

Regular Season Local Rules

	ROOKIE (8U)	MINORS (10U)	MAJORS (12U)
Ball Size:	11 inch	11 inch	12 inch
Base Running:	Leading allowed after pitcher's release - No stealing	Full stealing on pitcher's release	Full stealing on pitcher's release
	Leaving a base early: 1 st Offense – Warning by umpire 2 nd Offense – Player is called out	Leaving a base early: 1 st Offense – Warning by umpire 2 nd Offense – Player is called out	Leaving a base early: 1 st Offense – Warning by umpire 2 nd Offense – Player is called out
Batting Line-Up:	Entire Roster (unlimited defensive substitutions)	Entire Roster (unlimited defensive substitutions)	Entire Roster (unlimited defensive substitutions)
Fielders:	10 (4 outfielders)	10 (4 outfielders)	9
Facemasks:	Required for pitcher & corner infielders	Required for pitcher & corner infielders	Required for pitcher & corner infielders
Maximum Runs:	5 runs (Includes last inning)	5 runs (Excludes declared last inning. Last inning declared by coaches)	5 runs (Excludes declared last inning. Last inning declared by coaches)
Complete inning:	3 outs or 5 runs (whichever is first)	3 outs or 5 runs (whichever is first)	3 outs or 5 runs (whichever is first)
Pitching:	Modified Coach Pitch – After 4 non-strikes thrown by the player, coach will come in (a max. 10 total pitches per at bat) *Machine/coach pitch option*	100% Player Pitch	100% Player Pitch
Pitching Distance:	30 feet	35 feet	40 feet
Drop Third Strike:	N/A	N/A	Yes
Sliding:	Taught	Taught/Encouraged	Expected
Overthrows: In-Play: Out-of-Play:	One Base Attempt on First Overthrow Play Dead Ball – 1 Base Given	Live Ball Dead Ball – 1 Base Given	Live Ball Dead Ball – 1 Base Given
10 Run/Mercy Rule	N/A	10 runs after 4 innings	10 runs after 4 innings
Time Limit	No new inning after 90 mins	No new inning after 90 mins	No new inning after 90 mins
Maximum Innings:	5	6	6
Regulation Game	5 innings (or 4 innings if game is called)	6 innings (or 4 innings if game is called)	6 innings (or 4 innings if game is called)

***RULES MAY VARY PER LEAGUE – HOME FIELD RULES APPLY**