



Washington State Little League

District One

Baseball Softball



JUNIOR & INTERMEDIATE

BASEBALL 2025 Fall Ball Interleague Rules

The Washington District 1 Little League Fall Junior/Intermediate Baseball division will play by the official Little League Junior/ Intermediate Division Rules and Regulations for the division, except as follows:

1. A player must meet these ages as set forth in the rules and regulations of the Little League rulebook.
 - a. Junior Baseball Division is league age 13 thru 15;
 - b. Intermediate Baseball Division is league age 11 thru 13.
2. Scorebook.
 - a. Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores, innings played AND pitches thrown by the respective players.
 - b. Player's names will be recorded in the scorebook with last name and first initial.
 - c. Scores and Standings will not be kept for fall ball.
3. Adult Volunteers. Only a total of THREE league approved adults, are allowed in the dugout or on the field during a game. ONE adult must be in the dugout or designated dugout area at all times.
4. Umpires.
 - a. The home team will provide at least one qualified umpire for home plate.
 - b. The visiting may provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide two umpires.
5. Pitch Counts.
 - a. This division must follow the pitch count rules as defined in the Little League rule book.
 - b. Managers should agree on the pitch count for all pitchers at the completion of the game.
 - c. Each team manager must record pitch count for their team on the WA D1 LL pitch count record within 24 hours of the completion of the game.
 - d. League age 15 will NOT be allowed to pitch in the Junior Baseball Division.
6. Playing Time.
 - a. A player **will** play at least three (3) defensive innings, **EXCEPT** catchers may play a maximum of four (4) innings as catcher.
 - b. All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.
7. Batting.
 - a. All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.
 - b. The batting order **shall** change from game to game.
 - c. The batting position of any injured or ejected player shall be skipped over. It will not be counted as an out.

There will be NO GENTLEMEN'S AGREEMENT to modify above stated rules.



8. Pitching Limits.

- a. This division must follow the pitch count rules as defined in the Little League rule book.
- b. Pitchers, individually, may pitch a maximum of three (3) innings in any one game.
- c. Once a player is removed from the pitching position, he/she may not return as a pitcher in that game. (He/she, however, may continue to play in any other position, subject to all other rules.)

9. Games.

- a. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours 30 minutes from its scheduled start time. All games MUST BE STOPPED at 2 HOURS 30 MINUTES from the scheduled start time. Exceptions ONLY for locations which have less than a 2-hour 30-minute time slot for game play; such games will be stopped in accordance with field rules.
- b. Five-run rule is in effect for all innings.
- c. There shall be a 5-run rule in effect during each team's at bat. Exception The 5-run rule is waived for both teams in the final inning of play
- d. The 10-run rule is in effect after 5 innings.

10. General.

- a. This being an **instructional league**, coaches are permitted to request a "time out" for instructional purposes, keeping in mind the game time limit. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.
- b. To facilitate rule 9a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the game time limit.
- c. Rainouts and incomplete games may be rescheduled **by the home league and as the schedule permits**. There will be no forfeits because one team is short players.



MAJOR BASEBALL

2025 Fall Ball Interleague Rules

The Washington District 1 Little League Fall Major Baseball division will play by the official Little League Division Rules and Regulations, except as follows:

1. Age Alignment.

A player must meet these ages as set forth in the rules and regulations of the Little League rulebook. Major Baseball is league age 10 and 12.

2. Scorebook.

- Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores, innings played AND pitches thrown by the respective players.
- Player's names will be recorded in the scorebook with last name and first initial.
- Scores and Standings will not be kept for fall ball.

3. Adult Volunteers. Only a total of THREE league approved adults, are allowed in the dugout or on the field during a game. ONE adult must be in the dugout or designated dugout area at all times.

4. Umpires.

- The home team will provide at least one qualified umpire for home plate.
- The visiting may provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide two umpires.

5. Pitch Counts.

- This division must follow the pitch count rules as defined in the Little League rule book.
- Managers should agree on the pitch count for all pitchers at the completion of the game.
- Each team manager must record pitch count for their team on the WA D1 LL pitch count record within 24 hours of the completion of the game.

