

GROUNDBALL SCRIMMAGE RULES

Rules:

1. Split all players into 3 teams
2. Can have player, coach or machine pitch
3. Hitter starts with a 3-2 count
4. The goal is to hit the ball on the ground
5. Perimeter of INF constitutes a groundball
6. Hit through the order
7. Ball hit in air is an out
8. Players can only advance one base
9. Hit the I screen is a do over
10. Two foulballs and hitter is out
11. Rotation goes: OFFENSE → BENCH → DEFENSE

Point System:

1. GB = +1
2. GB through INF = +2
3. Score Run = +1
4. Error = +2 (other teams)
5. Non-Hustle = +2 (other teams)
6. Doubleplay = +2 (other teams)
7. Web Gem = +2
8. Mental Error = +2 (other teams)

BUNT SCRIMMAGE RULES

Rules:

1. Start with nobody on base or runner on 1B, or 2B
2. Mark off where the fielders must start
3. Machine is on pitcher plate
4. Defense cant charge until ball is bunted (or coach gives command)
5. Pitcher is on either side of mound (have used 2 pitcher before)
6. Rotation goes: OFFENSE → BENCH → DEFENSE

Point System:

1. 2 Foulballs and hitter is out = +2 (other teams)
2. Safe Bunt = +2
3. Pop Up Bunt = +2 (other teams)
4. Move runner over successfully = +1
5. Run Scores = +3
6. Defense gets Lead runner = +3
7. Error on Defense = +2 (other teams)
8. Mental Error = +2 (other teams)
9. Non-Hustle = +2 (other teams)