



# 2023 Greenwood Lassie League Rules & Guidelines

## General Rules

### Pregame and Game

- First games of the evening start at 6:15pm sharp. The Home Team is responsible for chalking the base lines, pitcher's circle, batter's box and hash marks (applicable for 8U only) prior to each game.
- If there is a doubleheader,
  - The first game will start at 6:00pm sharp. The first teams must exit their dugout immediately following their game. The games will have a 60 minute drop dead time. Score reverts back to the previous inning.
  - Second game will start no earlier than 7:00 or 10 minutes after the previous game ends. For example, if the first game ends at 6:55pm, the second game will start at 7:05pm. Likewise, a game following a game that ends at 7:00 pm will start at 7:10 pm with no warm-ups on the field prior to the game.
- No infield warm-up between innings. Three warm-up pitches allowed between innings. A new pitcher receives five warm-up pitches. The goal is to play as many innings as possible.
- Umpires will have game balls (one new) for all divisions. The umpire is the official timekeeper.
- Players are to remove all jewelry (including pierced jewelry) prior to the game. Plastic hairpieces are permitted.
- Appropriate face-masks are mandatory for batter, base-runners, warm-up catchers, and on-deck batter. Pitcher helpers at the 8U and pitchers at the 10U level are required to wear face-masks and heart guards (heart guards will be provided by the league). Pitchers at the 12U and Seniors age groups are required to wear face-masks and are strongly encouraged to wear heart guards. Infielders are strongly encouraged to wear face-masks.
- All players present shall be included in the batting order. Any player arriving late will be inserted at the bottom of the order. Any girl leaving the game early will be removed from the lineup with **no penalty**.
- Playing up: Teams may play-up players from lower age leagues to create the complete 10-player roster.
- Played-up girls may not pitch or catch and must be placed last in the batting order. Played-up girls must be registered in their respective league through their registration process.
- Base coaches are responsible for helping keep bases clean.
- Only defensive players, batter, on deck batter, umpire(s) and base coaches are allowed out of the dugout during the game.
- When playing a Whiteland team at Greenwood, the Greenwood team will chalk and drag the field.

### Postgame

- Each team's scorekeeper is responsible for confirming scores with each other; settle disputes

before the next pitch. Home team is the official score-book and will record the score in the Game Changer App.

- Return game balls to the umpire after the game.
- The visiting team is responsible for hand dragging the field with the provided drag after each game.
- Following the game, each team shall be responsible for cleaning their dugout and surrounding areas.
- Coaches can not give out a 'game ball' to the "player of the game" which is owned by the Greenwood Lassie League.

### **Concession Stand Coverage**

- Team will volunteer 3-4 parents for each assigned concession date. Coaches shall coordinate parent volunteers for their team's assigned date and time. Each team's volunteer(s) must be represented by an individual that is 18 years of age or older.

### **Practices**

- Coaches shall conduct regular practices, both prior to and during the regular season.
- The combination of practices and game days shall not exceed four (4) per week
- A team practice involving public or private batting machine and/or cage shall be considered one (1) of the permitted weekly practices.
- Commissioner, Division Commissioner, or Player Agent approval shall be obtained prior to practicing on a GLL diamond.

### **Team Equipment**

- Coaches shall assure the safekeeping, maintenance, and proper operation of all team equipment. Equipment shall be returned in the same clean and working order to the equipment manager at the equipment shed following the season.

### **Communication**

- Coaches shall ensure all team members (and parents) are properly notified of rainouts, special events, and other league-related matters in a timely manner.
- Every effort will be made by the board to ensure all parents are notified of rainouts, special events, and other league-related matters by Facebook, email, Game Charger, and the website.

