

2025 Central Fall League – Rule Cheat Sheet

	6U Rules	8U Rules	10U Rules	12U Rules	14U Rules
Game Time Limit	1:10NN	1:30NN	1:20NN/1:30DD	1:20NN/1:30DD	1:30NN/1:40DD
Game Run Limit	None	Four (4) per inning	Four (4) per inning	Four (4) per inning	Five (5) per inning
Min # of Players	6 (5 after injury)	Eight (8)	Eight (8)	Eight (8)	Eight (8)
Pitching Outs	N/A	Six (6) in first three innings; Nine (9) per game	Nine (9) per game	No Restrictions	No Restrictions
Special Rules	<ul style="list-style-type: none"> • Coach Pitch – 5 Pitches • No stealing 	<ul style="list-style-type: none"> • No Infield Fly • Home Plate Closed • No Drop Third Strike • Steal One Base • Ten (10) Defensive Players • Walks/HBP = Coach Pitch 	<ul style="list-style-type: none"> • Some leagues allow for 10 Defensive Players 		

- 6U – Game time ends when home team gets through their last at bat after the time expires.
- Double Headers – First game may be played competitively. Second game should be played to give players experience.
- Mercy Rule: Fifteen (15) runs after three (3) complete innings; Twelve (12) runs after four (4) complete innings; Eight (8) runs after five (5) complete innings
- Courtesy runners will be allowed for pitchers and catchers at any time. The team member who was the “last out” before the pitcher or catcher’s turn at bat will be the courtesy runner.
- No players will sit out two (2) consecutive defensive innings. **NO EXCEPTIONS.**
- 8U – Runners may not advance on an overthrow to the pitcher. Any ball overthrown to the pitcher that crosses the pitching circle will be considered caught by the pitcher.
- Teams may lend the other team players in order to have the minimum number of defensive players on the field.