

| RULE | 14U | 12U | 10U | 8U |
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| GAME LENGTH: | 7 Innings | 6 Innings | | |
| TIME LIMIT: (No New Innings) | 1 Hour 30 Minutes-unless tied (Finish Inning) | | 1 Hour 15 Minutes (Hard Stop) | 60 Minutes (Hard Stop) |
| AGE: | As of September 1 of Previous Year 2025-2026 Age Chart.xlsx - Google Sheets *see ROSTERS | | | |
| BALL: | 12 Inch | 11 Inch | | 11 Inch Flexi/incrediball may be used. |
| MASKS: | Required - Infield Only | | | |
| INFIELD FLY RULE: | Will be in effect | | Will not be in effect. | |
| BUNTING: | Bunting is allowed | | Allowed- no bunting on coach pitch | no bunting |
| BUNT - PULL BACK | May pull back and swing | May NOT pull back and swing PEN: Batter is out, runners return | N/A | N/A |
| POSITIONS: | 9 Players | Allowed 10 Players. 4 Outfielder, 4 Infielders, 1 Pitcher, 1 Catcher. | | |
| BATTING: | May choose to bat minimum (9/10) players or entire lineup. Must be decided before game starts. | | Must bat entire lineup. | Must bat entire lineup |
| ROLLING BATTING ORDER: | N/A | | Rolling Line Up Used * Team sets lineup at first game of year, next batter up becomes new leadoff. | |
| SUBSTITUTIONS: | Free subbing if batting entire lineup. If using subs, players must re-enter in same spot in order. | | Unlimited | |
| COURTESY RUNNERS:: | Courtesy runner for pitcher and catcher allowed *see pace of play | | | |
| PLAYING TIME: | Determined by coach May not be equal | Playing time should be equal for all players | | |

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| RUN LIMIT: | None | 5 Per Inning EXCEPTION: 5th Inning or Later | 5 Per Inning | Teams will bat their lineup. The team with more players must bat the same number as the team with less players and then continue with rolling lineup OR- 3 Outs- whichever comes first |
| MERCY RULE: | 15 Runs after 3 Innings 10 Runs after 5 Innings | | | None |
| TIES | International tiebreak rules | International tiebreak rules | hard stop enforced | hard stop enforced |
| STEALING: | Allowed, on the release | Allowed, on the release | Allowed, after ball crosses plate. 1 base only per hitter. Cannot advance on an overthrow when stealing. Stealing Home is not allowed. | No |
| LEADING OFF: | Players may lead off on the RELEASE of the pitch. | | | |
| ADVANCING ON OVERTHROWS | Advance at your own risk | Advance at your own risk | May advance 1 base on overthrow: EX: If a play is made on a batter running to 1st base, the runner may go up to 2nd. If there is another play made and additional overthrow, the runner has to stay at 2nd. Cannot advance on an overthrow when stealing | No |
| SLIDING: | MUST slide on a close play PEN: 1st - Team Warning, 2nd - Out NOTE: If there is malicious contact, the player is ejected/restricted to the dugout for the remainder of the game. | | | |
| PITCHING DISTANCE: | 43 Feet | 40 Feet | 35 Feet | NA |

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| MEASURING PITCHING RUBBER: | Measure from tip of home plate to the front edge of pitching rubber. | | | |
| PITCHER | Player | Player | Player | Coach |
| PITCHING RULE: | | | Coach pitches after 4th ball (No Walks) Hitter can strike out on coach pitch Strikes carry over from player to coach pitch Pitcher Position must be in the pitchers circle | Coach pitch to 3 strikes. After 3 strikes, hit off the tee until the player puts the ball in play. Pitcher Position must be in the pitchers circle |
| DROPPED 3rd STRIKE | In Effect* | | Batter is Out | N/A |
| HIT BY PITCH | If a ball bounces and touches the batter, it is a dead ball, the batter is awarded first base. Runners will only advance if forced. | | | NA |
| COACHING: | OFFENSE: Coaches box on first and third DEFENSE: Stay in the dugout | | | OFFENSE: Coaches box on first and third DEFENSE: Coaches can help play the field. |
| BATS: | ASA approved | | | |
| SCORE/BOOK: | All teams shall keep track of the opposing team's batting order. Confirm between innings. | | | No score to be kept. |
| PACE OF PLAY: | <p>Make sure additional game balls are available for play.</p> <p>Pace of Play Emphasis (proposed for 2026) -</p> <ul style="list-style-type: none"> ● Between Innings: Teams have 60 seconds to change sides and complete warm-up pitches. Umpires are encouraged to use a timing device to enforce this. ● Pitcher Limitation: After the 60-second break, the pitcher has 20 seconds to release the next pitch. ● Batter Limitation: After the 60-second break, the batter has 10 seconds to enter the batter's box. ● Penalty: Failure to abide by these time constraints results in a strike (on the batter) or a ball (on the pitcher). | | | Use a two bucket system. 1 bucket by pitcher and other by backstop/catcher. Catchers will just drop balls in bucket. |

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| <p>ROSTERS</p> | <p>*14U and 12U will submit rosters to Community Rep prior to the first game. Any roster additions must be approved by NWL *Players are able to “play up” or “play down” based on skill or local registration numbers *a player “playing down” may not pitch for their team</p> | <p>*Players are able to “play up” or “play down” based on skill or local registration numbers *a player “playing down” may not pitch for their team</p> | <p>*Players are able to “play up” or “play down” based on skill or local registration numbers *a player “playing down” may not pitch for their team</p> |
| <p>FIELD LOCATIONS</p> | <p>Link</p> | | |

* **Dropped 3rd Strike** - Batter may attempt to advance to first base, as long as first base is unoccupied OR if first is occupied and there are two outs. If the batter safely reaches first base, an out is not recorded