6. Players

- A player will play a maximum of two (2) innings in any one position, **EXCEPT** catchers may play a maximum of three (3) innings as catcher. The innings, at any one position, except for the pitcher, need not be consecutive.
- All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.
- Each player **will** play at least four (4) defensive innings in each game, if possible.

7. Batting.

- All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.
- The batting order **shall** change from game to game.
- The batting position of any injured or ejected player shall be skipped over. It **will not** be counted as an out.

There will be NO GENTLEMEN'S AGREEMENT to modify above stated rules.



8. Pitching Limits.

- a. This division must follow the pitch count rules as defined in the Little League rule book. For the purposes of this Fall Ball rule, an 'inning' is defined as three defensive outs, which may or may not be split over the course of more than one inning (for example, a pitcher who gets two defensive outs in the 3rd and one defensive out in the 4th is considered to have pitched one inning).
- b. League age 12, individually, may pitch a maximum of (1) inning in any one game.
- c. League age 11, individually, may pitch a maximum of two (2) innings in any one game.
- d. League age 10, individually may pitch a maximum of three (3) innings in any one game.
- e. League age 10-12, collectively, may pitch any number of innings in any one game.
- f. Once a player is removed from the pitching position, he/she may not return again as a pitcher in that game. (He/she, however, may continue to play in any other position, subject to all other rules.)

9. Games.

- a. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours from its scheduled start time. All games MUST BE STOPPED at 2 HOURS from the scheduled start time. Exceptions ONLY for locations which have less than a 2-hour time slot for game play; such games will be stopped in accordance with field rules
- b. Five-run rule is in effect for all innings.
- c. There shall be a 5-run rule in effect during each team's at bat. **Exception** The 5-run rule is waived for both teams in the final inning of play
- d. The 10-run rule is in effect after 4 innings.
- e. Rule 6.05(b): (Dropped/Uncaught Third Strike Rule) **will** be enforced.

10. General.

- a. This being an **instructional league**, coaches are permitted to request a "time out" for instructional purposes, keeping in mind the game time limit. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.
- b. To facilitate rule 9a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the game time limit.
- c. Rainouts and incomplete games may be rescheduled **by the home league and as the schedule permits**. There will be no forfeits because one team is short players.



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MINOR AAA & FARM BASEBALL 2025 Fall Ball Interleague Rules

The Washington District 1 Little League Fall Minor Baseball division will play by the official Little League Minor Division Rules and Regulations, except as follows:

1. Age Alignment
 - a. AAA Baseball is league age 8 and 9. Recommend league age 8 returning or experienced players.
 - b. Farm Baseball is league age 7 and 8. Recommended division for NEW players league age 8.
2. Scorebook
 - a. Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores, innings played AND pitches thrown by the respective players.
 - b. Player's names will be recorded in the scorebook with last name and first initial.
 - c. Scores and Standings will not be kept for fall ball.
3. Adult Volunteers. Only a total of THREE league approved adults, are allowed in the dugout or on the field during a game. ONE adult must be in the dugout or designated dugout area at all times.
4. Umpires
 - a. The home team will provide at least one qualified umpire for home plate.
 - b. The visiting may provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide two umpires.
5. Pitch Counts
 - a. This division must follow the pitch count rules as defined in the Little League rule book.
 - b. Managers should agree on the pitch count for all pitchers at the completion of the game.
 - c. Each team manager must record pitch count for their team on the WA D1 LL pitch count record within 24 hours of the completion of the game.
6. Players
 - a. A player will play a maximum of two (2) innings in any one position, **EXCEPT** catchers may play a maximum of three (3) innings as catcher. The innings, at any one position, except for the pitcher, need not be consecutive.
 - b. All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.
 - c. Each player **will** play at least four (4) defensive innings in each game, if possible.
7. Batting
 - a. All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.

