

13. Base runners are limited to advancing one base per play on overthrows.
14. STEALING: THERE IS NO STEALING
15. CONTINUOUS BATTING: A continuous batting rule will be used.
 - A. Since this rule is mandatory, umpires are instructed to follow these guidelines:
In the event any player suffers an injury or must leave the game for any reason (except ejection) the team involved will not be forced to take an out when that players turn come up in the batting order. If a player is EJECTED, the team involved MUST TAKE AN OUT when that spot in the order comes up.
16. FREE SUBSTITUTION: Substitutes may re-enter a game as well as starters, but they must bat in the same spot in the batting order.
17. COURTESY RUNNER: With two outs a courtesy runner MUST be inserted for the catcher when the catcher is on base.
18. MUST PLAY RULE: Every player who is present for a game MUST PLAY AT LEAST 2 INNINGS OF DEFENSE.
EXCEPTION: If a player is present but is injured or is being disciplined by the coach, and will NOT be playing, the home plate umpire and opposing coach MUST BE NOTIFIED PRIOR TO THE START OF THE GAME. This must also be noted in the scorebook.
19. All on deck batters MUST wear a helmet. All children (players or non-players) retrieving helmets, bats, balls, etc. from the field of play must also wear a helmet.