

LITTLE LEAGUE MINORS

<u>Game Time:</u>	Player pitch 40 - 1hr 30mins or 6 innings Player pitch 46 - 1hr 45mins or 6 innings (Minimum completion 3 innings or 30 min)
<u>Field size:</u>	Player pitch 40 - 40 foot pitching distance Player pitch 46 - 46 foot pitching distance 60 foot base paths – 200 foot marked home run fence (cones/markers)
<u>Max runs per inning:</u>	4
<u>Game Over Rule:</u>	10 runs after 4 innings, 15 runs after 3 innings
<u>Stealing:</u>	Yes (runners cannot leave base until the ball has reached the batter)
<u>Walks:</u>	No (coach will continue to pitch)
<u>Dropped 3rd Strike:</u>	No
<u>Balks:</u>	No
<u>Designated Hitter:</u>	No (An Extra Hitter can return to the position of EH in all grades)
<u>Mound Visits:</u>	3 per pitcher (2 visits in one innings = removal of the pitcher)
<u>Runner for Catcher:</u>	Yes (2nd out takes their place. If it's the pitcher or catcher, the player before them runs.)
<u>Finish all Innings:</u>	No (No new innings to start with 5 or less minutes to go. Hard 15min cut off past final game time. Score will revert to the last completed Innings)

Players:

- Compulsory continuous batting order
- Players can only advance one base on a pass ball or overthrow.
- Players can only advance to home on a batted ball
- Base runners cannot leave the base to steal until the ball has reached the batter
- Mandatory Play – Players must play 6 consecutive outs before being replaced (other than for injury, ejection or leaving early). If the half way mark of the game comes before 6 consecutive outs can be played, players not in a fielding positions will be entered into the game at this point.

Coaches:

- Coach pitch: (after ball 4 from the pitcher)
 - Player pitch 40, can be side toss or from the front at 30ft
 - Player pitch 46, from the front at 30ft
 - 3 strikes and they are out, swing or not
 - Coach gets hit. Dead ball, batter gets first and runners only advance if forced.
 - No Hit By Pitch on coach pitch. Dead ball. Runners go back, batter continues to bat.
- Coach can stand at the back net and retrieve pass balls. Skull Cap on, off to one side.
- Coaches must not encourage players to suicide run to draw an overthrow, at the Umpires discretion, the runner involved may be returned to the previously occupied base. Coach may be ejected for repeat offences.

LITTLE LEAGUE MAJORS

<u>Game Time:</u>	2hr or 6 innings (minimum completion 4 innings or 40 min)
<u>Field size:</u>	46 foot pitching distance, 60 foot base paths 200 foot marked home run fence (cones/markers)
<u>Max runs per inning:</u>	n/a
<u>Game Over Rule:</u>	10 runs rule 4 innings, 15 runs after 3 innings
<u>Stealing:</u>	Yes (runners cannot leave base until the ball has reached the batter)
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	No
<u>Designated Hitter:</u>	No (An Extra Hitter can return to the position of EH in all grades)
<u>Mound Visits:</u>	3 per pitcher (2 visits in one innings = removal of the pitcher)
<u>Runner for Catcher:</u>	Yes (2nd out takes their place. If it's the pitcher or catcher, the player before them runs.)
<u>Finish all Innings:</u>	Yes (Take reasonable effort to complete started innings)

Players:

- Compulsory continuous batting order
- Base runners cannot leave the base to steal until the ball has reached the batter
- Mandatory Play – Players must play 6 consecutive outs before being replaced (other than for injury, ejection or leaving early). If the half way mark of the game comes before 6 consecutive outs can be played, players not in a fielding positions will be entered into the game at this point.

Coaches:

- Coaches must not encourage players to suicide run to draw an overthrow, at the Umpires discretion, the runner involved may be returned to the previously occupied base. Coach may be ejected for repeat offences.

