



# Rules at a Glance 2012 Season

## General Rules

Division	Age	Diamond	Pitching	Ball	Players on Field
6U	6 and under	50 Feet	N/A	11" Incrediball	Full Team
8U	8 and Under	55 Feet*	32 Feet	11" Low Compression	10 Players (4 Outfield)
10U	10 and Under	60 Feet	35 Feet	11" Low Compression	10 Players (4 Outfield)
12U	12 and Under	60 Feet	40 Feet	12" Regular Seam	10 Players (4 Outfield)
14U	16 and Under	60 Feet	40 Feet	12" High Seam	9 Players

\* 8U games on upper-division fields (e.g. AG, DG, GR, CR, CA, SP) will play on 60-foot base paths

## Special Rules of Interest

Division	Dropped Third Strike	Sliding	Stealing‡	Take 2nd base on walk?	Infield Fly Rule?
6U	N/A	None	None	No	No
8U	No	None	None	No	No
10U	No	Yes/never head first	Yes, but not home	No	No
12U	Yes	Yes/never head first	Yes	Yes	Yes
14U**	Yes	Yes, but not head first at home	Yes	Yes	Yes

‡ Runner may leave the base when: 10U - ball crosses the plate; 12U+ - ball leaves pitcher's hand

\*\*14U - other leagues may allow head-first slides at home during interleague games, but we do not

• Players on Field: A minimum of 8 girls (7 for 8U) must play on the offense and defense to start or continue game

## Regulation Game

Division	No new inning after:	Innings	Mercy Rule		Runs Per Inning		Game can end in Tie?	Complete Game
6U	60 minutes	Time Limited	N/A		Roster Batting		N/A	At Time Limit
8U	90 minutes	4	10 runs		3		Yes	3-6 Innings
10U	90 minutes	6	10 runs		3		Yes	4-6 Innings
12U	100 minutes‡	6	Intraleague	Interleague	Intraleague	Interleague	Yes	4-6 Innings
			10 runs	13 runs	3	4		
14U	100 minutes‡	7	13 runs		4		Yes	4-7 Innings

‡Time Limit: Interleague games for 12U and 14U - new innings may not start after 100 minutes. The Hosting Team may dictate a 2 hour drop-dead, which will follow Rule 5.6.A. This must be declared at the pregame meeting at the plate.

• Mercy Rule: When a team is up by 10 runs (13 in 12U and 14U Interleague play) and four innings have been completed (3-1/2 if the home team is ahead) that team wins regardless of remaining time. The home team must always have their last ups if they are behind or the score is tied.

• Runs Per Inning: Limits the first 3 innings to 3 outs or # of runs listed, whichever comes first. Runs scored in addition to 3 are not counted.

• Tie Game: A tie will happen only when the time limit has expired and the home team has made their last out and the score is even. Each team will receive 1/2 win and 1/2 loss in the standings. You can have extra innings up until the time limit is reached. The International Tie-breaker is not in effect.

• Complete Game: After 4 innings (3 innings in 8U) or 3-1/2 (2-1/2 in 8U) if the home team is ahead the game can be ended for the Time Limit Rule, the Mercy Rule, or called by the Umpire for weather, darkness, or other reasons. A game must be continued at a later date if stopped before the 4th inning (3rd inning in 8U). Upper limit is maximum game length. See Rule 5, Sec 6.

• NOTE: Some rule variations apply during end-of-season tournament play for 10U, 12U, and 14U. Check tournament rules for details