

- Games will be 1 hour 15 mins. No inning to begin after 1 hr 10 mins. If game is tied at the end of regulation, it's tied.
- Mercy Rule - 15 runs after 3<sup>rd</sup>, 10 runs after 4<sup>th</sup>
- Bases 60' - Pitchers mound 40' from home
- 10 players can play, 4 must be outfield
- Inning is over after **3 outs or 5 runs**.
- **NO WALKS** - batter must hit or strike out. If 4 balls are thrown, coach takes over. If current strike count is 2, count will be lowered to 1.
- If batter is hit by kid pitcher, coach will take over for rest of count. If batter strikes out, they will still advance to 1st.
- Pitchers can throw **max of 55 pitches**. May finish pitching to batter if max is hit during an at bat.
- Coaches must pitch overhand from one knee.
- No lead offs or stealing.
- One base may be taken on overthrows but not passed balls. No one may advance home on an overthrow.
- Sliding is recommended. If player chooses not to slide and there is a collision, it is umpires discretion if the player is called out.

## 8U Baseball Rules

### 10U Baseball Rules

- 1hr 40 min or 6 inning max. If game is tied, it's tied.
- Half inning ends after **3 outs or 7 runs**.
- 1 stride lead offs.
- No stealing until ball has crossed the plate.
- Home is closed.
- Mercy Rule - 15 runs after 3<sup>rd</sup>, 12 runs after 4<sup>th</sup>, 8 after 5th.
- 10 players can play, 4 must be outfield.
- No infield fly rule.
- Pitchers can throw **max of 65 pitches**. May finish pitching to batter if max is hit during an at bat.
- If a pitcher hits 4 batters in 1 inning, he must be removed.
- Balk warnings will be given all season.
- Helmet with face mask REQUIRED.
- Runners may advance 1 base on passed or overthrown ball. May not advance home.
- **Dropped 3<sup>rd</sup> strike is NOT an out unless first base is occupied with less than 2 outs or the bases are loaded.**

- No new inning after 1hr 50 min or 7 inning max. An inning started before game time is up will be completed. If game is tied, one additional inning may be played.
- Mercy Rule - 15 runs after 3<sup>rd</sup>, 12 runs after 4<sup>th</sup>, 8 after 5th.
- Bases 80' Pitchers mound 54' from home
- Pitchers can throw max of 75 pitches. May finish pitching to batter if max is hit during an at bat.
- Balk warnings will be given first time and issued thereafter.
- Helmet w/face mask or jaw guard REQUIRED
- Can lead off and steal at anytime
- Can steal home - no running over catcher. Umpires discretion on whether runner is out and/or removed from game.
- Dropped 3<sup>rd</sup> strike is NOT an out.
  - Unless 1<sup>st</sup> base is occupied with less than 2 outs.
- Entire roster will bat.

## 14U Baseball Rules

### 12U Baseball Rules

- No new inning after 1hr 45 min or 7 inning max. An inning started before game time is up will be completed. If game is tied, one additional inning may be played.
- Half inning ends after **3 outs or 8 runs**.
- Mercy Rule - 15 runs after 3<sup>rd</sup>, 12 runs after 4<sup>th</sup>, 8 after 5th.
- Bases 70' Pitchers mound 50' from home
- Pitchers can throw **max of 75 pitches**. May finish pitching to batter if max is hit during an at bat.
- Balk warnings will be given all season.
- Helmet w/ face mask or jaw guard REQUIRED
- Can lead off and steal at anytime
- Can steal home - no running over catcher. Umpires discretion on whether runner is out and/or removed from game.
- Dropped 3<sup>rd</sup> strike is NOT an out.
  - Unless 1<sup>st</sup> base is occupied with less than 2 outs.
- Entire roster will bat.