



Cage Battle Rules

- Each Team Faces Opposing Team Pitcher
- You may use multiple cages at once.
 - 2 Cages
 - Each Team has a live pitcher throwing at same time
 - Each team may have more than one pitcher ready to throw and interchange them as needed to give rest and not exceed Pitch Smart guidelines.
 - A pitcher may pitch, rest, and then pitch again – as many times as needed for rest reasons.
- Batting Line-up order is established and may not be changed
- If a player comes late, they are added to the end of the line-up no matter where they are at in the order.
- There are 3 outs per inning.
- No inning Max. Go to the end of your allotted time.
- 6 run max per inning.

No more than 25 pitches per inning for a pitcher. (must have a break similar to a normal game)

As always, coaches and players are expected to follow Pitch Smart guidelines

Scoring

- The two Head Coaches determines if a hit is a foul ball, hit, or an out.
 - If the two disagree, a coin flip determines who is correct.
- Normal Count: 3 strikes, 4 balls
- Ground ball is an out.
- Pop-up is an out.
- Line-drive is a run.
- Home-run launch angle, hard hit is a run
- A walk puts a runner on 1st base.
- If there is run scored before 3 outs, the walk runner also counts as a run scored.
 - Ex. Walk. Ground out, pop-up, ground out. – no runs
 - Ex. Walk. Ground out. Walk. Pop-up. Line-drive – 3 runs score (both walks and line drive)
- If walks followed by a line drive score equals more than 6 runs in that inning, all runs count in that at bat.
 - Ex. Already scored 4 runs in the inning. There are 2 walks and then a line drive – 3 runs score. That at bat would end the inning with the 6-run rule, but they would have scored 7 runs in that inning.