### **Divisions**

- 6U – Players ages 6 and under as of January 1<sup>st</sup> of the year being played.
- 8U – Players ages 8 and under as of January 1<sup>st</sup> of the year being played.
- 10U – Players ages 10 and under as of January 1<sup>st</sup> of the year being played.
- 12U – Players ages 12 and under as of January 1<sup>st</sup> of the year being played.
- Seniors – Players ages 13 to 18 as of January 1<sup>st</sup> of the year being played.
- Any player may play up a division, but they may not play in a lower division than their age

### **Umpires and Coaches**

- Be professional. Dress respectably.
- Only the head coach (assistant if head coach is not present) shall have rights to discuss judgment calls or rules with the umpire. Balls and strikes may not be questioned. If there is a rules application or interpretation question it will be calmly, respectfully, and quietly discussed at home plate by both teams' head coaches.
- Head coaches are responsible for the conduct of their coaches, players and fans; and they are also responsible for reviewing rules with the players, coaches and fans. Umpires will issue one

verbal warning to any coach, player or fan not following the objection rules above. After the first warning the umpire may ban a coach or player to the dugout and require their silence; or may require silence from a fan(s). Umpire will inform the head coach if fan(s) are to remain silent. If the requested silence is broken, the umpire may remove that coach, player or fan from the park. This rule applies to all in attendance of the game. Anyone ejected from the game must immediately leave the field and will automatically be suspended from the next game. This one game suspension may be appealed to the board.

### **General Game Rules**

- **Interference:** If a runner makes contact with a defender during a play at a base, the runner will be called out for contact while not sliding. If a runner interferes with a fielder attempting to field a batted ball, the runner will be called out. In both cases, the onus is on the runner to not interfere with the fielder. If, in the judgment of the umpire, a runner attempting to reach any base intentionally and/or maliciously runs into a defensive player she may be called out and ejected from the game; and play stops immediately at the point of collision.

**Obstruction:** Obstruction will be called, at the judgment of the umpire, if a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder interferes with a runner, the umpire may grant the runner one extra base when the play has completed. For avoidance of doubt, the runner still may not purposely initiate contact with any obstructing fielder (see interference rule above).

Tagging a runner out is not considered obstruction.

- **Hit by Pitch:** Hands and fingers are not considered part of the bat. If hit by a pitch while in the batter's box, the play is dead, and the batter will be awarded first base. A player is required to attempt to avoid being hit.
- **Foul Ball:** A ball is not foul until it stops completely or hits any object in foul territory such as the fence, player, base coach, etc. Base lines are fair territory. If a hit ball lands in fair territory, then goes foul after passing by first or third base it is considered fair.
- **Time Outs:** Two, one-minute timeouts are allowed per inning.
- **Playing Time/Team Line Up:** Coaches at all levels must play all girls, giving each of them meaningful playing time. Players may not sit out more than one inning in a row defensively (reasonable exceptions may be made, such as injured or sick player, player's request, etc.).
- Players must play both offense and defense and not just one or the other.
- **Minimum Number of Players Allowed:** Any team in 8U, 10U, 12U, or Seniors not able to start and finish a game with 8 players must forfeit that game. A 15-minute grace period is granted to allow for the arrival of the eighth player. However, a practice scrimmage may be played if both coaches agree. The umpire does not have to be present to play a scrimmage game. There is no penalty (outs) for having only 8 players present. 6U may play with as few as 4 players and coaches may, at their discretion, balance the number of players on each team for that game only.

### **Other Items**

- **Suspended Games/Inclement Weather:** Games will be on hold for 30 minutes from the last lightning strike.
- A Board Member (if available) and the umpire will be responsible for calling the game due to weather.
  - In all divisions, a game is considered complete after either 45 minutes of play or 3 innings.
  - If the game is made up at a later time it will continue from where it was suspended. Different player lineups may be used in the suspended game if different girls are present. Use, as close as possible, the same line up from the game being made up. The score will revert back to the last full inning played for all games that have been called a completed game. For example, if a 12U game with two outs in the bottom of the 4th inning gets called by rain, the final score will be the score at the end of three full innings

played. No runs scored in the 4th inning will be counted.

