

Little League Challenger Game Play Guidelines for Challenger Buddies

FIELDING

Position & Readiness

- Make sure the fielders are a safe distance from the batter. No fielder should be located in front of the pitcher's mound
- Avoid standing in the base paths
- Stand near your player in a position that will allow you to protect him or her from a batted or thrown ball if necessary
- When your player is ready to throw a ball, be sure the receiver is ready to receive the throw

	Softly Hit Ball	Hard Hit Ball
Player with unlimited mobility	<ul style="list-style-type: none"> • Allow the player to field the ball alone • Direct the player with respect to where to throw the ball 	<ul style="list-style-type: none"> • If the ball is heading to the outfield, let it go • If the ball is in the infield, know it down, if necessary, and then allow the player to field the ball
Player with limited mobility (<i>walker, wheelchair, etc.</i>)	<ul style="list-style-type: none"> • Field the ball, or ask the other player to field the ball and hand it to you player to allow them to throw it or hold it momentarily • Assist the player in throwing the ball, if necessary • When talking with a player using a wheelchair, always position yourself at their eye level and talk face-to-face 	

At the end of an inning, all players and buddies should remain on the field until the last base runner scores.

BATTING

- If necessary, help your player choose a bat and helmet and get into batting position
- Some players may also need guidance on where to run after they hit the ball. In this case, move toward first base and encourage the player to follow you.

Thrown Pitch	<ul style="list-style-type: none"> • Allow the player to swing at the first pitch and assist if needed • If the player is not successful at hitting a thrown pitch, encourage them to use the tee
Tee	<ul style="list-style-type: none"> • Set the ball in place when the fielders are ready and get the player into batting position • Assist the player in swinging the bat if needed

Note: Make sure the player drops the bat before running.

BASERUNNING

- In most cases, runners advance one base each time a batter hits the ball
- You should run with your player and stay close enough to protect him or her from a batted or thrown ball
- In some cases, you may need to direct your player where to run next