

2024 RULES SUMMARY
EFFECTIVE May 10, 2024

Updated -May 9, 2024

RULE	RED DIVISION	RED/WHITE PLAY	WHITE DIVISION	BLUE DIVISION
Game Start Time	Single Game: 9:00 Double Header: Early Game: 8:45 - 10:15 Late Game: 10:30 - 12:00	Single Game: 9:00 Double Header: Early Game: 8:45 - 10:15 Late Game: 10:30 - 12:00	Single Game: 9:00 Double Header: Early Game: 8:45 - 10:15 Late Game: 10:30 - 12:00	Single Game: 9:00 Double Header: Early Game: 8:45 - 10:15 Late Game: 10:30 - 12:00
Length of Game - Established By League Office At Start Of Season	May be amended at the discretion of Director(s) based on weather, or unusual game day situation or considerations.	May be amended at the discretion of Director(s) based on weather, or unusual game day situation or considerations.	May be amended at the discretion of Director(s) based on weather, or unusual game day situation or considerations.	May be amended at the discretion of Director(s) based on weather, or unusual game day situation or considerations.
Home Team Dugout	3rd base	3rd base	3rd base	3rd base
Field Set Up and Break Down	Home team	Home team	Home team	Home team
Player Equipment Placement	Equipment may not be placed on the field of play. Fence mounted bat racks are permitted.	Equipment may not be placed on the field of play. Fence mounted bat racks are permitted.	Equipment may not be placed on the field of play. Fence mounted bat racks are permitted.	Equipment may not be placed on the field of play. Fence mounted bat racks are permitted.
Pre-game Meeting With Umpire and Managers 10 Minutes Prior to Game Time	Exchange lineups, discuss rules, advise of player conflicts, and Manager's courtesy runner waiver request(s).	Exchange lineups, discuss rules, advise of player conflicts, and Manager's courtesy runner waiver request(s).	Exchange lineups, discuss rules, advise of player conflicts, and Manager's courtesy runner waiver request(s).	Exchange lineups, discuss rules, advise of player conflicts, and Manager's courtesy runner waiver request(s).
Foul Not Over Catcher's Head	Direct to catcher - batter is out	Direct to catcher - batter is out	Direct to catcher - batter is out	Direct to catcher - batter is out
Infield Fly Rule	In effect	In effect	In effect	- N/A -
Green Rule	- N/A -	- N/A -	- N/A -	Yes, runner is vulnerable to a double play
Pitching Screen Location	The pitching screen must be placed in front of the pitching rubber no more than 4', or middle rubber if present, in front of the pitching rubber and must cover a minimum of one half of the pitching rubber.	The pitching screen must be placed in front of the pitching rubber no more than 4', or middle rubber if present, in front of the pitching rubber and must cover a minimum of one half of the pitching rubber.	The pitching screen must be placed in front of the pitching rubber no more than 4', or middle rubber if present, in front of the pitching rubber and must cover a minimum of one half of the pitching rubber.	The pitching screen must be placed in front of the pitching rubber no more than 4', or middle rubber if present, in front of the pitching rubber and must cover a minimum of one half of the pitching rubber.
Defensive Players	11 (12 on field C4)	12	12	13
Replacement Players	3 maximum, positioned in lineup at manager's discretion	3 maximum, positioned in lineup at manager's discretion	3 maximum, positioned in lineup at manager's discretion	4 maximum, positioned in lineup at manager's discretion
Player Replaced by Replacement	Cannot play if they show up at their game	Cannot play if they show up at their game	Cannot play if they show up at their game	Cannot play if they show up at their game
Player Minimum Playing Requirements - Defensively	5 innings in a 9 inning game 4 innings in a 7 inning game	5 innings in a 9 inning game 4 innings in a 7 inning game	5 innings in a 9 inning game 4 innings in a 7 inning game	4 innings in a 7 inning game
Substitutions During the Game	Only by manager	Only by manager	Only by manager	Only by manager
Extra Hitter	Not required but may field a position as needed	Not required but may field a position as needed	Not required but may field a position as needed	Manager's option
Ejected Player	Out on subsequent at bats, must leave the playing field and dugout, suspended for 1 game, and must meet with Board	Out on subsequent at bats, must leave the playing field and dugout, suspended for 1 game, and must meet with Board	Out on subsequent at bats, must leave the playing field and dugout, suspended for 1 game, and must meet with Board	Out on subsequent at bats, must leave the playing field and dugout, suspended for 1 game, and must meet with Board