- Weather Notifications: Game change made due to inclement weather will be announced on the website, Facebook, email, and Game Changer no later than 5:00 pm whenever possible. Parents are strongly encouraged to follow our website and Facebook, and check and Game Changer email.
- Background Checks: All Head Coaches, assistant coaches, and board members must have a background check completed by Greenwood Lassie League.
- Player Injuries: All players who have suffered a concussion or a broken bone must be medically cleared in writing by a certified doctor before that player is allowed to participate in team activities, including practice and games.

# Individual League Rules

**\*USSSA rules will be followed unless otherwise outlined in this handout.**

6U (No Umpires)	8U	10U	12U	Seniors
<b>1.0 Players / Coaches</b>				
<b>1.01 Player Positions</b>				
<p>All players will take the field with the normal number of infielders and all players will bat.</p> <p>a. Players may not be rotated to certain positions if there is a safety issue.</p>	<p>No more than 10 players on the field at a time.</p>			
<p>All infielders (except the pitcher's helper) shall remain behind the pitching rubber until the ball is hit.</p>	<p>The DEFENSIVE team will consist of ten (10) players: six (6) infielders and four (4) in the outfield. Outfielders must start play in the outfield grass. No infielder (except pitcher helper) will be positioned closer to the home plate than the pitchers rubber prior to the release of the pitch. The pitcher's helper may start aligned with the coach-pitcher.</p>	<p>No more than 10 players on the field at a time.</p>	<p>No more than 10 players on the field at a time.</p>	<p>No more than 9 players on the field at a time.</p>
<p>6U may play with as few as four (4) players and the coaches may, at their discretion, balance the number of players on each team for that game only.</p>				
<p>Catchers must be used only if the team has 7 or more players.</p>				

6U (No Umpires)	8U	10U	12U	Seniors
<b>1.02 Outfield</b>				
Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the ball crosses the plate.	Outfielders must be on outfield grass until the ball crosses the plate.
<b>1.03 Coaches</b>				
Two coaches are allowed in the field and one behind the plate.	The defensive team may provide one (1) coach to help instruct their players in the field. They are considered part of the playing field, but they are not to touch any player. The coach must remain in the outfield grass at all times.	None	None	None
The defensive team will provide two (2) coaches to help the players learn what to do with the ball. They are considered part of the playing field, but they are not to touch any player. These coaches must position themselves between first and second bases and second and third bases.	If a coach is hit by a ball in fair territory then the ball is considered in play.			
Base coaches cannot touch runners/players until play has stopped.	Base Coaches may not assist a runner (e.g. assisting a base runner via physical contact). <b>PENALTY:</b> Umpire will provide one warning per team, next violation will result in the runner being declared out.			

6U (No Umpires)	8U	10U	12U	Seniors
<b>2.0 Running the Bases</b>				
<b>2.01 Advancing Bases</b>				
<p>If a batted ball REACHES the outfield grass, batter/runner may take up to a maximum of two bases with the liability of being put out by the defense. Any runner on base may take up to a maximum of two bases with the liability of being put out by the defense.</p>	<p>Runners are entitled to advance with liability to be put out until the umpire calls time. The umpire will call time when:</p>	<p>The “<b>Look Back</b>” rule is in effect. The look-back rule is triggered when the pitcher has control of the ball with both feet in the pitcher's circle and is not attempting to make a play on a runner. Pitcher must have ball in a noncompetitive position i.e. by her side or in her glove. Any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. If pitcher has ball in competitive position the runner does not have to advance or retreat to either base.</p>	<p>The “<b>Look Back</b>” rule is in effect. The look-back rule is triggered when the pitcher has control of the ball with both feet in the pitcher's circle and is not attempting to make a play on a runner. Pitcher must have ball in a noncompetitive position i.e. by her side or in her glove. Any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. If pitcher has ball in competitive position the runner does not have to advance or retreat to either base.</p>	<p>The “<b>Look Back</b>” rule is in effect. The look-back rule is triggered when the pitcher has control of the ball with both feet in the pitcher's circle and is not attempting to make a play on a runner. Pitcher must have ball in a noncompetitive position i.e. by her side or in her glove. Any runner stopped on a base must stay on the base, and any runner not on a base must immediately either advance toward the next base or return to the previous base. Any subsequent change in direction or stop by the runner while off the base will result in the runner being called out, so long as the pitcher does not attempt to make a play. If pitcher has ball in competitive position the runner does not have to advance or retreat to either base.</p>
<p>If a batted ball DOES NOT REACH the outfield grass, batter/runner may take up to a maximum of one base with the liability of being put out by the defense. Any runner on base may take up to a maximum of one base with the liability of being put out by the defense.</p>	<p>a. the pitcher's helper / player pitcher has control of the ball within the pitching circle; or</p>			
	<p>b. when the advancement of the lead runner has been stopped by the defensive team.</p>			