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- b. The batting order **shall** change from game to game.
- c. The batting position of any injured or ejected player shall be skipped over. It **will not** be counted as an out.

8. Pitching Rules.

AAA Baseball ONLY:

- a. This division must follow the pitch count rules as defined in the Little League rule book.
- b. Pitchers, individually, may pitch a maximum of two (2) innings in any one game.
- c. Once a player is removed from the pitching position, he/she may not return again as a pitcher in that game. (He/she, however, may continue to play in any other position, subject to all other rules.)

Farm Baseball ONLY:

- a. Pitching machine or Coach Pitch will be the source of pitching for the first three innings of each game with the Home team identifying at the start of the season which form of pitching will be used at their home fields. Player pitching will be the source of pitching for the remainder of the game.
- b. The pitcher's plate (rubber) will be set at 46 feet. The pitching machine is to be placed 3' in front of the rubber. The defensive team will provide a player to play the pitcher position. All live balls hit to the pitcher's position must be fielded by a player, not the coach. The coach is never to be involved in any live play!
- c. While the pitching machine or coach pitch is in use, the batter is out when, (a) receiving three strikes before hitting a fair ball (umpire will call strikes, however the third strike will be a swinging strike), OR, (b) failing to hit a fair ball in 5 pitches. A batter will always receive another pitch if the last pitch was hit foul. Walks are not permitted during machine or coach pitch.
- d. While the players are pitching, a batter will reach base either by putting the ball in play or hit by pitch. If four balls are delivered, then the Coach returns to pitch, allowing the batter to hit with a fresh count. They shall be retired on a play in the field or strike out.
- e. No base stealing will be allowed while the pitching machine is in use. Stealing is permitted during player pitch.
- f. Bunting is not allowed. An attempted bunt shall be called an out.
- g. Base runners **may** advance on an overthrow to any base.
- h. If a batted ball hits the pitching machine, play is dead and all runners, including the batter, will advance one base.
- i. If a thrown ball hits the pitching machine, play is dead and all runners, including the batter, will advance one base.

9. Game Play.

- a. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours from its scheduled start time. All games **MUST BE STOPPED** at 2 HOURS from the scheduled start time. Exceptions **ONLY** for locations which have less than a 2-hour time slot for game play; such games will be stopped in accordance with field rules.
- b. Five run rule is in effect for all innings.

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- c. There shall be a 5-run rule in effect during each team's at bat. **Exception** The 5-run rule is waived for both teams in the final inning of play
- d. The 10-run rule is in effect after 4 innings.
- a. Rule 6.05(b): (Dropped/Uncaught Third Strike) will not be enforced.

10. General.

- a. This being an **instructional league**, coaches are permitted to request a "time out" for instructional purposes, keeping in mind the game time limit. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.
- b. To facilitate rule 9a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the game time limit.
- c. Rainouts and incomplete games may be rescheduled **by the home league and as the schedule permits**. There will be no forfeits because one team is short players.



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MAJOR SOFTBALL 2025 Fall Ball Interleague Rules

The Washington District 1 Little League Fall Junior/Major Softball division will play by the official Little League Junior/Major Division Rules and Regulations for the division, except as follows:

1. Age Alignment.

A player must meet these ages as set forth in the rules and regulations of the Little League rulebook. Major Softball Division is league age 9 thru 12.

2. Scorebook.

- Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores, innings played AND pitches thrown by the respective players.
- Player's names will be recorded in the scorebook with last name and first initial.
- Scores and Standings will not be kept for fall ball.

3. Adult Volunteers. Only a total of THREE league approved adults, are allowed in the dugout or on the field during a game. ONE adult must always be in the dugout or designated dugout area.

4. Umpires.

- The home team will provide at least one qualified umpire for home plate.
- The visiting may provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide two umpires.