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Team Cannot Field Enough Players	Opposing team must provide catcher only. If a player is injured or is approved to leave early, there is no extra out. If a player is ejected or leaves early without approval there is an out when that player is supposed to be up at bat.	Opposing team must provide catcher only. If a player is injured or is approved to leave early, there is no extra out. If a player is ejected or leaves early without approval there is an out when that player is supposed to be up at bat.	Opposing team must provide catcher only. If a player is injured or is approved to leave early, there is no extra out. If a player is ejected or leaves early without approval there is an out when that player is supposed to be up at bat.	Opposing team may provide catcher only
Game Forfeit	Active player count less than 8(11) or 9(12) , excluding provided catcher	Active player count less the 9, excluding provided catcher	Active player count less the 9, excluding provided catcher	Active player count falls below 10, excluding provided catcher
Ball Strike Count - Established By League Office At Start of Season	4 - 3 count: one courtesy anywhere	4 - 3 count: one courtesy anywhere	4 - 3 count: one courtesy anywhere	4 - 3 count: no courtesy 3 - 2 count: one courtesy anywhere
Pitcher's Contact With Rubber	Pitcher must present ball for at least one second. Pitcher's pivot foot must be in contact with the rubber until the pitched ball leaves the pitcher's hand	Pitcher must present ball for at least one second. Pitcher's pivot foot must be in contact with the rubber until the pitched ball leaves the pitcher's hand	Pitcher must present ball for at least one second. Pitcher's pivot foot must be in contact with the rubber until the pitched ball leaves the pitcher's hand	Pitcher's pivot foot must be in contact with the rubber until the pitched ball leaves the pitcher's hand
Pitcher Behind the Screen	Pitcher required to finish behind the screen when the ball released. Pitcher can only field a ball after he is behind the screen. IT IS STRONGLY RECOMMENDED THAT THE PITCHER WEAR PROTECTIVE HEAD GEAR.	Pitcher required to finish behind the screen when the ball released. Pitcher can only field a ball after he is behind the screen. IT IS STRONGLY RECOMMENDED THAT THE PITCHER WEAR PROTECTIVE HEAD GEAR.	Pitcher required to finish behind the screen when the ball released. Pitcher can only field a ball after he is behind the screen. IT IS STRONGLY RECOMMENDED THAT THE PITCHER WEAR PROTECTIVE HEAD GEAR.	Pitcher required to finish behind the screen when the ball released. Pitcher can only field a ball after he is behind the screen. IT IS STRONGLY RECOMMENDED THAT THE PITCHER WEAR PROTECTIVE HEAD GEAR.
Maximum Walks Per Inning	UNLIMITED	UNLIMITED	3 - pitched and/or intentional, Pitcher will be removed after 3 walks, but can return to mound the next inning	3 - pitched and/or intentional
Declined Walk	After 1st walk, only manager can advise the umpire that the batter is declining a walk at any subsequent at bat, before the 1st pitch of the subsequent at bat. If Pitcher walks the batter 2 times the pitcher must leave mound till the next inning. If the second pitcher gives the batter 2 walks, the batter is awarded a double.	After 1st walk, only manager can advise the umpire that the batter is declining a walk at any subsequent at bat, before the 1st pitch of the subsequent at bat. If Pitcher walks the batter 2 times the pitcher must leave mound till the next inning. If the second pitcher gives the batter 2 walks, the batter is awarded a double.	After 1st walk, only manager can advise the umpire that the batter is declining a walk at any subsequent at bat, before the 1st pitch of the subsequent at bat. If Pitcher walks the batter 2 times the pitcher must leave mound till the next inning. If the second pitcher gives the batter 2 walks, the batter is awarded a double.	After 1st walk, only manager can advise the umpire that the batter is declining a walk at any subsequent at bat, before the 1st pitch of the subsequent at bat. If Pitcher walks the batter 2 times the pitcher must leave mound till the next inning. If the second pitcher gives the batter 2 walks, the batter is awarded a double.
Courtesy Runners	Player may run 1 time per inning, and 3 times per game. Team may have 3 courtesy runners per inning. Manager may request waiver(s) for additional courtesy runner(s), or runners in excess of 3 per inning, when unusual circumstances require , (e.g.) excessive injuries. Player replaced by a courtesy runner may not be subsequently used as a courtesy runner.	Player may run 1 time per inning, and 3 times per game. Team may have 3 courtesy runners per inning. Manager may request waiver(s) for additional courtesy runner(s), or runners in excess of 3 per inning, when unusual circumstances require , (e.g.) excessive injuries. Player replaced by a courtesy runner may not be subsequently used as a courtesy runner.	Player may run 1 time per inning, and 3 times per game. Team may have 3 courtesy runners per inning. Manager may request waiver(s) for additional courtesy runner(s), or runners in excess of 3 per inning, when unusual circumstances require , (e.g.) excessive injuries. Player replaced by a courtesy runner may not be subsequently used as a courtesy runner.	Player may run 1X per inning. Team may have unlimited runners per inning. Manager: 2 waivers.
1st Baseman Pulled Into Runner's Lane By Throw	Runner may go to white base and will be declared safe. 1st baseman may tag orange base for putout.	Runner may go to white base and will be declared safe. 1st baseman may tag orange base for putout.	Runner may go to white base and will be declared safe. 1st baseman may tag orange base for putout.	Runner may go to white base and will be declared safe. 1st baseman may tag orange base for putout.

