ACWORTH BASEBALL ASSOCIATION

League Rules At-A-Glance

Quick-reference comparison across all five divisions

Age	Shetland (5U)	Clydesdale (6U)	Pinto (8U)	Mustang (10U)	Bronco (12U)
Total Pitches / Warm Up	4 live then 2 off tee (if 2nd attempt off tee isn't put in play then batter is out)	5 Pitches	5 (3 swinging strikes)	8 warm up pitches for new pitchers. 6 for returning pitchers. Not to exceed 2 minutes.	
Time Limit	1:15			1:30	1:30
No New Inning After	1:10			1:30	
Innings	6				
Mercy Rule / Run Max	5 runs per inning. Game can be called drop dead at "No new inning" time if it is mathematically decided.				
Dropped 3rd Strike	**No**				**Yes**
Infield Fly	**No**				**Yes**
Leading Off	**No**				**Yes**
Balk	**No**				**Yes, 1 Warning**
Absent / Injured Hitter	Not an out. (unless the player was ejected)				
Injured During At Bat	Last batted out may complete the at bat for the injured player.				
Walk	NA			Live Ball	
Intentional Walk	NA			Anytime during the at bat	
Time Called / Special Rules	"Time" shall be called by the umpire ONLY as soon as ALL runners are not attempting to advance. "Time" cannot be called by the defense for the purpose of this rule. When a runner stands off a base and 'juckes' or 'feints' back and forth, this is to be interpreted as 'not attempting to advance' and "Time" shall be called			NA	
Overthrow	1 base (only at 1st base)	2 bases (only at 1st base)	NA		
Foul Ball to Catcher	Must have clear upward arc to be an out			Out	
Fake Bunt / Slash	Batter cannot show bunt, pull back then swing (Slash). Batter is out.				
Bunt	**No**	1 successful per inning		**Yes**	
Slung Bat	Player warning then out				
Slide Rule	Base runner responsibility to avoid contact by sliding if needed. But doesn't HAVE to slide if there is a play at base				
Head First Slide	Only when diving back to a base				**YES**
Defensive Visits / Mound Visits	NA			2 per inning (must replace pitcher on second visit)	
Courtesy Runner	NA			Last batted out for catcher only	
Offensive Coaches	3 on Field (1st base, 3rd base, pitcher)			3 on field (1st, 3rd, in front of dugout)	
Defensive Coaches	3. 2 in outfield, 1 in front of dugout	3. 2 in foul territory, 1 in front of dugout	2 in front of dugout		
Throwing to Base	Players must make full attempt to THROW the ball to base. Not roll the ball or spike the ball and have it roll				