

REP RULES - REFERENCE						HL RULES - REFERENCE					
	8U/9U	10U/11U	12U/13U	14U/15U	16U/18U		9U	11U	13U	15U	18U
TIME LIMIT	2hr	2hr	2hr	2hr	2hr30min	TIME LIMIT	1hr20m	1hr20m	1hr20m	1hr30m	1hr30m
MAX # INNINGS	7	7	7	7	7	MAX # INNINGS	7	7	7	7	7
CALL LAST INNING	NO	within 15min (start of inning)	NO	NO	NO	CALL LAST INNING	NO	NO	NO	NO	NO
MERCY	3rd		18	18	18	MERCY NOTE:	-	-	-	-	-
	4th	CAN'T	15	15	15		12	12	15	15	15
	5th	CATCH	10	10	10		Home team always has the option of finishing their at bat regardless of mercy, or winning.				
	6th+	UP	9	10	10						
RUNS/INNING	7	4 (8 IN LAST)	UNLIMITED	UNLIMITED	UNLIMITED	RUNS/INNING	4	4	5	UNLIMITED	UNLIMITED
BALKS CALLED	N/A	NO - DEAD BALL	YES	YES	YES	BALKS CALLED	N/A	NO - DEAD BALL	01-Jul	YES	YES
MOUND VISITS	N/A	3	3	2	2	MOUND VISITS	N/A	*if delaying game	3	2	2
INFIELD FLY	NO	YES	YES	YES	YES	INFIELD FLY	NO	NO	YES	YES	YES
***NOTES						***NOTES					
8U/9U		Game is over when a team can no longer catch up. Batters can not walk or bunt. Bunt is an out. No stealing or leading off Machine - adjusted at direction of umpire only. Thrown ball hits machine - runners move 1 base.				9U		Batters can not walk or bunt. Bunt is an out. No stealing or leading off Machine - adjusted at direction of umpire only. Thrown ball hits machine - runners move 1 base.			
10U/11U		Orange plate is to be used Game is also a mercy when a team can no longer catch up.				11U		Orange plate is to be used			
EXTRA INNINGS		OBA RULES APPLY, Runner on second, noone out				START TIME		Is always the scheduled time, unless a double header and it runs late or if weather/umpire delay causes a delay of game.			