5. Pitching Record.

- This division must follow the pitch count rules as defined in the Little League rule book. For the purposes of this Fall Ball rule, an 'inning' is defined as three defensive outs, which may or may not be split over the course of more than one inning (for example, a pitcher who gets two defensive outs in the 3rd and one defensive out in the 4th is considered to have pitched one inning).
- Major Softball Pitching:
 - League age 12, individually, may pitch a maximum of (1) inning in any one game.
 - League age 11, individually, may pitch a maximum of two (2) innings in any one game.
 - League age 9 & 10, individually, may pitch a maximum of three (3) innings in any one game.
 - League age 9 - 12, collectively, may pitch any number of innings in any one game.
- Once a player is removed from the pitching position, he/she may not return again as a pitcher in that game. (He/she, however, may continue to play in any other position, subject to all other rules.)

6. Playing Time.

- A player will play a maximum of two (2) innings in any one position, **EXCEPT** catchers

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may play a maximum of three (3) innings as catcher. The innings, at any one position, except for the pitcher, need not be consecutive.

- b. All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.
- c. Each player **will** play at least five (5) defensive innings in each game, if possible.



7. Batting.

- a. All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.
- b. The batting order **shall** change from game to game.
- c. The batting position of any injured or ejected player shall be skipped over. It **will not** be counted as an out.

8. Games Length.

- a. A game will start no later than 15 minutes from its scheduled start time.
 - i. No game will last longer than 2 hours from its scheduled start time. All games MUST BE STOPPED at 2 HOURS from the scheduled start time. Exceptions ONLY for locations which have less than a 2-hour 30-minute time slot for game play; such games will be stopped in accordance with field rules.
- b. There shall be a 5-run rule in effect during each team's at bat. **Exception:** The 5-run rule is waived for both teams in the final inning of play.
- c. The 10-run rule is in effect after 4 innings.

9. General.

- a. This being an **instructional league**, coaches are permitted to request a "time out" for instructional purposes, keeping in mind the game time limit. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.
- b. To facilitate rule 8a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the game time limit.
- c. Rainouts and incomplete games may be rescheduled **by the home league and as the schedule permits**. There will be no forfeits because one team is short players.



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ROOKIE SOFTBALL 2025 Fall Ball Interleague Rules

The Washington District 1 Little League Girls Fast Pitch Softball Rookie Division will play by the official Little League Minor League rules and regulations, except as follows:

1. Age Alignment. A player must meet these ages as set forth in the rules and regulations of the Little League rulebook. Rookie Softball is league age 7 and 8.
2. Scorebook.
 - a. Each team will be required to maintain a scorebook at each game for the primary purpose of recording scores, innings played AND pitches thrown by the respective players.
 - b. Player's names will be recorded in the scorebook with last name and first initial.
 - c. Scores and Standings will not be kept for fall ball.
3. Adult Volunteers.
 - a. Only a total of FOUR league approved adults, are allowed in the dugout or on the field during a game. One adult will be the designated pitching machine operator for their team.
 - b. ONE adult must be in the dugout or designated dugout area at all times.
4. Umpires.
 - a. The home team will provide at least one qualified umpire for home plate.
 - b. The visiting may provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide two umpires.
5. Pitching.
 - a. Home team will identify at the start of the season which form of pitching will be used at their home fields, pitching machine or coach pitch.
 - b. For Machine Pitch: The pitching machine will be placed 35 feet from home plate. An offensive coach will feed the softballs into the pitching machine. The pitching coach may not direct batter or base runners. **No player will place softballs into the pitching machine.**
 - c. The defensive team will provide a player-pitcher who will be positioned a safe distance from the pitching machine or next to the coach-pitcher. All live balls hit to the pitcher's position may be fielded by a player; **coaches will not field a live ball.**
 - d. All batted balls hit into fair territory will be considered a "live" ball.
 - e. Machine- or Coach-Pitch: Each player will receive FIVE pitches to put the ball into play. **If the fifth pitch is hit foul**, then the batter will be given one extra pitch. The home plate umpire will call the balls and strikes; however, the third strike must be a swinging strike (unless it is also the fifth pitch).

There will be NO GENTLEMEN'S AGREEMENT to modify above stated rules.



