

Power Zone Arena Baseball Rules:

- **No coaches(on the field or in the players benches)**
- **Games last one hour**
- **No pitchers(pitching machines utilized)**
- **Players will organize themselves while switching between innings(power zone will have adult supervision on the field and in players area)**
- **Players must rotate positions every inning(i.e. catcher-1st, 1st-2nd,2nd-ss, ss-3rd, 3rd-left, left-rt, rt-catcher)**
- **5 run per inning rule unless inning ends in a homerun**
- **Homeruns will be clearly designated and each team informed before game**
- **Catchers stay behind net, comes out after ball is hit**
- **Umpire will not catch ball unless player has chance of running into machine**
- **When ball is thrown to umpire/pitcher, the play stops. If runner is half way he can advance to next base**
- **If ball hits ceiling and player catches it, the batter is out**
- **If ball hits ceiling and lands in foul territory it is foul. If it lands in fair territory, off the ceiling ,its fair even if it rolls off field**
- **If ball hits any part of foul territory, it's a dead ball and cannot be played**
- **If ball hits machine, it's a fair ball**