

## **GAME TIMES & SCORING LIMITS - GENERAL**

League games will start as scheduled, any team not ready to play within 15 minutes after the scheduled starting time will forfeit the game.

The second game of a scheduled doubleheader in these divisions will begin 10 minutes after the end of the first game. The time limits for each game will be:

Game Duration 1:30

NNI 1:15 If the time limit is reached while a player is at bat, the player will be permitted to complete her turn at bat and then the game will be declared completed. Under no circumstances will a game continue beyond 11:00 PM.

A game may be started prior to the scheduled game time, provided both managers and the umpire(s) agree. The game time limit will be calculated from the actual starting time.

In round-robin play, time permitting; the ITB (International Tie Breaker) may be used for one inning. If time does not allow, a coin toss will determine the outcome of the game.

10 Run Rule after 4 ½ or 5 innings

After one specific warning to the head coach, a forfeited game may be declared by the umpire in favor of the team not at fault if a team employs tactics NOTICEABLY designed to delay or hasten the game.

In both the A and B Divisions, there will be a 5 run limit per inning for the first four innings of the game. There will be no limitations on the number of runs that may be scored in innings 5 through 7 (five and six for 10U) of the game. If both coaches agree, this rule may be waived.

## **10U SPECIFIC RULES**

A game will be limited to six (6) innings.

The stealing of any base (including home plate) is permitted, but only one base may be stolen per pitch. The runner MAY NOT advance to the next base on an overthrow.

Continuation past first base to second base by the batter-base runner on a base-on-balls is permitted.

The **drop third strike** AND the **infield fly** rule **IS** in effect.

## **ROUND-ROBIN to THREE-WAY**

In a round-robin format, the time limit will be changed to a straight **drop-dead limit** of **one** hour.