6U (No Umpires)	8U	10U	12U	Seniors
<p>Outs are unlimited, but runner returns to dugout after recorded out.</p>	<p>Circle ball will be played with the 1/2-way rule. The Play is ended, and the ball is dead once the lead runner has stopped forward progress, OR the ball is under control inside the pitcher's circle by the pitcher's helper / player pitcher only, OR the ball is under control in front of the lead runner.</p> <p>Example: If the defensive team stops the lead runner's advance, the runner cannot advance on the throwback to the pitcher's helper. Even if the lead runner had not completely returned to the base.</p>			
<b>2.02 Leaving the Base</b>				
No Lead offs	<p>Runners may lead off when the ball is released by the pitcher.</p> <p><b>PENALTY:</b> If runner leaves early the umpire will call them out.</p>	<p>Runners may lead off when the ball is released by the pitcher.</p> <p><b>PENALTY:</b> If runner leaves early the umpire will call them out.</p>	<p>Runners may lead off when the ball is released by the pitcher.</p> <p><b>PENALTY:</b> If runner leaves early the umpire will call them out.</p>	<p>Runners may lead off when the ball is released by the pitcher.</p> <p><b>PENALTY:</b> If runner leaves early the umpire will call them out.</p>
<b>2.03 Stealing / Passed Balls (Dropped)</b>				
Stealing is NOT allowed.	<p>Stealing is NOT allowed. <b>PENALTY:</b> Umpire will provide one warning per team, next violation will result in the runner being declared out.</p> <p>Runners may NOT advance on a passed ball by the catcher.</p>	<p>Stealing is allowed.</p> <p>Only one base can be stolen per play per runner. Players can not steal home.</p>	<p>Stealing is allowed.</p> <p>No restrictions on passed balls.</p>	<p>Stealing is allowed.</p> <p>No restrictions on passed balls.</p>



6U (No Umpires)	8U	10U	12U	Seniors
<b>2.04 Overthrows</b>				
No advancing on overthrows	Runners may advance one (1) base on fielding overthrows <b>@ 1st base</b> . A chalk line will be placed halfway between 1st and 2nd base, 2nd and 3rd base, 3rd and home plate. The chalk line will determine the base a runner is awarded once dead ball is called. Intent: To develop defensive throws to first base.	Runners are entitled to advance a MAXIMUM of 1 base on an overthrow with liability to be put out. Runners cannot advance more than one base even if additional defensive plays are attempted. Players can not advance home on an overthrow.	No restrictions	No restrictions
<b>2.05 Sliding</b>				
There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate).	There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide, and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.  a. It is recommended that players slide into home on all close plays to avoid collisions.  b. Catchers should be reminded to not block the plate if no defensive play is being made at home	There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide, and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.  a. It is recommended that players slide into home on all close plays to avoid collisions.  b. Catchers should be reminded to not block the plate if no defensive play is being made at home	There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide, and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.  a. It is recommended that players slide into home on all close plays to avoid collisions.  b. Catchers should be reminded to not block the plate if no defensive play is being made at home	There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide, and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.  a. It is recommended that players slide into home on all close plays to avoid collisions.  b. Catchers should be reminded to not block the plate if no defensive play is being made at home

