



CASEY'S CLUBHOUSE

MAJOR LEAGUE DIVISION RULES

GAME STRUCTURE

- **GAME DURATION**
 - Games are 75 minutes or 3 innings (subject to change)
 - **BATTING RULES**
 - The batting team will bat the entire lineup for each inning.
 - Athletes will only bat once per inning, even if the teams are not equal in size.
 - The home team will still bat in the 3rd inning, regardless of score.
 - **PITCHES**
 - Each batter gets 12 total pitches (strikes or balls). After 12 pitches, the batter will hit off the tee.
 - **NO STRIKEOUTS OR WALK OFFS**
 - **ALLOWED BATS**
 - Plastic, foam, metal, and wood bats are allowed.
 - **HELMETS REQUIRED**
 - Athletes in the batter's box, on base, or in the on-deck circle must wear helmets.
 - **ON-DECK CIRCLE**
 - Only one athlete is allowed in the on-deck circle at a time.
 - **OBSTACLES IN PLAY**
 - If a ball hits an obstacle in play (the ball caddie) it is a live ball just as if it hit a coach or umpire
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DEFENSIVE RULES

- **OUTS**
 - Defensive teams may record more than 3 outs per inning. The inning ends when all batters of the opposing team have hit.

- **POSITION-SPECIFIC RULES**

- Defensive players must remain in their assigned positions.
 - Example: A shortstop cannot tag 3rd base to record an out but CAN tag the runner going from 2nd to 3rd or throw to the 3rd baseman.
- The pitcher can tag the runner going from 3rd base to home plate but must follow the pitcher's position rules (starting within the pitcher's circle until the ball is hit).

- **PLAYER ROTATION**

- Athletes may only play the same defensive position twice per game.
- A maximum of 12 defensive players are allowed on the field (6 infielders/6 outfielders).
- Players should rotate to ensure no one sits out more than one inning defensively.

- **INFIELD & OUTFIELD POSITIONS**

- Infielders must remain in the dirt area until the ball is hit (except the pitcher).
- Outfielders must remain in the outfield area during gameplay.
- No creeping up before the ball is hit.

*See Defensive Position Diagram

BASE RUNNING RULES

- **ADVANCING**

- Players may advance base-to-base but cannot advance on an overthrow.
- No tagging up to advance bases.
- Once the ball is in the infield or controlled by an outfielder, players must stop at their current or advancing base.
- If a player continues running, stop the game and send them back without penalty or out.

- **OUTS**

- A runner may be tagged out if they over run 2nd or 3rd base.
- If a batted ball hits a runner going to the base, the runner is NOT OUT, unless they purposely try to interfere with the ball

- **UMPIRES**

- Coaching as Umpires
 - Coaches from the defensive team will umpire for that half-inning unless a designated umpire is provided.
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TEACHING MOMENTS

- **GAME STOPS**
 - Coaches may briefly stop the game to explain rules or clarify calls for athletes.
 - Example: If a player overruns 2nd base and gets tagged out, pause to explain why they were out *while maintaining the call*.
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SPORTSMANSHIP & FUN

- **ENCOURAGEMENT**
 - Emphasize learning and enjoying the game.
 - **INCLUSIVITY**
 - Provide equal opportunities for participation and understanding of rules.
 - **MINDSET**
 - Games are about having fun, learning the game, and building relationships – not about the outcome or score.
 - **CULTURE**
 - Coaches, players, and volunteers should focus on creating a positive environment where every athlete feels included and supported.
 - **TEAMWORK**
 - Encourage all players to cheer for their teammates and celebrate everyone's efforts on the field.
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Major League Fielding Diagram Rules



