



Rules and Regulations

OVERVIEW

The Miracle League of Western New York is designed to serve all individuals, any age, who cannot be accommodated by established athletic leagues due to the adaptive needs of their disabilities. The vision of the program is to provide any individual, regardless of their level of adaptive need, the opportunity to play league sports and enjoy the social and physical benefits of being part of a team.

FACILITY

1. There is NO SMOKING, SWEARING OR DRINKING ALCOHOLIC BEVERAGES ALLOWED on or around the Miracle Field Facilities.
2. All non-service/guide dogs are to be kept away from the playing field and dugout.
 - a. Miracle League Officials reserve the right to remove a spectator from the facilities if the dog is causing any disturbances including;
 - i. Fears, allergies, excessive barking, etc.
3. Parking
 - a. Regular Game Day parking for players in the Miracle League Parking Lot is available on first arrival bases.
 - b. Special Game Day parking for players is limited to those players having legally issued handicapped parking permits. All others must park outside of the Miracle League Facility Parking Lot.
 - i. Handicapped parking will be enforced by the appropriate law enforcement agencies.
 - c. All non-players are to park in the parking lot by the youth baseball field.
4. Footwear
 - a. Closed toe shoes must be worn by all individuals on the field.
 - a. Sandals, slides, flip flops, etc. are not permitted.
 - b. Absolutely NO cleats or spikes.

ATMOSPHERE

1. RESPECT for all Coaches, Buddies, Volunteers, Officials, Spectators etc. will be shown at all times.
2. Only positive and supportive comments shall be made.
3. Please refrain from shouting instructions to Miracle League Players, Buddies and Coaches.
4. Miracle League Officials reserve the right to remove any Player, Parent, Guardian, Staff or Spectator from the facilities and/or league.

SAFETY

1. Parents, Guardians and Staff must notify the coaches upon player's arrival.
2. Parents, Guardians and Staff are responsible for providing their player with water and sunscreen.
3. Buddies and Coaches are ONLY assisting Players while within the gates of the Miracle League Field. When Players are outside of the gates of the Miracle League Field, they are the responsibility of their Parents, Guardians and Staff.
4. Parents, Guardians and Staff must accompany their player to and from the bathroom.
 - a. Coaches, Buddies and Volunteers are not to accompany players to the bathroom.
5. Batting helmets are required on offense by all players at bat and on the bases.
 - A. Players with a medical reason may be exempt by the parent, guardian, Staff signing a waiver of exemption.
6. Parents, Guardians and Staff who are removing their Player from the field (to use the bathroom, go home early, etc) must inform a Coach that they are leaving.

BUDDIES

1. Buddy responsibilities
 - a. ABSOLUTELY NO CELL PHONES ON THE FIELD
 - b. Protect the players.
 - c. Assist the player, but only as needed allowing the player the opportunity to play to their ability as much as possible.
 - d. Encouragement and friendship.

GAME CANCELLATION

1. Game cancellations will be rare. Cancellations are possible for heavy rain, thunder, lighting and an unplayable field surface. We will try to play as much as possible.
2. If there is a cancellation;
 - a. Coaches will email notice.
 - b. Posted on the Miracle League of Western New Website.
 - c. Posted on social media.
2. Weather including rain and heat will be the parent, guardians and Staff's decision to attend when not canceled.

GAME LENGTH

1. Regular Season games
 - a. Game time will be (1) hour in duration.
 - i. Full innings will finish once started.
 - ii. No new inning will start after one (1) hour.
2. Special Event Games
 - a. Special Event Games
 - i. Game time will be one (1) full inning.
 - ii. All players will get one (1) At Bat.

MIRACLE LEAGUE GAME FORMAT

1. Games can be played with any number of players per team.
2. All players bat through the lineup each inning.
3. All players will bat either off a batting tee or a pitcher*.
4. There are no strikeouts or walks.
5. Batters will advance one (1) base each time the ball is batted forward.
6. The last batter in the lineup will hit a home run and all runners will advance around all of the bases.
7. There are no recorded outs.
8. The batting order reverses each new inning.
 - a. In the second inning the first batter will hit last and the last batter will hit first.

PITCHERS & CATCHERS

1. Only league pre-approved pitchers may pitch.
 - a. Each team's Head Coach will designate a Pitcher and a Catcher.
 - i. Players cannot choose their pitcher.

BATTING

1. Amount of pitches
 - a) Regular Season Games - There is a max of five (5) pitches to the batter per at bat, no exceptions.
 - b) Special Event Games - There is a max of three (3) pitches to the batter per at bat, no exceptions.
 - c) Special Event Games – Coaches reserve the right to implement a hitting off the tee only rule. I.e. Bisons Day, Sabres Day.
2. All balls batted forward count as a hit, players must proceed to first base.
 - a) Players cannot choose to re-hit for a better batted ball.

BEEPER BALL GAME FORMAT

Our Beeper Ball Game offers visually impaired individuals an opportunity to enjoy the game of baseball. Specialized beeping baseballs and beeping bases are used in order for the players to identify where the ball and bases are located.

1. The game is 1hr and 30 minutes in duration
2. Each half of an inning consists of either 3 outs or each player batting once.
3. Outs are recorded by a fielder gaining possession of a hit ball before the batter reaches the beeping base.
4. Runs are scored by the batter safely touching the beeping base before a fielder can gain possession of the hit beeping ball.
5. Buddies help players remain safe during the game.
 - a. Offensive Buddies are to run side by side with players from the batter's box to the base.
 - b. Defensive Buddies are to be stationed against the outfield fences at the time of the pitch.
 - c. Buddies are not permitted to physically assist a player during the game.
 - d. Exceptions
 - i. Preventing players from collisions with players or fences.
 - ii. Escorting players on and off the field.
 - e. Buddies are not permitted to give verbal instruction or cues to players.
 - i. The only individual giving instructions is the Head Coach.

COMPETATIVE GAME FORMAT

Games will be similar to a traditional baseball game with scoring, balls, strikes, outs and innings.

1. To participate players respectfully must be able to comfortably;
 - a. Reach the ground to field a batted ball
 - b. Hit a pitched ball
 - c. Get to first base unassisted
 - d. Compete at a safe individual level (Buddies will not be used)
 - e. Throw the ball
 - f. Catch the ball
 - g. Understand and accept being called out on strikes.
 - h. Understand and accept being called out at first.
 - i. Understand and accept losing the game.

This is for players looking for a more competitive and challenging game.