

# SPRING CLASSIC RULES

## Time Limit

- No new inning after 1:45
  - Championship games – no time limit
- New inning officially starts as soon as 3<sup>rd</sup> out is recorded

## Ready Play

- Teams should be ready to play 30 minutes before the scheduled game time unless they travel from another site
- Elimination games extra inning will follow MLB rule
- No pre-game warm-ups on field

## Game Reporting

- Umpires must get score card signed by both Coaches and submit card to Field Director

## Mercy Rule

- 6 inning games (8U – 12U)
  - 15 after 3
  - 10 after 4
- 7 inning games (13U – 18U)
  - 15 after 4
  - 10 after 5
- Forfeit time is game time
  - Unless Field Director says different with team travelling from different site

## Collision Rule

The runner must slide or avoid contact

If collision is flagrant – ejection

## Teams

- 8U must start with 9 players (4<sup>th</sup> outfielder can be used)
- 9U – 18U must start with 9 players but can finish with 8 players
- A player arriving late goes to end of lineup if batting everyone
- No penalty if a player is injured and the team does not have substitute available
- Player ejected – no substitute = an out every time
- Leaves with out – 1<sup>st</sup> timeout – no other out
- Balks only apply to 11U and higher

## 8U Specific

- End of play
  - 5 runs per inning (last inning unlimited)
  - Umpire declares last inning
- No leading
- No bunting
- No infield fly
- No drop 3<sup>rd</sup> strike

## 9/10U Specific

- Leading/Stealing - ball crosses plate
- Walks – not permitted to steal second
- Leaving early – runner returns
  - 1<sup>st</sup> timeout – warning
  - Out of that
- Bunting
  - Is allowed – fake bunting followed by swing is not allowed
  - First warning
- No infield fly rule
- No drop third strike

#### 11U - 12U Specific

- Balks – 1 per Pitcher – warning, immediate dead ball
- Can't fake bunt followed by swing

#### 13U – 18U Specific

- Balks – no warning
- Can't fake bunt followed by swing