

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 an overthrow only
- *Coaches are asked to rotate players in 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 2 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
- *The **game umpire**/pitcher will feed the balls into the pitching machine for both teams
- At 12:00pm set the dial on the pitching machine until you can find the speed that is fast enough to strike out half of the players.** 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**

Need one umpire/pitcher for each game. 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 teams ready to rotate into the game on the hour.

A	Martin	Vortex	14U
B	Robertson	12 Peas in a Pod	12U
C	Borrero	Adrenaline	12U
D	Tansey	Shockwave	12U
E	White	Killer Clownz	12U
F	Karber	Titanium	12U

2017 12/14U Schedule

8am – AvB
 9am – CvD
 10am – EvF
 11am – AVD
 12pm – BvE
 1pm – CvF
 2pm – AvF
 3pm – CvB
 4pm – EvD

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 an overthrow only
- *Coaches are asked to rotate players in 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
- *The **game umpire/pitcher** will feed the balls into the pitching machine for both teams
- At 12:00pm set the dial on the pitching machine until you can find the speed that is fast enough to strike out half of the players.** 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**

Need one umpire/pitcher for each game. 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 teams ready to rotate into the game on the hour.

M	Anderson	Pandamonium	10U
G	Peters	Savages	10U
H	Montesinos	Skulls	10U
I	Beesley	Ballers	10U
J	Sierens	The Wanted	10U
K	Gibson	Black Magic	10U
L	Sandoval	Dirt Devils	10U

2017 10U Schedule

- 8am – M/G
- 9am – H/I
- 10am – J/K
- 11am – L/M
- 12pm – G/H
- 1pm – I/J
- 2pm – K/L
- 3pm – M/I
- 4pm – G/K
- 4pm – L/J (Field 1)

Clairemont Girls Fastpitch 100-Inning Game 8U Rules/Guidelines

- *Game to be played on 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 an overthrow only
- *Coaches are asked to rotate players in 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
- *The **game umpire**/pitcher will feed the balls into the pitching machine for both teams
- At 12:00pm set the dial on the pitching machine until you can find the speed that is fast enough to strike out half of the players.** 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**

Need one umpire/pitcher for each game. 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 teams ready to rotate into the game on the hour.

N	Corona	Queen Cobras	8U
O	Franklin	Dolphins	8U
P	Morrell	Fly Ballers	8U
Q	Strait	Base Bandits	8U
R	Thogmartin	Bomb Squad	8U

2017 8U Schedule

8am – N/O
 9am – P/Q
 10am – R/N
 11am – O/P
 12pm – Q/R
 1pm - O/PICKUP
 2pm - Q/N
 3pm - P/R

Clairemont Girls Fastpitch 100-Inning Game 6U Rules/Guidelines

- *Game to be played on boy's baseball field
- *Game will be played using coach pitch
- *3 pitches maximum per batter**
- *Fouled or missed 4th 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 2 innings (6 outs) before switching sides (field to hitting, hitting to field)**
- *No extra bases on overthrows**
- *Coaches are asked to rotate players in all positions throughout the day
- *Outs may be made through caught balls, force-outs, or strikeout
- *Mini games will last **30 MINUTES**, teams will rotate in and out of the big game at 30 minute intervals throughout the day
- *Every team will play at least 2 mini games throughout the day
- *No new half inning will start after 25 minutes. Teams may rotate into the game between half innings
- *Coaches will rotate along with their teams Remember when your team next plays and be sure to collect your players at least 10 minutes before your next scheduled game time

S	Darman	Glitter Rockstars	6U
T	Saldivar	Puppy Power	6U
U	Garcia	Trolls	6U

2017 6U Schedule

8am – S/T
 9am – T/U
 9:30am – U/S
 10am – T/S
 10:30am – U/T
 11am – S/U