

2016 Dream Team Guidelines

- Everyone plays, everyone bats**
- Every game time limit of 2 hours**
- 2 innings, everyone bats one time per inning**
- On-field parent involvement is encouraged during practices. We ask that parents allow independence during game play.**
- Players will be assigned teams based on coaching observations of skill level (not on age).**
- Goal: Hold at least 3 practices before Opening Day.**
- Pick between pitcher and tee. If pitcher is chosen, he/she will throw maximum 3 pitches, after which batter will hit off tee until ball is put in play.**
- “Take Me Out to the Ball Game” after top half of 2nd inning. We will try to recruit local people to sing. If we cannot find singers, everyone will sing together.**
- Helmet must be worn during at bats, bicycle helmets are acceptable.**
- Try to guide base runners from passing each other. If player is thrown/tagged out, they can choose to stay on the bases.**
- We will not keep score.**

-Players in wheelchairs may have assistance on the bases and in the field.

-Positions: Infield as normal, rest in outfield.

-Players should stay on the bench while team is at bat.

-After a runner crosses home plate, they will ring a bell.

-Players must notify coach when they use restroom. If they are in restroom when their at bat comes, they will move to end of the order.

-Announcing batters before at-bats.

-We will use donated equipment on top of what we buy.