

	T-BALL	ROOKIE	FARM	A	AA	AAA	MAJORS
League age	5	6*	7	8-9	8-10	9-12	10-12
Game length	3 innings or 1.5 hrs	4 innings or 1.5 hrs	4 innings or 1.5 hrs	6 innings or 1.5 hrs	6 innings or 2 hrs	6 innings	6 innings
Extra innings	No	No	No	No	No	Yes (ties allowed)	Yes (ties allowed)
Playoffs	No	No	No	Yes	Yes	Yes	Yes
No. of players on field	10	10	10	10	10	9	9
Minimum playing time	N/A	N/A	N/A	4 innings per game (2 IF/2 OF)	4 innings per game (2 IF)	3 innings per game (1 IF)	3 innings per game (1 IF)
Batting Order	Continuous batting	Continuous batting	Continuous batting	Continuous batting	Continuous batting	Continuous batting	Continuous batting
End of an inning	All players bat	All players bat	See below**	3 outs (or 6-batter maximum)	3 outs (or 5-run maximum)	3 outs (or 5-run maximum)	3 outs
Ten-run rule***	No	No	No	No	Yes	Yes	Yes
Bunting	No	No	No	No	Yes†	Yes	Yes
Base stealing	No	No	No	No	Yes†	Yes	Yes
Dropped third strike: batter advances	No	No	No	No	No	No	Yes
Pitching	Hit off tee	Hit off tee / Adult pitch‡		Machine pitch	Player pitch	Player pitch	Player pitch
No. of pitches per batter	N/A	4 / Hit off tee after 4	4 / Hit off tee after 4	7	N/A	N/A	N/A
Pitcher eligibility	N/A	N/A	N/A	N/A		See Pitch Count Rules	See Pitch Count Rules
Ball type	T-Ball	Level 5	Level 10	Level 10		LL Hardball	LL Hardball

CLARIFICATIONS

1. Home team dugout is on the first base side, all divisions, all fields.
2. Prior to the game, the home team will have a ten (10)-minute infield warm-up, followed by the visiting team's ten (10)-minute infield warm-up. All players must be in their respective dugouts five (5) minutes before game time (during the managers' meeting with the umpires).
3. Between-innings pitcher/catcher warm-up consists of no more than six (6) pitches. Maximum warmup time is 90 seconds. No infield/outfield throw-arounds between innings.
4. Infield fly rule/illegal pitch observed in AAA and Majors Divisions only.
5. The recommended distance between bases for T-Ball is 50 feet.
6. Pitchers will pitch from the mound with the pitcher starting on the rubber. Adults in Rookie/Farm/Single A may be in front of the mound, approximately 30 feet from home plate.
7. T-Ball through Single A Divisions: Base runners are limited to one base on an overthrow. Runners advance at their own risk and may be put out. Overthrows to the cut-off players do not count. No stealing home.
8. No spectators (parents, coaches, siblings, friends, etc.) are allowed behind the backstop while a batter is at the plate. A spectator may be removed at the umpire's discretion if repeatedly told to leave the area.
9. Once entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. See Rule 6.02(c) for exceptions, including for safety, time called, and ball in play events.
10. Pursuant to Rule 9.01(d), SRVLL considers sign stealing an act of unsportsmanlike conduct. Any manager, coach, or player caught breaking this rule shall be immediately ejected from the game.
11. Every player must play a defensive position by the 2nd inning. AA and below - no player sits consecutive innings if at game by 1st pitch.

*Rookie Division: A prerequisite for playing at this level is having previously participated in a year of T-Ball.

**Farm Division: For the first inning, all players bat through the lineup. Innings 2-4 follow AA and AAA rules: 3 outs or 5-run maximum.

***Ten (10)-run rule observed for AA, AAA, and Majors Divisions. See Green Book p. 71, Rule 4.10(e).

†AA Division: Bunting and base stealing are allowed starting with the third week of games. Base stealing includes 2nd and 3rd bases only. Stealing home is never allowed in AA.

‡Rookie Division: First two games, first inning only: players hit off tee. Adult pitch thereafter for the season, except as noted in "No. of pitches per batter" grid.