



“End of Season Play” Rules 8U-14U

Each division’s standing rules apply unless noted here

- A coin toss will determine home/visitor (winner picks), except for Championship Game, in which the team emerging from Winner’s Bracket will be home
 - In the case of “If Needed” game, home team will be determined by coin flip
- 3rd base side will be occupied by team on top line of bracket
 - 3rd base side will be responsible for setting up the field
 - 1st base side will be responsible for tearing down the field
- No new inning after 1 hour, 20 minutes
- No drop dead time
- Games cannot end in a tie; if a tie occurs, international tie breaker will be used
 - The offensive team begins the inning with a runner on second base. That runner is the player who made the last out the previous inning.
 - The inning then proceeds normally with the next batter in the lineup.
- Pitching is unlimited

Run limits

8U	Each team is limited to four [4] runs per inning for the first three [3] innings. The remaining innings are open innings w/ no run limit. Mercy Rule: 10 after 4; 8 after 5
10U	Each team is limited to five [5] runs per inning for the first three [3] innings. The remaining innings are open innings w/ no run limit. Mercy Rule: 10 after 4; 8 after 5
12U	Each team can score six (6) runs per inning for the first three [3] innings. No run limit in remaining innings. Mercy Rule: 10 after 4; 8 after 5
14U	Each team can score six (6) runs per inning for the first three [3] innings. No run limit in remaining innings. Mercy Rule: 10 after 4; 8 after 5