

## **Westbury Little League Facilities**

### ***Park Rules***

Westbury Little League is located on 17+ acres. Roughly 7 acres belong to Westbury Little League and the balance is leased from the City of Houston. Accordingly, while on Westbury Little League grounds all players, parents, coaches, managers, league officials, and visitors must adhere to the rules and regulations of not only Westbury Little League but also those of the City of Houston Parks Department.

Alcoholic beverages are prohibited at all practices and games whether held on Westbury Little League grounds or elsewhere.

Tobacco in any form (cigarettes, cigars, chewing tobacco, snuff, dip, e-cigarettes, etc.) is prohibited at all practices and games whether held on Westbury Little League grounds or elsewhere.

Animals, with the exception of services animals, are prohibited on Westbury Little League grounds.

The speed limit inside the Westbury Little League gates is 10 miles per hour.

Vehicles are not permitted in the common grass areas between fields unless authorized by the Westbury Little League board of directors.

### ***Hours of Operation***

The Westbury Little League baseball facilities (fields, common areas, and/or batting cages) are open during approved Westbury Little League baseball activities. If no baseball activities are scheduled then the facility is closed.

### ***Batting Cages***

Batting cages are available for the use of approved teams during hours of operation. There are five batting cages:

1. Field M1 batting cage – closest batting cage to the maintenance shed in the common area between Field M1, M2, and M4
2. Field M2 batting cage – second closest batting cage to the maintenance shed in the common area between Field M1, M2, and M4
3. Field M3 batting cage – second closest batting cage to Field M4 in the common area between Field M1, M2, and M4
4. Field M4 batting cage – closest batting cage to Field M4 in the common area between Field M1, M2, and M4
5. Pee-Wee Field batting cage – located next to the restroom outbuilding between Field M3, the Pee-Wee Field, and the Waterhole field

Teams preparing for games are given first priority in batting cage use. Visiting team has use of the batting cage for 30 minutes starting 1 hour before first pitch. Home team has use of the batting cage for 30 minutes starting 30 minutes before first pitch.

If no games are scheduled, then cages are available provided arrangements have been made with the Westbury Little League schedulers and use of the cages will not violate division-specific limitations on contacts per week.

Batting helmets are required for any player using the batting cage. Only one batter may be in the batting cage at any time unless helping pickup baseballs. Only adults are allowed to operate pitching machines or throw batting practice.

### ***Baseball Fields***

Use of any field requires prior approval from the Westbury Little League board of directors. During the spring and fall seasons said approval is generally granted by the Westbury Little League schedulers.

There are seven baseball fields:

1. Field M1 – the first field upon entering the facilities
2. Field M2 – the second field upon entering the facilities
3. Pee-Wee Field – the third field on the left along the drive after entering the facilities
4. Field M3 – located behind the left-center field wall of Field M2
5. Field M4 – located behind the M3 and M4 batting cages, heading toward the Willow Water Hole
6. Waterhole Field – located at the terminus of the drive from the gate to the rear of the facility
7. Senior Field – located across the drive from the right field corner of the Pee-Wee Field

### ***Caring for the Facilities***

Many volunteers and many contractors work tirelessly to maintain the Westbury Little League facilities. Westbury Little League does not receive maintenance assistance from any municipality. In addition to the fields and batting cages there are other buildings (concession stand, maintenance shed, storage sheds, and bathrooms), roughly one mile of fencing, dirt piles, and the like.

Westbury Little League values safety. If you believe that any aspect of the facility is unsafe please alert a Westbury Little League board member.

Trash cans and recycling cans are located throughout the facility. Please do your part to keep Westbury Little League litter free.

### ***Concession Stand***

The Westbury Little League concession stand is located between the backstops of Fields M1 and M2. Food, drinks, and other items are available for purchase during hours of operation. The concession stand is staffed by volunteer parents, board members, and friends of Westbury Little League.

Teams will be assigned concession stand duties during the spring season. During assigned shifts each team will be required to provide four adults. During assigned shifts volunteers will work the window, cook food using a grill, fryers, heating lamps, crockpots, coffee makers and the like. At the close of the night volunteers will clean the concession stand.

Responsible children are allowed to participate in age appropriate roles during concession stand duty. Kids are not allowed to handle cooked food (they may handle drinks and packaged food) or money. Only adult volunteers are allowed in the area by the fryers and grill and only adult volunteers are allowed to cook or handle money.