6U (No Umpires)	8U	10U	12U	Seniors
<b>3.0 Batting</b>				
<b>3.01 Bunting</b>				
Not allowed	Not allowed	Allowed	Allowed	Allowed
<b>3.02 Dropped 3rd Strike</b>				
N/A	Not in effect	Not in effect	Batter may attempt to advance to 1st base in the event there is less than two outs and first base is not occupied at the time of the pitch or any time there are two outs.	Batter may attempt to advance to 1st base in the event there is less than two outs and first base is not occupied at the time of the pitch or any time there are two outs.
<b>3.03 Infield Fly Rule</b>				
Not in effect	Not in effect	Not in effect	In effect	In effect
<b>3.04 Hit By Pitch</b>				
No hit batters; hitters hit off of a coach or a tee.	Not it effect	Batter will be awarded 1st base if pitched ball pitched by a player pitcher hits batter while in the air. Batter will NOT be awarded 1st base if ball hits the ground prior to hitting the batter.	Batter will be awarded 1st base if pitched ball hits batter.	Batter will be awarded 1st base if pitched ball hits batter.
<b>3.05 Batter Throwing Bat</b>				
Batters may not throw the bat. <b>PENALTY:</b> Umpire will provide one warning per team, and the next violation will result in the runner being declared out.	Batters may not throw the bat. <b>PENALTY:</b> Umpire will provide one warning per team, and the next violation will result in the runner being declared out.	Batters may not throw the bat. <b>PENALTY:</b> Umpire will provide one warning per team, and the next violation will result in the runner being declared out.	Batters may not throw the bat. <b>PENALTY:</b> Umpire will provide one warning per team, and the next violation will result in the runner being declared out.	Batters may not throw the bat. <b>PENALTY:</b> Umpire will provide one warning per team, and the next violation will result in the runner being declared out.
<b>3.06 Player Batting</b>				
The entire batting order hits each inning; i.e. three outs does not end the inning. HOWEVER, a batter/runner that is put out by the defensive team is removed from the base.	All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc.; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.	All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc.; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.	All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc.; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.	All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc.; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.

6U (No Umpires)	8U	10U	12U	Seniors
<b>4.0 Pitching</b>				
<b>4.01 Strike/Ball Count</b>				
Coaches pitch to their own teams and cannot touch the ball while in play. PENALTY: No pitch, dead ball		If a pitcher walks four (4) batters in an inning, the offensive team's coach shall pitch for the remainder of the inning. (Hit batter counts as a walk) 4 balls and 3 strike count in effect.	4 balls and 3 strike count in effect.	4 balls and 3 strike count in effect.
Coaches pitch to their own teams and cannot touch the ball while in play. PENALTY: No pitch, dead ball There will be no walks and no strikeouts. After 5 pitches by the offensive coach, if the player still has not hit the ball then the player will have the opportunity to put the ball into play by using a tee. If the 5th pitch is fouled off, the batter may receive another pitch before hitting off the tee.	Coaches Pitch: There are NO WALKS. Each batter will be allowed THREE (3) swinging strikes or FIVE (5) pitches from the coach. The batter is not out if the third strike or the fifth pitch is a foul ball. The batter will continue to bat until the ball is hit into play or there is a swinging 3rd strike. No batter will be called out on a foul ball unless the ball is caught by the defense before hitting the ground.	4 balls and 3 strike count in effect.	4 balls and 3 strike count in effect.	4 balls and 3 strike count in effect.
	One player on the defensive team will be the PITCHER's HELPER. This player shall play no closer than the pitching rubber until the ball is hit into play. The pitchers' helper <b>MUST</b> wear a helmet with a cage (or facemask) and heart guard (provided by the league). The pitching coach <b>MUST</b> not interfere with the ball while it is in play. A batted ball that makes contact with the pitching coach is declared a dead ball and the batter will bat again with the same count as before contact. Intentional interference by the pitching coach will result in the batter being declared out.			