INTERMEDIATE LEAGUE

<u>Game Time:</u>	2hr or 7 innings (minimum completion 5 innings or 40 min)
<u>Field size:</u>	50 foot pitching distance, 70 foot base paths 200' marked home run fence (cones/markers)
<u>Max runs per inning:</u>	4
<u>Game Over Rule:</u>	10 runs after 5 innings, 15 runs after 4 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	No (An Extra Hitter can return to the position of EH in all grades)
<u>Mound Visits:</u>	3 per pitcher (2 visits in one innings = removal of the pitcher)
<u>Runner for Catcher:</u>	Yes (2nd out takes their place. If it's the pitcher or catcher, the player before them runs.)
<u>Finish all Innings:</u>	No (No new innings to start with 5 or less minutes to go. Hard 15min cut off past final game time. Score will revert to the last completed Innings)

Players:

- Compulsory continuous batting order
- Mandatory Play – Players must play 6 consecutive outs before being replaced (other than for injury, ejection or leaving early). If the half way mark of the game comes before 6 consecutive outs can be played, players not in a fielding positions will be entered into the game at this point.

Coaches:

- Coaches must not encourage players to suicide run to draw an overthrow, at the Umpires discretion, the runner involved may be returned to the previously occupied base. Coach may be ejected for repeat offences.

JUNIOR LEAGUE

<u>Game Time:</u>	2hr or 7 innings (minimum completion 5 innings or 40 min)
<u>Field size:</u>	54 foot pitching distance, 80 foot base paths 300 foot marked home run fence (cones/markers)
<u>Max runs per inning:</u>	Div 1 - n/a Div 2 - 4
<u>Game Over Rule:</u>	10 runs after 5 innings, 15 runs after 4 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	No (An Extra Hitter can return to the position of EH in all grades)
<u>Mound Visits:</u>	3 per pitcher (2 visits in one innings = removal of the pitcher)
<u>Runner for Catcher:</u>	Yes (2nd out takes their place. If it's the pitcher or catcher, the player before them runs.)
<u>Finish all Innings:</u>	Div 1 - Yes (Take reasonable effort to complete started innings) Div 2 - No (No new innings to start with 5 or less minutes to go. Hard 15min cut off past final game time. Score will revert to the last completed Innings)

Players:

- Compulsory continuous batting order
- Mandatory Play – Players must play 6 consecutive outs before being replaced (other than for injury, ejection or leaving early). If the half way mark of the game comes before 6 consecutive outs can be played, players not in a fielding positions will be entered into the game at this point.

Coaches:

- Coaches must not encourage players to suicide run to draw an overthrow, at the Umpires discretion, the runner involved may be returned to the previously occupied base. Coach may be ejected for repeat offences.

SENIOR LEAGUE

<u>Game Time:</u>	2hr or 7 innings (minimum completion 5 innings or 40 min)
<u>Field size:</u>	60 foot and 6 inches pitching distance, 90 foot base paths
<u>Max runs per inning:</u>	Div 1 - n/a Div 2 - 4
<u>Game Over Rule:</u>	10 runs after 5 innings, 15 runs after 4 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	No (An Extra Hitter can return to the position of EH in all grades)
<u>Mound Visits:</u>	3 per pitcher (2 visits in one innings = removal of the pitcher)
<u>Runner for Catcher:</u>	Yes (2nd out takes their place. If it's the pitcher or catcher, the player before them runs.)
<u>Finish all Innings:</u>	Div 1 - Yes (Take reasonable effort to complete started innings) Div 2 - No (No new innings to start with 5 or less minutes to go. Hard 15min cut off past final game time. Score will revert to the last completed Innings)

Players:

- Compulsory continuous batting order
- Mandatory Play – Players must play 6 consecutive outs before being replaced (other than for injury, ejection or leaving early). If the half way mark of the game comes before 6 consecutive outs can be played, players not in a fielding positions will be entered into the game at this point.

Coaches:

- Coaches must not encourage players to suicide run to draw an overthrow, at the Umpires discretion, the runner involved may be returned to the previously occupied base. Coach may be ejected for repeat offences.

