

10U, 12 U, and Majors Division

All General League Rules shall be in effect, with the following additions:

10U

Games will be played with an 11" ball (recommended – Rawlings Dream Seam)

The distance between bases shall be 60 feet. The pitching distance shall be 35 feet. These rules may be waived to conform to the conditions of the playing field. However, under no circumstances will these distances be shortened by more than five feet.

Stealing of Bases: Stealing is allowed for all bases. Base runners must remain on the base until the ball is pitched. **Base runners can only steal one (1) base per pitch.**

Game times will be **1 hour and 20 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.

12 U

Games will be played with a 12" ball (recommended – Worth Dream Seam)

The distances between bases shall be 60 feet. The pitching distance shall be 40 feet 12U only. These rules may be waived to conform to the condition of the playing field. However, under no circumstances will these distances be shortened by more than five feet.

Stealing of Bases: There is **open stealing** on all bases.

Game times will be **1 hour and 20 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.

Majors

Games will be played with a 12" ball (recommended – Worth Dream Seam)

The distances between bases shall be 60 feet. The pitching distance shall be a distance of 43 feet. These rules may be waived to conform to the condition of the playing field. However, under no circumstances will these distances be shortened by more than five feet.

Stealing of Bases: There is **open stealing** on all bases.

Game times will be **1 hour and 30 minutes**. No new inning will be started after time expires, but the inning will be finished, unless daylight does not allow or the home team is losing by more than 5 runs.

10U, 12 U, and Majors

1. The infield fly rule will be in effect.
2. Drop-third strike is in effect.
3. There shall be a five (5) run per inning rule. As soon as the 5th run is scored, that half inning will end, and the defensive team will take their turn at bat.
 - a. Example: If the team at bat has scored 4 runs with the bases still loaded, and the batter hits a ball over the outfielders' heads, the inning will end as soon as the runner from third scores the fifth run. No other runners touching home plate will count towards the score.
4. The maximum number of defensive players on the field shall be 9, with a minimum of 8.
5. Players can continue to run after hitting the ball at risk of being tagged out or until the ball is in the pitcher's control within the pitcher's circle. (The runner must stop at the next base.)
6. Pitching Restrictions: Players who displayed their skills at the pitching assessment may pitch up to four (4) innings per game. Players who did not display their skills may only pitch up to two (2) innings per game. One pitch in an inning constitutes a full inning pitched.
7. Speed up rule is in effect. Baserunner for catcher only with 2 outs. Baserunner must be last recorded out.