

<b>RULES</b>	<b>MINOR LEAGUE SOFTBALL &amp; BASEBALL</b>	<b>MAJOR LEAGUE SOFTBALL &amp; BASEBALL</b>
Minimum # Players	No minimum All players on roster can play defense (Includes tee ball & machine pitch).	Game may start with 8 players Skip 9th position without penalty. Only 9 players allowed on defense.
Run Limit per Inning	5 run limit or bat through lineup to end the inning, whichever comes first.	5 run limit (waived in last inning)
Walks per Inning	After 3 walks in an inning, any walked batter thereafter will remain in box. Coach will pitch to said batter. If no strikes, 1 strike is added. Rule applies per inning, not per pitcher.	No limit
Game Time Limit	1 hr 45 mn. Time limit will be imposed regardless of number of innings played. Inning in progress will be completed. Umpire will keep official time. Tee Ball - 75mn. Machine Pitch - 90mn	1hr 45mn. Inning in progress will be completed. Umpire will keep official time.
Courtesy Runner	Allowed for catcher & pitcher. Continous batting order: runner is player that made last out.	Allowed for catcher & pitcher. Cannot be player in lineup. Continous batting order: player that made last out.
Continuous Batting Order	Mandatory If a player leaves a game they are skipped in lineup without penalty.	Mandatory for L/R vs L/R games. Optional for softball inter-league games. If a player leaves a game they are skipped in the lineup without penalty.
Stealing Home	Not permitted for first half of season. Allowed starting with May 15 games.	No restrictions
# Batters Hit By Pitch	A pitcher who hits 3 batters with a pitch in one inning must be removed. Awarding a hit batter first base will be at the descretion of the umpire.	A pitcher who hits 3 batters with a pitch in one inning must be removed. Awarding a hit batter first base will be at the descretion of the umpire.
Tee Ball Only	Players MUST hit off tee. Coach MUST NOT pitch to batters.	