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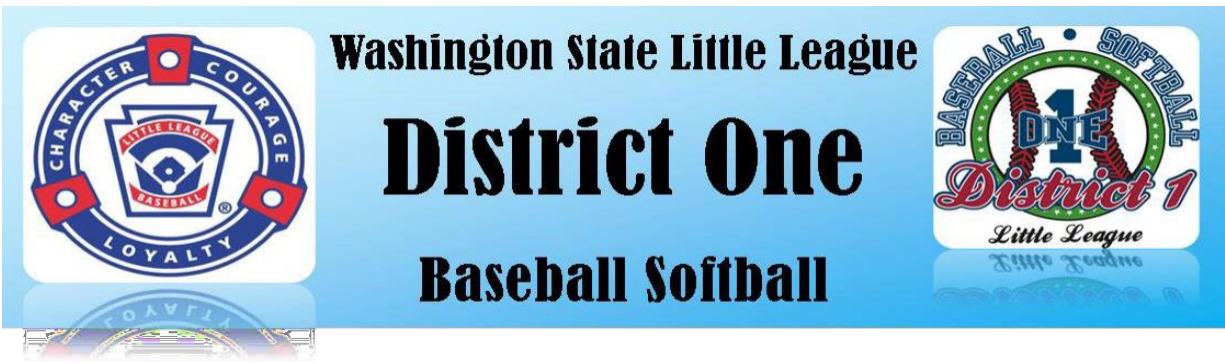
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- f. For Machine Pitch: If a batted or thrown ball hits the pitching machine, the play is dead and all runners, including the batter, will advance one base.
 - g. The catcher will throw all pitched balls not hit by the batter, back to the pitcher after each pitch.
 - h. In the event the pitching machine fails, or is unsafe due to weather, the game may revert to coach pitch to avoid game cancellations.
 - i. No bunting or stealing is permitted.
6. Playing Time.
- a. A player will play a maximum of two (2) innings in any one position, **EXCEPT** catchers may play a maximum of three (3) innings as catcher. The innings, at any one position, except for the pitcher need not be consecutive.
 - b. All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.
 - c. Each player **will** play at least five (5) defensive innings in each game, if possible.
7. Batting.
- a. All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.
 - b. The batting order **shall** change from game to game.
 - c. The batting position of any injured or ejected player shall be skipped over. It **will not** be counted as an out.
8. Games Length.
- a. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than 2 hours from its scheduled start time. All games **MUST BE STOPPED** at 2 HOURS from the scheduled start time. Exceptions **ONLY** for locations which have less than a 2-hour 30-minute time slot for game play; such games will be stopped in accordance with field rules.
 - b. There shall be a 5-run rule in effect during each teams at bat. **Exception** The 5-run rule is waived for both teams in the final inning of play.
 - c. The 10-run rule is in effect after 4 innings for Major Softball and after 5 innings for Junior Softball.
9. General.
- d. This being an **instructional league**, coaches are permitted to request a "time out" for instructional purposes, keeping in mind the game time limit. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.
 - e. To facilitate rule 8a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the game time limit.
 - f. Rainouts and incomplete games may be rescheduled **by the home league and as the schedule permits**. There will be no forfeits because one team is short players.

There will be **NO GENTLEMEN'S AGREEMENT** to modify above stated rules.



89ER'S SOFTBALL

2025 Fall Ball Interleague Rules

The Washington District 1 Interleague Farm Division of Softball shall play by the official Little League Rules and Regulations. In addition, the leagues of District One have approved the following Interleague Rules for purposes of proper instruction, rule emphasis and safety of players and volunteers.

