



In Partnership



MODIFIED 8U AND 10U RULES

8U

- 5 PITCHES, MUST FOUL THE 5TH TO GET THE 6TH, MUST FOUL THE 6TH TO GET THE 7TH, 7 PITCHES MAX
- 70 MIN GAME TIME
- NO BASE STEALING
- NO INFIELD FLY
- NO BUNTS
- ALL YOU CAN GET ON OVERTHROWS (TIME IS CALLED WHEN BALL IS BACK IN THE CIRCLE)
- JEWELRY NOT ALLOWED
- BATTING HELMETS WITH FACE MASKS REQUIRED
- BAT THE ROSTER
- 10 PLAYERS IN THE FIELD
- 5 RUNS PER INNING
- GAMES CAN END IN A TIE

10U

- 70 MIN GAME TIME
- NO INFIELD FLY
- NO DROP 3RD STRIKE
- NO JEWELRY
- BAT THE ROSTER
- 10 PLAYERS IN THE FIELD
- KID PITCHER WILL PITCH UNTIL SHE THROWS 4 BALLS (NOT 4 PITCHES) THEN THE COACH WILL COME IN AND PICK UP THE COUNT
- ALL YOU CAN GET ON OVERTHROWS (TIME IS CALLED WHEN BALL IS BACK IN THE CIRCLE)
- BATTING HELMETS WITH FACE MASKS REQUIRED
- 5 RUNS PER INNING
- STEALING HOME IS NOT ALLOWED; STEALS OF 2ND AND 3RD BASES ARE PERMITTED
- BUNTS ALLOWED ONLY OFF KID PITCHER
- GAMES CAN END IN A TIE

12U

- ASA RULES WITHOUT MODIFICATION
- 70 MIN GAME TIME
- 5 RUNS PER INNING