

Hessville Baseball 10U/12U Regular Season Game Clock Rules:

- **10U & 12U Games Have a Target of 1 Hour and 45 Minutes.**
 - Games may finish sooner or later than this time based on gameplay.
 - Games may end in a tie upon completion of last inning in a game where less than 6 innings were played.
 - Games going the full six innings that end in a tie must play one extra inning in an attempt to determine the winner only if game time is under 110 minutes. If after this extra inning the score remains tied the game will end in a tie.
 - Extra innings will be plated with last out made starting on 2nd base.
 - Games will play a maximum of 6 innings, or a maximum of 7 if tied after 6 innings.
 - Game will have last inning called by umpire.
 - If umpire fails to call last inning prior to the start of an inning an additional inning must be played.
- **Game Conclusion Metric**
 - If After 1st Inning is completed the game clock reads at or above 60 minutes, last inning will be called.
 - If after 2nd Inning is completed the game clock reads at or above 65 minutes last inning will be called.
 - If after 3rd Inning is completed the game clock reads at or above 75 minutes last inning will be called.
 - If after 4th inning is completed the game clock reads at or above 80 minutes last inning will be called.
 - If after 4th inning is completed the game clock reads BELOW 80 minutes, then the game will proceed to finish with 6 innings.
- **GAME CLOCK RULES**
 - Game clock will begin when the pitcher is ready to deliver his first pitch, and the umpire declares "Play Ball". Pregame warm up pitches and pregame activities do not count as "game clock" time.
 - Teams have 60 seconds of intermission between innings to get their teams on and off the field.
 - Teams should utilize courtesy runner rules when necessary to allow for proper game speed to be maintained.
 - After 60 second interchange, each team has 1 minute to prepare for game play to resume. The pitcher and catcher will have this 1 minute for warming up on the field. They also have access to the bullpen from their dugouts prior to taking the field.
 - The number of warmup pitches are determined by time and not by count, the pitcher and catcher decide how many pitches are completed in the 1 minute of warmup time.
 - After 60 seconds the umpire or catcher will call "Balls In" and game play will resume.
- **DELAYS OF GAME**
 - Any delay of game will be met with a warning and then penalized accordingly.
 - A batter who fails to report to the batter's box after the umpire asks for a batter will be considered a delay of game and the pitcher can throw pitches that will be recorded as strikes as a penalty for the batter not being in the box.
 - A pitcher or catcher who fails to report into the game in a proper time will have balls awarded to the batter at a rate of one ball per 15 seconds.
 - The discretion of the umpire in this regard is absolute.