Board members on duty will assist concession stand crews in clean-up and possibly in the running of the concession stand. Board members on duty will handle money counting, deposit, and locking up for the night.

### **Westbury Little League Ground Rules**

Westbury Little League games are governed by the Official Regulations and Playing Rules of Little League baseball except for exceptions enumerated in this document.

#### ***Minimum Players***

The minimum number of players required to play in the Majors division is 8. If playing with 8 players in the Majors division, each time the 9th position in the lineup arrives in the batting order an out will be recorded. The minimum number of players required to play in the Minors and Pee-Wee divisions is 8. There is no out for the 9th position in these divisions. For Junior Machine Pitch and Tadpole divisions, managers should use their best judgment in playing with less than a full team. Minimum players is less critical in these divisions as score and standings are not being kept.

If a team is unable to field the minimum players required for its division without a significant and justifiable reason the game in question may be subject to forfeit. Such reasons could include school or religious activities or sudden illness or injury to players or members of their families. If a manager is aware that his or her team may not be able to field the minimum number of players he should make application to the VP Baseball with copy to his division's player agent, the opposing manager, and the Westbury Little League schedulers. Westbury Little League seeks to resolve such requests so that games are played but acknowledges that this is not always possible.

## ***Length of Game***

Following are length of game rules for each division:

- Majors – 6 innings or extra innings to decide a winner (exception is mercy rule provided in the Official Little League rule book)
- Minors – 6 innings or 100 minutes
- Pee-Wee – 6 innings or 100 minutes
- Junior Machine Pitch and Tadpole – no longer than the time slot allotted by the Westbury Little League schedulers but generally 3-4 complete innings

Minors and Pee-Wee division games may end in a tie. If a game is tied at the conclusion of 6 innings but time remains the game may proceed to extra innings.

The time limits refer to the start of a new inning, meaning, for example, in Minors and Pee-Wee no new inning may begin after 100 minutes have elapsed. A new inning is deemed to begin at precisely the same time the previous inning ends. The field umpire is in charge of time keeping. He or she may elect to begin the clock at the scheduled start time, at first pitch, when the home team takes the field for warm-ups, or when the managers meeting breaks. It is his or her discretion. The field umpire is not required to tell either manager how much time remains during the game, although Westbury Little League encourages the field umpire to alert both managers when the clock is started so that they may also keep track of time.

## ***Warming up Pitchers***

Bullpens may be used for warming up pitchers. Catchers must wear a catcher's mitt and helmet and mask with throat protector and male catchers must wear a protective cup. Adult coaches are welcome to observe pitchers warming up but they are not permitted to catch pitchers. This rule extends to warming up pitchers on the field between innings.

## ***Batting Order***

In all divisions teams will use a continuous batting order.

## ***Courtesy Runner***

Managers may use a courtesy runner for the pitcher of record or catcher of record with 2 outs. If using continuous lineup, courtesy runner would be the last out.

## ***Additional Safety Rules***

Catcher's helmets must include the dangling throat protector.

Catcher's chest protectors must include the extension (whether via Velcro or as designed) protecting the crouched catcher's private parts.

No batter in any division is permitted to square to bunt and then pull back and swing. If a batter squares to bunt and then pulls back and swings the umpire will call a dead ball, declare the batter out, and return all baserunners to the bases from which they came. The batter will be called out even if he or she doesn't hit the ball. Additionally, the umpire will warn the manager of the offending team and if any player again squares to bunt only to pull back and swing the manager will be ejected from the game.

All teams will be provided with first aid kits. First aid kits are also stored in the concession stand. Should a player require medical attention a parent, coach, or manager should alert a board member on duty. Ice is available in the concession stand. For an injury that significantly stops the game, the field umpire may, at his or her discretion, pause the game clock until the game can restart.

### ***Umpire Duties***

The Westbury Little League Baseball Committee assigns umpire duties for Majors, Minors, and Pee-Wee division games. Junior Machine Pitch and Tadpole games will be umpired by the coaches and/or parents of the teams participating in the game.

For Majors and Minors divisions the home plate umpire will wear full protective equipment and position himself in a safe position behind the catcher (umpiring from the mound is not permitted). Westbury Little League provides umpire equipment. It can be found in the umpire room above the concession stand. The equipment is there to be borrowed for each umpire duty and should be returned following each umpire duty.

