



Kelowna U10 Jamboree Rules

1. **Make it fun for all kids.**
2. No scores are recorded.
3. Coaches agree on who bats first by playing rock, paper, scissors.
4. Each inning every player bats with own coach pitching. Each player gets max 6 pitches then they are out and next batter is up.
5. Outs are called as usual. An inning does not end on 3 outs, only when everyone has been up to bat. If a player is out on the play they do not get to stay on base.
6. An overthrown or ball out of play allows the runner(s) to advance only one base.
7. Every inning players must rotate defensive positions.
8. 3 innings or 50 minute games whichever comes first. Game must end after 50 minutes, as next game starts in 10 minutes on the field.
9. Teams should shake hands at home plate at the end of the game.
10. Concession is open for all.

Challenge Zone – 1 to 4 p.m. Diamond #6

- Teams can drop in to the challenge zone where players can test their skills in events such as fastest runner, farthest throw, farthest hit, and throwing accuracy.
- Goal is for every player to try.
- Teams will keep track of top 3 players in each skill who will be given prizes at medal ceremony.

Medal Ceremony – 5:15 p.m. Diamond #1

- Each coach should line up their team on either the first or 3rd base line.
- Prizes for challenge zone results will be handed out to players.
- After a group picture is taken, coaches will hand out medals to their players.
 - o Parents can come on to the field to take pictures.
 - o Teams should hand out medals at the same time – do not wait for each team to go as it will take too long.