UNDER 20's

<u>Game Time:</u>	2hr or 9 innings (minimum completion 5 innings or 40 min)
<u>Field size:</u>	60 foot and 6 inches pitching distance, 90 foot base paths
<u>Max runs per inning:</u>	n/a
<u>Game Over Rule:</u>	10 runs after 5 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	Yes (An Extra Hitter can return to the position of EH in all grades)
<u>Mound Visits:</u>	3 per pitcher (2 visits in one innings = removal of the pitcher)
<u>Runner for Catcher:</u>	Yes (2nd out takes their place. If it's the pitcher or catcher, the player before them runs.)
<u>Finish all Innings:</u>	Yes (Take reasonable effort to complete started innings)

Coaches:

- If more than 9 players are present, a coach may elect to use a continuous batting order up to 12
- Coaches must not encourage players to suicide run to draw an overthrow, at the Umpires discretion, the runner involved may be returned to the previously occupied base. Coach may be ejected for repeat offences.

WOMENS

<u>Game Time:</u>	Div 1&2 - 2hrs or 7 innings Div 3 - 1hr 30 mins or 7 innings (minimum completion 4 innings or 60 min)
<u>Field size:</u>	Div 1 - 60'6" pitching distance – 90' base paths Div 2 - 54' pitching distance – 80' base paths Div 3 - 50' pitching distance – 80' base paths
<u>Max runs per inning:</u>	Div 1 - n/a Div 2 - 6 for first 3 Innings Div 3 - 4
<u>Game Over Rule:</u>	10 runs after 5 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	Yes (Can have one EH, Extra Hitter)
<u>Mound Visits:</u>	Unlimited
<u>Runner for Catcher:</u>	Yes (Any eligible player)
<u>Finish all Innings:</u>	Div 1 - Yes (Take reasonable effort to complete started innings) Div 2/3 - No (No new innings to start with 5 or less minutes to go. Hard 15min cut off past final game time. Score will revert to the last completed Innings)
<u>Players:</u>	<ul style="list-style-type: none">• Must have 7 fresh players - 8 players to start the game or forfeit

OPEN SENIORS

<u>Game Time:</u>	2hrs or 9 innings (minimum completion 4 innings or 60 min)
<u>Field size:</u>	60'6" pitching distance – 90' base paths
<u>Max runs per inning:</u>	Div 3 - n/a Div 4/5/6 - 6 for first 3 Innings
<u>Game Over Rule:</u>	10 runs after 5 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	Yes (Can have one EH, Extra Hitter, can return to EH)
<u>Mound Visits:</u>	4 (Non-pitching change mound visits)
<u>Runner for Catcher:</u>	Yes (Any eligible player)
<u>Finish all Innings:</u>	Div 3 - Yes (Take reasonable effort to complete started innings) Div 4/5/6 - No (No new innings to start with 5 or less minutes to go. Hard 15min cut off past final game time. Score will revert to the last completed Innings)

Players:

- Must have 7 fresh players - 8 players to start the game or forfeit
- Max of 140 pitches across the weekend. Fri - Thu
- Can't pitch in two separate divisions on same day

MASTERS

<u>Game Time:</u>	2hrs or 9 innings (minimum completion 4 innings or 60 min)
<u>Field size:</u>	60'6" pitching distance – 90' base paths
<u>Max runs per inning:</u>	Div 1 - n/a (Game over 10 run rule after 5 innings) Div 2/3 - 6 for first 3 Innings
<u>Game Over Rule:</u>	10 runs after 5 innings
<u>Stealing:</u>	Yes
<u>Walks:</u>	Yes
<u>Dropped 3rd Strike:</u>	Yes
<u>Balks:</u>	Yes
<u>Designated Hitter:</u>	Yes (Can have one EH, Extra Hitter, can return to EH)
<u>Mound Visits:</u>	Unlimited
<u>Runner for Catcher:</u>	Yes (Any eligible player)
<u>Finish all Innings:</u>	Yes (Take reasonable effort to complete started innings)

Players:

- Must have 7 fresh players - 8 players to start the game or forfeit

Double headers:

- No new innings to start with 5 or less minutes to go.
- Hard 15min cut off past final game time. Score will revert to the last completed innings.
- Curfew, from 1 hour before curfew. Max of 2 additional innings, completion of an at bat occurring 5 min before curfew time.
- 7 innings or 1hr 30 mins for Double Headers