1. Age Alignment:
The age alignment will include players league age 7 thru 9-year-olds.
2. Scorebook.
 - a. Each team will be required to maintain a scorebook at each game for the primary purposes of recording runs scored, innings played, and pitches thrown.
 - b. Player's names will be recorded in the scorebook with last name and first initial.
 - c. Scores and Standings will not be kept for Fall Ball.
3. Adult Volunteers. Only a total of THREE league approved adults are allowed in the dugout or on the field during a game. ONE adult must always be in the dugout or designated dugout area. One coach will be allowed on the mound for pitching. The other 2 can be base coaches.
4. Umpires.
 - a. The home team shall be responsible to provide at least one qualified umpire for home plate.
 - b. The visiting team shall provide one qualified umpire for the field umpire. If the visiting team is unable to provide a field umpire, the home team may provide two umpires.
5. Pitching.
 - a. This division must follow the pitch count rules as defined in the Little League rule book.
 - b. All pitches shall be delivered by players from a distance of 30'.
 - c. The coach on the mound must make a reasonable effort to avoid contact with a live ball. If ball is hit and makes contact with the coach prior to touching a player it will be a dead ball and all players get 1 base.
 - d. Pitchers may only pitch in (2) consecutive innings with the goal of developing pitchers and providing equal opportunity for all players to get a chance to pitch if desired.
 - e. Players can pitch using any methods within the progression of a full underhand pitch. Methods include Strong/Power K and Windmill.
 - f. No walks permitted. Upon the occurrence of ball four, the coach shall enter the game and pitch up to three (3) additional pitches to the batter. The strike count shall carry over from player pitch. The at bat shall end on the sooner of (1) player putting the ball in play, (2) player swinging and missing at strike three, or (3) three pitches completed, and the ball is not put in play.
 1. The player shall be automatically out upon the occurrence of (2) and (3).
 2. In the event the third pitch by a coach is a "foul ball", the at bat shall continue until #1 or #2 occur.

3. Swinging strikes only during the Coach Pitch portion of an at bat. The umpire shall call strikes during player pitch.
6. Playing Time
 - a. A player will play a maximum of two (2) innings in any one position, EXCEPT catchers may play a maximum of three (3) innings as catcher. The innings, at any one position, except for pitcher, need not be consecutive.
 - b. All re-entry restrictions are waived for this league. All starting players and substitutes alike may leave and re-enter the game at any time, subject to all other rules.
 - c. Each player will play at least four (4) defensive inning in each game, if possible.
7. Batting
 - a. All Players on a team roster will bat through the lineup (continuous batting order) if present. Late arrivals (those arriving after the exchange of lineups at the home plate) shall be added to the bottom of the batting order upon arrival.
 - b. The batting order shall change from game to game.
 - c. The batting position of any injured or ejected player shall be skipped over. It will not be counted as an out.
8. Playing Rules. The following apply to this level of play:
 - a. A courtesy runner shall be used for catchers when there are 2 outs in order to expedite game.
 - b. The uncaught 3rd strike rule shall not be used.
 - c. Each team's offensive inning will end when that team has scored five (5) runs or the defense has recorded three (3) outs, whichever comes first.
 - d. A batter will reach base either by, putting the ball in play, or hit by a player thrown pitch.
 - e. Bunting is permitted when a player is pitching, no bunting if a coach is pitching.
 - f. Stealing is not permitted at this level.
 - g. Base runners may advance one base on an overthrow to any base.
9. Game Length.
 - a. A game will start no later than 15 minutes from its scheduled start time. No game will last longer than the 2 hours from its scheduled start time. All games MUST BE STOPPED at 2 HOURS from the scheduled start time. Exceptions ONLY for locations which have less than a 2-hour time slot for game play; such games will be stopped in accordance with field rules.
 - b. Five run rule is in effect for all innings.
 - c. There shall be a 5-run rule in effect during each team's at bat. Exception The 5-run rule is waived for both teams in the final inning of play.
 - d. The 10-run rule is in effect after 4 innings.
10. General
 - a. This being an instructional league coaches are permitted to request a "time out" for instructional purposes, keeping in mind the game time limit. Coaches are encouraged to make notes for use in their next practice session, instead of stopping the game.
 - b. To facilitate rule 9a (above) all limits of player/coach conferences, both offensive and defensive, are waived for this league, keeping in mind the game time limit.
 - c. Rainouts and incomplete games may be rescheduled by the home league and as the schedule permits. There will be no forfeits because one team is short players.