6U (No Umpires)	8U	10U	12U	Seniors
<b>4.02 Pitching Distance</b>				
<p>Coach pitcher should try to stay within the circle while pitching.</p> <p>The defensive team will position a pitcher's helper with both feet inside the pitcher's circle and that player must remain until the ball is hit.</p>	35 ft.	<p>35 ft.</p> <p>Pitcher must start with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.</p> <p>The pitch starts when the hands are separated, or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.</p> <p>In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.</p>	<p>40 ft.</p> <p>Pitcher must start with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.</p> <p>The pitch starts when the hands are separated, or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.</p> <p>In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.</p>	<p>43 ft.</p> <p>Pitcher must start with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.</p> <p>The pitch starts when the hands are separated, or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch.</p> <p>In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.</p>
<b>4.03 Pitching Safety</b>				
<p>The pitcher's helper must wear a helmet with a facemask.</p> <p>An eleven (11) inch "RIF" softball or 11 inch incredible will be used in this division.</p>	<p>All player pitchers are required to wear facemasks and heart guards while pitching.</p> <p>An eleven (11) inch "Official" softball will be used in this division.</p>	<p>All pitchers are required to wear facemasks and heart guards while pitching.</p> <p>An eleven (11) inch "Official" softball will be used in this division.</p>	<p>All pitchers are required to wear facemasks and heart guards while pitching.</p> <p>A twelve (12) inch "Official" softball will be used in this division.</p>	<p>All pitchers are required to wear facemasks and heart guards while pitching..</p> <p>A twelve (12) inch "Official" softball will be used in this division.</p>

6U (No Umpires)	8U	10U	12U	Seniors
<b>4.04 Pitching Limitations</b>				
N/A	N/A	A player removed from the pitching position may be returned to that position at any time. A pitcher shall be allowed to pitch the entire game.	A player removed from the pitching position may be returned to that position at any time. A pitcher shall be allowed to pitch the entire game.	A player removed from the pitching position may be returned to that position at any time. A pitcher shall be allowed to pitch the entire game.
<b>4.05 – Hit Batter</b>				
N/A	N/A	N/A	N/A	N/A
<b>5.0 The Game</b>				
<b>5.01 Run Rule per Inning</b>				
N/A	Maximum of 5 runs per inning	Maximum of 6 runs per inning	Maximum of 6 runs per inning	Maximum of 6 runs per inning
	10 runs maximum in the last inning	10 runs maximum in the last inning	10 runs maximum in the last inning	10 runs maximum in the last inning
<b>5.02 Game Length</b>				
Three (3) Innings or 60 minutes.	1. 6 Innings	1. 7 Innings	1. 7 Innings	1. 7 Innings
Next inning begins the moment the last out is made in the previous inning.	2. Time limit: A new inning cannot start after 65 <b>minutes</b> from the start time and you finish the inning once you start (unless it is a double header game).	2. Time limit: A new inning cannot start after 65 <b>minutes</b> from the start time and you finish the inning once you start (unless it is a double header game).	2. Time limit: A new inning cannot start after 65 <b>minutes</b> from the start time and you finish the inning once you start (unless it is a double header game).	2. Time limit: A new inning cannot start after 65 <b>minutes</b> from the start time and you finish the inning once you start (unless it is a double header game).
	<i>Umpire will determine the last inning of the game based on their best judgment.</i>	<i>Umpire will determine the last inning of the game based on their best judgment.</i>	<i>Umpire will determine the last inning of the game based on their best judgment.</i>	<i>Umpire will determine the last inning of the game based on their best judgment.</i>

6U (No Umpires)	8U	10U	12U	Seniors
2 innings is a complete game if the game is called due to inclement weather.	<p>Next inning begins the moment the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament play.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>	<p>Next inning begins the second the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament games.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>	<p>Next inning begins the second the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament games.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>	<p>Next inning begins the second the last out is made in the previous inning.</p> <p>Games can end in a tie, except in tournament games.</p> <p>In case of inclement weather, 3 innings is a complete game or if 45 minutes have been played.</p>