For the Pee-Wee division the home plate umpire will not wear protective gear but will position himself or herself safely near the backstop (umpiring from the mound is not permitted).

For Majors, Minors, and Pee-Wee the field umpire shall assume the normal A, B, and C umpire positions.

Failure to provide an umpire for his or her team's assigned umpire duty will result in the suspension of the manager for his or her team's next game.

### ***Pregame Activities***

The batting cages are available for warm ups as outlined previously in this document.

The outfield and bullpen are available for warm ups as well.

The home team will take the third base dugout and use the left field bullpen and left field extending to center field for warm ups. The visiting team will take the first base dugout and use the right field bullpen and right field extending to center field for warm ups.

Teams are allowed to take infield practice. The visiting team may take infield practice for 10 minutes starting 30 minutes before first pitch. The home team may take infield practice for 10 minutes starting 20 minutes before first pitch.

Ten minutes before a scheduled game the managers shall provide line-ups to each other. If any players' whereabouts are unknown at this time the manager shall alert the opposing manager. If any player isn't present when the game starts he or she shall be placed at the bottom of the line-up should he or she arrive late to the game.

### ***Protests***

Protests must be made to the home plate umpire at the moment the questioned play or action occurs. The home plate umpire shall note the protest and attempt to deal with the situation in a reasonable amount of time. If the protesting manager remains unsatisfied he shall instruct the home plate umpire that his team will continue under protest and then take his or her protest to the protest committee.

## **Division Specific Rules**

### **Tadpole Division**

#### ***Defensive Positions***

Tadpole teams shall field a normal infield, i.e. one catcher, one pitcher, one first baseman, one second baseman, one third baseman, and one shortstop. Players not playing one of those positions shall play in the outfield and shall be positioned 20 feet behind the infield dirt. Outfielders should be discouraged from entering the infield to attempt to make a play. Infielders shall not be any closer to the batter than the edge of the infield grass.

The pitcher shall wear a batting helmet with face mask and will be positioned inside the pitcher's circle.

The catcher will stand at the back of the dirt surrounding home plate until the ball is struck, at which point the catcher may play defense.

#### ***Defensive Coaches***

The team on defense may have three coaches on the field one of whom will remain near the catcher. The other two may roam the field helping position the kids.

#### ***Offensive Coaches***

The team on offense may have three coaches on the field – one to help the batter address the Tee and will place the ball on the Tee and the other two to coach first and third base. No second base coach is allowed.

### ***Offensive Rules***

Teams will bat each half inning until they have either scored five runs or have been put out three times. Teams will not bat around each inning unless in the course of scoring five runs before being put out three times.

Bunting is not allowed.

Base stealing is prohibited.

Players will advance one base per batter.

Batters will attempt to strike the ball from the batting Tee. Batters will not attempt to strike pitched balls.

The infield fly rule is not in effect in Tadpole.

### ***Play Regulations***

No player will sit out more than one inning per game.

Each player shall play at least one inning in the infield per game. If any player is viewed as a safety risk in the infield the manager may, at his discretion but with parent input, elect not to play a player in the infield. Should a manager choose to take this action he or she should alert the Tadpole player agent and VP Baseball.

Each player shall change positions each inning, i.e. no player may play the same position in consecutive innings.

In the event these play regulations aren't complied with during a regulation game, said player(s) must start the next game and make up required innings/positions from the previous game.

### ***Equipment***

Only Little League approved bats may be used during games and/or practices.

The official game ball for the Tadpole division shall be leather cover, R.I.F. ball.

All players must wear a batting helmet with full facemask when batting, running the bases, or playing the pitcher position.

### ***Score and Standings***

Neither game score nor season standings shall be kept for the Tadpole division.

### **Junior Machine Pitch Division**

#### ***Defensive Positions***

Junior Machine Pitch teams shall field a normal infield, i.e. one catcher, one pitcher, one first baseman, one second baseman, one third baseman, and one shortstop. Infielders shall not be any closer to the batter than the edge of the infield grass.

Each team shall field four outfielders, who shall be positioned 20 feet behind the infield dirt. The four outfield positions are left field, left-center field, right-center field, and right field. No roving outfielders are allowed. Outfielders should be discouraged from entering the infield to attempt to make a play.