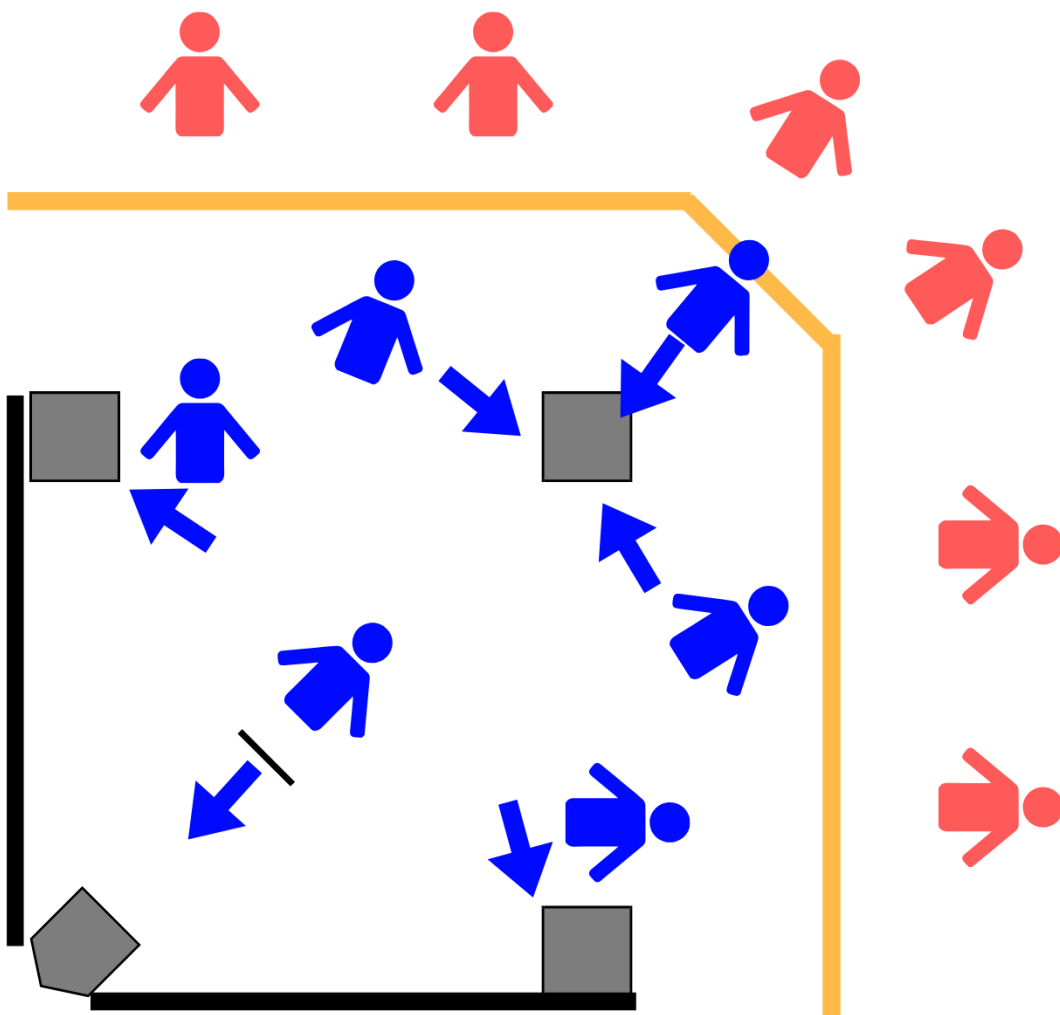
You can run to a base to get an out



You have to throw the ball to your teammate

NEW: Only 12 defensive players allowed on the field at one time (6 infielders/6 outfielders)

NEW: Pitcher can tag runner going home, however they must start in the pitcher's circle until ball is hit





MISSION, VISION, & CORE VALUES

MISSION STATEMENT

Casey's Clubhouse fosters inclusion and connection through baseball and beyond, providing opportunities for individuals of all abilities to thrive. By expanding our impact locally and globally, we strengthen communities and support like-minded charities to create lasting, transformative experiences.

VISION STATEMENT

At Casey's Clubhouse, our vision is to create a world where individuals of all abilities experience the joy of connection, growth, and belonging through the transformative power of sports and community. We strive to be a global leader in fostering inclusive environments, expanding our impact, and building supportive networks that empower everyone to reach their fullest potential.

CORE VALUES

- **INCLUSION:** We create welcoming spaces where individuals of all abilities can connect, grow, and thrive both on and off the field.
- **COMMUNITY:** We build strong, supportive networks by fostering relationships between families, volunteers, and organizations locally and globally.
- **OPPORTUNITY:** We provide diverse, inclusive opportunities that empower individuals to participate in meaningful experiences beyond baseball.
- **COLLABORATION:** We partner with like-minded charities and organizations to expand our impact and strengthen opportunities for all.
- **GROWTH:** We are committed to continuously expanding our reach, bringing our mission to new communities while fostering development for everyone involved.

SEAN CASEY STATEMENT

"As a professional athlete, I experienced firsthand the power of baseball to bring people together and create lifelong bonds. After retiring, I wanted to give back to my hometown by creating a space where individuals of all abilities could experience that same joy and connection. Casey's Clubhouse was born from a desire to build an inclusive community where everyone has the chance to play, grow, and feel like a part of something bigger."

– Sean Casey, 3x MLB All-Star and Emmy-winning MLB Network analyst.