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NO COLLISION / NO CONTACT RULE	Player causing the contact will be declared out. <u>A RUNNER MAY SLIDE TO AVOID A COLLISION</u> . Sliding or diving into first base or the scoring line is permitted only to avoid a collision with a defensive player. This is an umpire's judgement call and is not subject to protest or appeal. A player may slide or dive into second or third bases, or returning to any base <u>A RUNNER MUST MAKE EVERY EFFORT TO AVOID COLLIDING WITH OPPOSING PLAYERS WHILE RUNNING THE BASES</u> . No base overrunning, if runner overruns base, player must return to base and is subject to being tagged out. If in the umpire's judgement, a runner misses a base to avoid a collision with a defensive player, the runner will not be called out. If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance. If in the umpire's	Player causing the contact will be declared out. <u>A RUNNER MAY SLIDE TO AVOID A COLLISION</u> . Sliding or diving into first base or the scoring line is permitted only to avoid a collision with a defensive player. This is an umpire's judgement call and is not subject to protest or appeal. A player may slide or dive into second or third bases, or returning to any base <u>A RUNNER MUST MAKE EVERY EFFORT TO AVOID COLLIDING WITH OPPOSING PLAYERS WHILE RUNNING THE BASES</u> . No base overrunning, if runner overruns base, player must return to base and is subject to being tagged out. If in the umpire's judgement, a runner misses a base to avoid a collision with a defensive player, the runner will not be called out. If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance. If in the umpire's	Player causing the contact will be declared out. <u>A RUNNER MAY SLIDE TO AVOID A COLLISION</u> . Sliding or diving into first base or the scoring line is permitted only to avoid a collision with a defensive player. This is an umpire's judgement call and is not subject to protest or appeal. A player may slide or dive into second or third bases, or returning to any base <u>A RUNNER MUST MAKE EVERY EFFORT TO AVOID COLLIDING WITH OPPOSING PLAYERS WHILE RUNNING THE BASES</u> . No base overrunning, if runner overruns base, player must return to base and is subject to being tagged out. If in the umpire's judgement, a runner misses a base to avoid a collision with a defensive player, the runner will not be called out. If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance. If in the umpire's	Player causing the contact will be declared out. <u>A RUNNER MAY SLIDE TO AVOID A COLLISION</u> . Sliding or diving into first base or the scoring line is permitted only to avoid a collision with a defensive player. This is an umpire's judgement call and is not subject to protest or appeal. A player may slide or dive into second or third bases, or returning to any base <u>A RUNNER MUST MAKE EVERY EFFORT TO AVOID COLLIDING WITH OPPOSING PLAYERS WHILE RUNNING THE BASES</u> . No base overrunning, if runner overruns base, player must return to base and is subject to being tagged out. If in the umpire's judgement, a runner misses a base to avoid a collision with a defensive player, the runner will not be called out. If in the umpire's judgment the runner fails to avoid a collision with a defensive player involved in the play, the ball will be declared dead and that runner called out. All base runners except the batter will be returned to their previous base unless forced to advance. If in the umpire's
Regulation Inning Runs	5 max, unlimited "open" final inning	5 max, unlimited "open" final inning	5 max, unlimited "open" final inning	5 max, unlimited "open" final inning
Tied After Scheduled Innings	One extra inning with unlimited runs. If game is still tied then the last batter from prior inning goes to 2nd base with no outs. Runner cannot be replaced until reaching 3rd base. Unlimited runs. Playoffs: regulation innings to curfew then tie breaker.	One extra inning with unlimited runs.	One extra inning with unlimited runs. If game is still tied then the last batter from prior inning goes to 2nd base with no outs. Runner cannot be replaced until reaching 3rd base. Unlimited runs. Playoffs: regulation innings to curfew then tie breaker.	One extra inning with unlimited runs. If game is still tied then the last batter from prior inning goes to 2nd base with no outs. Runner cannot be replaced until reaching 3rd base. Unlimited runs.
Flip-flop	Home team behind by 12 at the start of the "open" inning	Home team behind by 12 at the start of the "open" inning	Home team behind by 12 at the start of the "open" inning	Home team behind by 9 after 6th inning.
Mercy Rule	15 runs after 7th in 9 inning game or, after 5th inning in 7 inning game.	15 runs after 7th in 9 inning game or, after 5th inning in 7 inning game.	15 runs after 7th in 9 inning game or, after 5th inning in 7 inning game.	12 runs after 5th inning.
Commitment Line	The COMMITMENT LINE shall be placed 30 feet from HOME PLATE. If BOTH FEET touch or cross the line, the runner cannot be tagged out. If only one foot touches or crosses the line, the runner can be tagged out.	The COMMITMENT LINE shall be placed 30 feet from HOME PLATE. If BOTH FEET touch or cross the line, the runner cannot be tagged out. If only one foot touches or crosses the line, the runner can be tagged out.	The COMMITMENT LINE shall be placed 30 feet from HOME PLATE. If BOTH FEET touch or cross the line, the runner cannot be tagged out. If only one foot touches or crosses the line, the runner can be tagged out.	The COMMITMENT LINE shall be placed 30 feet from HOME PLATE. If BOTH FEET touch or cross the line, the runner cannot be tagged out. If only one foot touches or crosses the line, the runner can be tagged out.