The pitcher shall wear a batting helmet with face mask and will position himself or herself behind the front of the pitching machine with one foot inside the pitcher's circle until the pitch has crossed home plate.

The catcher will wear full protective gear and squat in a catcher's position behind home plate and attempt to receive the pitch. Players that are unwilling to remain squatted and/or attempt to catch the pitch should not play the catcher's position.

#### ***Defensive Coaches***

The team on defense may have three coaches on the field one of whom will remain near the catcher. The other two may roam the field helping position the kids.

#### ***Offensive Coaches***

The team on offense may have four coaches on the field – one to help the batter address the plate, one to feed the machine, and the other two to coach first and third base. No second base coach is allowed.

#### ***Offensive Rules***

Teams will bat each half inning until they have either scored five runs or have been put out three times. Teams will not bat around each inning unless in the course of scoring five runs before being put out three times.

Bunting is not allowed.

Base stealing is prohibited.

Players will advance one base per batter.

Batters will receive four pitches from the pitching machine or more should they foul the fourth pitch. If a batter fails to put the ball in play in fair territory after four pitches the ball shall be placed on the batting Tee.

The infield fly rule is not in effect in Junior Machine Pitch.

### ***The Pitching Machine and Operator***

The pitching circle shall be ten feet in diameter with the arc closest to home plate being twenty-eight feet from the back of home plate. The pitching machine shall be placed over the twenty-eight foot mark.

The pitching machine shall be set to twenty-eight miles per hour.

A batted ball that strikes the pitching machine and/or operator shall be declared a dead ball and the batter and all baserunners shall be awarded one base. Any extension cord associated with the pitching machine shall be considered part of the pitching machine.

If a thrown ball strikes the pitching machine, the ball is live.

The pitching machine operator shall hold the ball aloft in full view of the batter and fielders and wait for the batter to be ready to attempt to bat. In one motion, the operator shall feed the ball into the machine. The pitching machine operator shall not coach from his position as pitching machine operator except to help position the player playing the pitcher position. The pitching machine operator may not instruct baserunners or position the batter. This includes signaling to another coach to move the batter.

### ***Play Regulations***

No player will sit out more than two innings per game.

Each player shall play at least one inning in the infield per game. If any player is viewed as a safety risk in the infield the manager may, at his discretion but with parent input, elect not to play a player in the

infield. Should a manager choose to take this action he or she should alert the Junior Machine Pitch player agent and VP Baseball.

Each player shall change positions each inning, i.e. no player may play the same position in consecutive innings.

In the event these play regulations aren't complied with during a regulation game, said player(s) must start the next game and make up required innings/positions from the previous game.

### ***Equipment***

Only Little League approved bats may be used during games and/or practices.

All players must wear a batting helmet with full facemask when batting, running the bases, or playing the pitcher position.

### ***Score and Standings***

Neither game score nor season standings shall be kept for the Junior Machine Pitch division.

### ***Pee Wee Division***

#### ***Defensive Positions***

Pee-Wee teams shall field a normal infield, i.e. one catcher, one pitcher, one first baseman, one second baseman, one third baseman, and one shortstop. Infielders shall not be any closer to the batter than the edge of the infield grass.

Each team shall field four outfielders, who shall be positioned 20 feet behind the infield dirt. The four outfield positions are left field, left-center field, right-center field, and right field. No roving outfielders are allowed. Outfielders should be discouraged from entering the infield to attempt to make a play.

The pitcher shall wear a batting helmet with face mask and will position himself or herself behind the front of the pitching machine with one foot inside the pitcher's circle until the pitch has crossed home plate. The pitcher's circle is 10 feet in diameter and encircles the pitching machine.

The catcher will wear full protective gear and squat in a catcher's position behind home plate and attempt to receive the pitch. Players that are unwilling to remain squatted and/or attempt to catch the pitch should not play the catcher's position.

#### ***Defensive Coaches***

Coaches are not permitted outside of the dugout while their team is on defense unless time has been granted or he or she is tending to an injured player.

### ***Offensive Coaches***

The team on offense is allowed to have one coach operate the machine and one coach at each of first base and third base. Base coaches shall remain in their respective coaching boxes unless making room for a player to attempt a play or escaping a batted ball.

### ***Offensive Rules***

Teams will bat until they have either scored five runs or have been put out three times. Teams will not bat around each inning unless in the course of scoring five runs before being put out three times.

