

	PreK	Kinder	1st & 2nd	3rd & 4th	5th	6th	5th/6th (Combined)	7th/8th	9th-12th (HS)
Game Format	T-ball	Modified T-ball	Coach Pitch	Mod Kid Pitch	Kid Pitch	Kid Pitch	Kid Pitch	Kid Pitch	Kid Pitch
Time Limit	50 min	60 min	70 min	80 min	80 min	80 min	80 min	80 min	80 min
Ball Size	10" soft "safety" ball	10" soft "safety" ball	11" soft "safety" ball	11" softball	11" softball	12" softball	11" softball	12" softball	12" softball
Base Path	50	50	60	60	60	60	60	60	60
Pitching Distance	30	30	30	35	35	40	35	43	43
Player Minimum	n/a	n/a	7	7	7	7	7	7	7
Inning Limit	5	5	6	7	7	7	7	7	7
Runs Allowed Per Inning	5	5	5	5	5	5	5	7	7
Min. Innings for Official Game	3 completed	3 completed	3 completed	3 completed	4 completed	4 completed	4 completed	4 completed	4 completed
Extra Innings Allowed	No	No	Tournaments only	Tournaments only	Tournaments only	Tournaments only	Tournaments only	Tournaments only	Tournaments only
Bunting	n/a	n/a	No	No	Yes	Yes	Yes	Yes	Yes
Stealing	n/a	n/a	No	No	Yes - when the ball crosses the plate	Yes - when the ball crosses the plate	Yes - when ball crosses the plate 1 base only, run at risk on overthrow	Yes - when the pitcher releases the ball	Yes - when the pitcher releases the ball
Walks	n/a	n/a	No	No	Yes	Yes	Yes	Yes	Yes
Dropped 3rd Strike	n/a	n/a	Batter is out	Batter is out	Batter is out	Batter is out	Batter is out	Yes - must be thrown out	Yes - must be thrown out
Infield Fly Rule	n/a	n/a	No	No	Yes	Yes	Yes	Yes	Yes
On-Deck Batters	not allowed	not allowed	1 allowed	1 allowed	1 allowed	1 allowed	1 allowed	1 allowed	1 allowed
Hit Batters	n/a	n/a	n/a	3 per game	3 per game	3 per game	3 per game	5 per game	5 per game
Pitching Limit	5 attempts on tee	3 pitches by coach pitcher, 5 attempts on tee	1st Gr - 6 pitches by coach; batter not out until 6th pitch 2nd Gr - 6 pitches by coach; batter is out if 3 strikes before 6th pitch	3rd Gr - no more than 2 of first 4 innings max of 3 innings 4th Gr - no more than 3 innings (cannot be consecutive)	No limit				
Helmet Requirement	Helmet only	Helmet only	Helmet only	Helmet w/face mask	Helmet w/face mask	Helmet w/face mask	Helmet w/face mask	Helmet w/face mask	Helmet w/face mask
Defensive Positions	Up to 9 (no catcher)	Up to 9 (no catcher)	Up to 10	Up to 10	Up to 10	Up to 10	Up to 10	Up to 10	Up to 10
When Game Clock Expires	Game ends after current batter	Game ends after current batter	Must complete the inning or if the run differential is 5+ No new inning shall be started after specified time limit has expired	Must complete the inning or if the run differential is 5+ No new inning shall be started after specified time limit has expired	Must complete the inning or if the run differential is 5+ No new inning shall be started after specified time limit has expired	Must complete the inning or if the run differential is 5+ No new inning shall be started after specified time limit has expired	Must complete the inning or if the run differential is 5+ No new inning shall be started after specified time limit has expired	Must complete the inning or if the run differential is 7+ No new inning shall be started after specified time limit has expired	Must complete the inning or if the run differential is 7+ No new inning shall be started after specified time limit has expired

Pitchers allowed 3 warm-up pitches or 1 minute. 3rd & 4th grade the coach warms up the pitcher

HOME team is responsible for keeping the official scorebook. AWAY team responsible for verifying the score throughout the game

One defensive time out allowed per each ½ inning with a max of 3 per game. Each timeout has a one minute time limit

One offensive time out is allowed per each ½ inning which includes when a coach calls the batter out of the box, or the coach leaves the coaching box