***2018 Spring BASEBALL INTER-LEAGUE RULES***

***Game ending procedure***

1. No new inning shall start after the time limit imposed per age group has expired.
2. The home team shall not start their turn at bat IF they are winning **and** imposed time limit has expired prior to their turn at bat.
3. If the home team is batting AND is ahead AND the time limit expires, the home team **batter** will finish his at bat and all subsequent results of his at bat shall occur and be recorded and then the game shall end.
4. If an inning starts AND time expires AND the visiting team cannot win due to the max runs per inning limitation play will continue until the visiting team accumulates 3 outs THEN all subsequent results of this ½ inning will be recorded and the game shall end.

***Tie game at the end of regulation play procedure:***

1. “The player who completed the last official at-bat is placed as a base runner on second base (2nd) base with zero (0) outs. ***Example: If the #4 hitter is scheduled to start the inning THEN the # 3 batter starts at second base***
2. If after one (1) inning, the score remains tied, the game shall be declared a tie and both teams shall be awarded one-half (1/2) a win and one-half & (1/2) a loss for the contest”.

***Age Group specific interleague rules***

***6U***

1) Ball hit off the tee is a max of 2 bases during interleague games unless ball is out of the park then the homerun will count

2) Mercy run rules is 15 after 4

3) 5 swings MAX with at least 3 off coach pitcher. If child fouls the 5th pitch from the coach, they will continue batting.

4) One base advance on overthrow- at risk

5) Two defensive coaches on field (on grass, in outfield)

6) 5 runs max per inning

7) **Time limit: 1:15**

8) Teams may play with 8 players without penalty

***8U Hybrid***

**8U Hybrid pitching rules**

**Player pitch phase**

1. Player pitcher throws 3 pitches MAX per batter
2. Batter either puts the ball in play OR strikes out- called or swinging.
3. If the player pitcher throws 3 called balls the coach pitch phase starts.
4. If the batter fouls off the third player pitch with 2 strikes on him he then enters the coach pitch phase with a 2-strike count.
5. Hit batsman results in a dead ball and batter is awarded first base BUT only During the player pitch phase
6. No advance on dropped third strike

**Coach pitch phase**

1. **Coach pitcher will remain in contact with the portable mound when delivering the pitch**
2. If a batter has 1 or 2 strikes on him this count carries over into the coach pitch phase of the at bat and the batter starts the Coach pitch phase with this count.
3. Coach then throws 3 pitches to batter BUT IF he has 2 strikes from player pitch phase and Swings and misses at any of the three coach pitches he is out.
4. If batter does not put the ball in play OR takes these three pitches **he is out**- UNLESS he fouls off the third pitch and his AB continues IF he continues to foul off pitches.

2) 6 steals per game

3) 5 runs max per inning

4) **Time limit is: 1:30**

5) Max of 3 innings pitched in a game, 5 innings per week

6) Mercy rule is 15 after 4

7) Teams may play with 8 players without penalty

***10U***

Georgia USSSA rules **with the exception** of runner on third attempting to advance to home the following will govern:

* *Runner on third****IS NO****T allowed to attempt to advance home under the following situations:*

1. ***Any “suicide or safety” squeeze.***

* *Runner on third****IS****allowed to attempt to advance home under the following situations:*

1. *A passed ball or wild pitch*
2. *The catcher OR pitcher throws to another fielder in an attempt to tag any runner that is currently off his base OR attempting to advance to the next base*
3. *Fairly batted or bunted ball*
4. *Is forced*
5. 5 runs per inning limit
6. Max of 3 innings pitched per game, 5 per week
7. **Time limit is: 1:40**
8. Mercy rule is 15 after 4
9. Teams may play with 8 players without penalty

***12U***

1) Max of 4 innings pitched per game, 6 per week

2) ***Time limit is: 1:40***

3) 7 runs per inning limit

4) **Mercy run rule is 15 after 4 OR 8 runs after 5 innings**

5) Teams may play with 8 players without penalty.

***14U & 16U***

1) Max of 4 innings pitched per game, 6 per week

2) ***Time limit is: 1:50***

3) 7 runs per inning limit

4) **Mercy run rule is 15 after 4 OR 8 runs after 5 innings**

5) Teams may play with 8 players without penalty.