Bunting is not allowed.

Base stealing is allowed on the third pitch and subsequent pitches of each at-bat.

Batters will receive four pitches from the pitching machine or more should they foul the fourth pitch. A batter strikes out if they swing and miss with two strikes, tip strike three into the catcher's mitt, or fail to either strike the fourth pitch fair or foul off the fourth pitch. For example, if a batter fails to swing at the fourth pitch then he or she is deemed out by strike out.

The infield fly rule is not in effect in Pee-Wee.

### ***Overthrow Rule***

A baserunner – including the batter – is only allowed to advance one base on the first overthrow (or dropped throw or short throw or throw to the incorrect base – referred to here as simply an overthrow) of any sequence of plays. There are no multiple overthrows on any play.

For example, if the batter hits a groundball to shortstop and a throw is made to first base and that throw goes past the first baseman, the batter-runner may advance to second. Should the first baseman retrieve the ball and throw it into the left field corner, the batter-runner may not advance to third base.

Runners that attempt to advance more than one base on an overthrow or attempt to advance on an overthrow subsequent to the first overthrow shall be returned to the correct base, provided the runner advances to the next base safely. Any runner attempting to advance illegally that is put out by the defense will be out.

The one exception to the overthrow rule pertains to base stealing. Base stealers are not permitted to take a second base on any overthrow.

Runners are not permitted to advance home on passed balls.

Runners are not permitted to advance on throws to the pitcher from the catcher when the catcher is returning a pitched ball that wasn't put into play.

### ***The Pitching Machine and Operator***

The pitching circle shall be ten feet in diameter, the center of which will be forty-six feet from the back of home plate (the pitcher's rubber on most fields). The pitching machine shall be positioned so that the back leg touches the pitcher's rubber.

The pitching machine shall be set to forty (40) miles per hour for the 8U Pee Wee Division.

The pitching machine shall be set to thirty eight (38) miles per hour for the 7U Pee Wee Division.

A batted ball that strikes the pitching machine and/or operator shall be declared a dead ball and the batter and all baserunners shall be awarded one base. Any extension cord associated with the pitching machine shall be considered part of the pitching machine.

If a thrown ball strikes the pitching machine, the ball is live.

The pitching machine operator shall hold the ball aloft in full view of the batter and fielders and wait for the batter to be ready to attempt to bat. In one motion, the operator shall feed the ball into the machine. The pitching machine operator shall not coach for him position as pitching machine operator except to help position the player playing the pitcher position. The pitching machine operator may not instruct baserunners or position the batter. This includes signaling to another coach to move the batter.

### ***Play Regulations***

No player will sit on the bench for two innings until every player has sat on the bench for one inning.

No player will sit out more than two innings per game.

Each player shall play at least one inning in the infield per game by the conclusion of the fourth inning. If any player is viewed as a safety risk in the infield the manager may, at his discretion but with parent input, elect not to play a player in the infield. Should a manager choose to take this action he or she should alert the Pee-Wee player agent and VP Baseball.

In the event these play regulations aren't complied with during a regulation game, said player(s) must start the next game and make up required innings/positions from the previous game.

### ***Equipment***

Only Little League approved bats may be used during games and/or practices.

All players must wear a batting helmet with full facemask when batting, running the bases, or playing the pitcher position.

### ***Score and Standings***

Game scores and standings are tracked by Westbury Little League in the Pee-Wee division.

The home team is responsible for keeping the official game book. The visiting team is responsible for operating the scoreboard during the game.

After each Pee-Wee game the home team manager should email the Pee-Wee player agent with copy to the Westbury Little League schedulers and the visiting team manager and provide the final score of the game. The visiting manager should reply either agreeing or disagreeing with the final score.

### ***Lopsided Games***

Since Pee-Wee games are limited to five runs per inning, it is possible that a team could build an insurmountable lead. For example, one team is leading by 15 runs with two innings left to play. In the event that a game gets out of hand, the opposing managers may take one of three actions by mutual agreement:

1. They may call the game.
2. They may freeze the score and continue playing. If the home team is losing they should take their at-bat before freezing the score. (This gives the manager of the team in the lead the ability to move his players around defensively without fear of penalty in any play-off tiebreaker.)
3. They may elect to continue playing the game straight up.

### ***Minors Division***

The Minors division is governed by the Official Rules of Little League except where specified below.

