

1. DIVISION QUICK SPECS

Feature	MINOR	MAJOR	TEEN (60/90)
Field Dimensions	46' Pitch / 60' Base	46' Pitch / 60' Base	60' 6" Pitch / 90' Base Can use 54/80
Game Length	6 Innings	6 Innings	7 Innings
Batting Order	Everyone Bats	Everyone Bats	Everyone Bats
Run Cap/Inning	5 Runs	5 Runs	5 Runs
Mercy Rule	• 15 Runs after 3 Innings • 10 Runs after 4 Innings • 8 Runs after 5 Innings	• 15 Runs after 3 Innings • 10 Runs after 4 Innings • 8 Runs after 5 Innings	• 15 Runs after 4 Innings • 10 Runs after 5 Innings • 8 Runs after 6 Innings
Open Inning	Last Inning (Ump Call)	6th Inning (Ump Call)	7th Inning (Ump Call)
Time Limit Confirm at Plate Meeting	No New Inning after 1 Hour and 45 Minutes	No New Inning after 1 Hour and 45 Minutes	No New Inning after 2 Hours
Stealing	When ball reaches plate • Stealing home on passed ball allowed. I recommend a two week grace period with no steals home	When ball reaches plate • Stealing home on passed balls allowed	Any time (Leads allowed)
Headfirst Slide	Prohibited (Out) Except back to base	Prohibited (Out) Except back to base	Permitted
Uncaught 3rd Strike	Ball is dead; Batter out	Live Ball; Batter may run if first base is not occupied. With 2 outs batter	Live Ball; Batter may run if first base is not occupied. With 2 outs batter

		may run even if occupied.	may run even if occupied.
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2. PITCHING & REST REQUIREMENTS

*Rest is based on **actual pitches thrown**. If a pitcher hits a limit while facing a batter, they may finish that batter and be charged the lower limit (The "Threshold Rule").*

Minors and Majors

Pitches Thrown	Required Calendar Days of Rest
66+	4 Days Rest
51 – 65	3 Days Rest
36 – 50	2 Days Rest
21 – 35	1 Day Rest
1 – 20	0 Days Rest

Teenage

Pitches Thrown	Required Calendar Days of Rest
76+	4 Days Rest
61 - 75	3 Days Rest
46 - 60	2 Days Rest
31 - 45	1 Day Rest
1 – 30	0 Days Rest

- **Daily Max Based on Pitchers Age:**

- 6-8 (50)
- 9-10 (75)
- 11-12 (85)
- Teen (95).
- **Pitcher to Catcher:** If a pitcher throws **41+ pitches**, they cannot play Catcher for the rest of the day.
- **Catcher to Pitcher:** Any player who catches for **4 or more innings** is ineligible to pitch that day.

- **They can't catch even one pitch in the 4th inning or they are ineligible to pitch that day!**
- In Minors and Majors a pitcher can only make one appearance per day regardless of pitches thrown.
- Teenage pitchers can make two appearances and the pitch count will carry over from previous game.

3. CRITICAL GAMEPLAY RULES

- **The "Open Inning":** Once the Umpire declares the "Last Inning" (due to time or reaching the final scheduled inning), the run cap is removed. Teams must record 3 outs to end the frame.
- **Slide or Avoid** There is no "must-slide" rule, but a runner **must** attempt to avoid a fielder who has the ball and is waiting to make a tag. Jumping over a fielder is illegal.
 - **If there is a play being made to home the runner must slide.** If ball is still in outfield then not required. However I encourage you to coach them to slide as it will eliminate issues and not have young umpires make difficult calls.
- **Mandatory Play:** In Canada, every player on the roster must play at least 6 consecutive defensive outs and bat at least once. Given the entire roster bats this will not be an issue.
- **Warm-ups:** To speed up play, catchers should be dressed and ready. Use a "courtesy runner" (last out) for the catcher if there are 2 outs.
- **Equipment:** All bats must have the **USA Baseball** logo. Catcher helmets must have a dangling throat protector.