies, many people refer to the volunteers as Angels in the Outfield.
  - ii. The following are the goals for the Miracle League Buddies,
    1. To protect the Miracle League player at all times.
    2. When a hard hitter is up to bat, Buddies are to step in front of their Miracle League Player for protection.
    3. Always allow the Miracle League Player as much freedom as possible to play his/her own game.
    4. Assist the Miracle League Player as much freedom as possible to play his/her own game.
    5. Assist Miracle League Player according to their needs.
    6. Be of good spirit with enthusiasm, love, good attitude, and concern in motivating the players and their families.
    7. Become their friend and get to know the players and their families.
    8. Arrive at the field 30 minutes prior to game time.
    9. Be properly dressed in a clean Buddies shirt.
    10. Demonstrate high morals and integrity on and off the field.
  - iii. Registration
    1. Those who want to be a Buddy can volunteer during the league registration.
    2. Being a Buddy is not a part time commitment. The goal is to have the same Buddy for each player throughout the season as much as possible.
  - iv. Training
    1. Prior to the start of the season, all Buddies will be required to attend a Buddy Training class.
- d. Umpires
- i. Should always demonstrate enthusiasm, love and concern for each player, buddy, and volunteer.
  - ii. There should be one to two umpires per game.
  - iii. The umpire should start each game with a loud and clear "Play Ball!"
  - iv. The umpire is to call each child safe at first base and home plate.
  - v. The umpire should wear the approved CTAA umpire shirt and should be presentable and clean at all games.
  - vi. The umpire should arrive 15 minutes before each game.
  - vii. The umpire will be paid per the CTAA guidelines.
  - viii. The umpire will call the beginning and ending of each game at the appropriate time.

- ix. The umpire is to assist coaches and players as necessary.
- e. Equipment
  - i. Rubber Batting Tee
  - ii. Baseball Bats
    - 1. Aluminum bats are preferred over wooden. They are usually lighter and last longer. However, wooden bats are acceptable.
    - 2. Carven Bats (optional) are nice to have. They are very light, easier to hit ball with and helps speed game along.
  - iii. Batting Helmets
  - iv. Baseballs
    - 1. Soft core, cushioned baseball used in the CTAA Shetland League (T-Ball)
    - 2. Wiffle Balls
    - 3. Beeper Ball for the Blind (Optional)
    - 4. **No regular baseballs or softballs (Too Hard)**
  - v. Baseball Gloves (Optional)
  - vi. Extra Large Storage Box with lock for storing equipment at the field, each Coach and Umpire will need keys.
  - vii. Cooler with Ice and Water
  - viii. First Aid Kit
  - ix. PA System (The players enjoy having their named called out prior to batting)
- f. Trophies
  - i. All players will receive a participation trophy at the end of the season
- g. Photo Day
  - i. All players and teams will have the opportunity to participate in the CTAA Photo Day if desired

### 3. Facilities

- a. Directions (text and map)
- b. Miracle Field
- c. Drop-off Area
- d. Concession Stand
- e. Changing Room

### 4. Registration

- a. Process (on-line, mail-in, walk-in)
- b. Criminal Background and Child Abuse Clearance for Managers, Coaches, and Buddies
- c. Player Registration Form
- d. Player Media and Press Release Form
- e. Player Insurance
- f. Manager Criminal Background Form
- g. Buddy Registration Form
- h. Buddy Media and Press Release Form
- i. Umpire Registration
- j. Umpire Media and Press Release Form

### 5. FAQ's

- a. Registration FAQ's
- b. Buddy System FAQ's
- c. Umpire FAQ's
- d. Directions to the Miracle Field (naming rights)
- e. Contacts