### ***Run Limits***

Each half inning of the first four innings ends when the batting team has either recorded five runs or been put out three times. The only exception to this rule is if the sixth or greater run is recorded via an over the fence home run. In the fifth and sixth innings there is no limit on the number of runs the offensive team may record.

### ***Play Regulations***

No player will sit on the bench for two innings until every player has sat on the bench for one inning.

No player will sit out more than two innings per game.

No player may sit for two consecutive innings unless for injury, illness, or disciplinary reasons. Should a manager plan ahead of time to discipline a player in this manner he or she must have the approval of the Baseball Committee. Should a manager decide in game to discipline a player in this manner he or she must alert the opposing manager and home plate umpire and send in a report to the Minors player agent with copy to VP Baseball and the opposing manager following the conclusion of the game.

Each player shall play one full inning in the infield by the completion of the fourth inning. Should a manager believe a player incapable of playing in the infield due to safety reasons he or she must garner the approval of the Baseball Committee ahead of the game.

### ***Equipment***

Only Little League approved bats may be used during games and/or practices.

Each player shall wear a batting helmet with full facemask or C-clap protector when batting, running the bases, coaching a base, or protecting a pitcher warming up on an on-field bullpen.

### ***Pitch Limits***

Westbury Little League abides by the Little League prescribed pitch limits and associated days of rest.

Until the start of the post regular season tournament no pitcher may throw more than 50 pitches in one outing.

Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

### ***Dropped Third Strike***

The batter may not advance on the dropped third strike in Minors.

### ***Score and Standings***

Game scores and standings are tracked by Westbury Little League in the Minors division.

The home team is responsible for keeping the official game book. The visiting team is responsible for operating the scoreboard during the game.

After each Minors game the home team manager should email the Minors player agent with copy to the Westbury Little League schedulers and the visiting team manager and provide the final score of the game and his or her team's pitch counts. The visiting manager should reply either agreeing or disagreeing with the final score and pitch counts and providing his or her own team's pitch counts.

### **Majors Division**

The Majors division is governed by the Official Rules of Little League except where specified below.

#### ***Pitch Limits***

Westbury Little League abides by the Little League prescribed pitch limits and associated days of rest.

Until April 1<sup>st</sup> of each season, no pitcher may throw more than 50 pitches in one outing.

Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

#### ***Score and Standings***

Game scores and standings are tracked by Westbury Little League in the Majors division.

The home team is responsible for keeping the official game book. The visiting team is responsible for operating the scoreboard during the game.

After each Majors game the home team manager should email the Majors player agent with copy to the Westbury Little League schedulers and the visiting team manager and provide the final score of the game and his or her team's pitch counts. The visiting manager should reply either agreeing or disagreeing with the final score and pitch counts and providing his or her own team's pitch counts.

## **Fall Ball**

Rules herein apply to both Spring and Fall play except where noted/adjusted below

### **Tadpole**

No changes

### **Junior Machine Pitch**

No changes

### **Pee Wee**

Machine speed is set at 38 mph

*Special Provision for Fall 2020 due to cancelled Spring 2020 season and no Fall 2020 JMP:*

Coaches may agree that younger players may hit from a tee after 4 pitches from the machine. This should be implemented early in the season and phased out through the season (after ~4 games). As stealing bases is permitted in PW, no stealing can be done when the tee is in play. Additionally, when the Tee is in play, any runners on base are allowed to advance a maximum of 1 base.

As scores and standings are not kept for Pee Wee in fall, this is at the discretion of the managers playing the game. Unless otherwise specified in future seasons, this rule will not carry forward in future fall seasons.

### **Minors**

No changes

### **Majors**

All pitchers are limited to 50 pitches per outing. A player may finish the batter and exceed 50 pitches only if he/she starts the batter on pitch 50 or less.

Games will have a 100 min time limit. No new inning shall be started after 100 min (1 hr 40 min). The game shall be allowed to complete if the top of the inning has started prior to the time limit expiring. For reference, the start of the top of the inning occurs as soon as the 3<sup>rd</sup> out is made in the bottom of the previous inning.

Time keeping and determination of continuity of play is the responsibility of the game umpires. Coaches may keep time for approximate references only. The umpire's decision on official time is final.

A maximum of 5 runs per inning may be scored in innings 1-4. Unlimited runs may be scored in innings 5 & 6, time permitting.