

End of game situations

Level	Time	Runs
AAA	2:00	5
AA	1:45	4

If time is not an issue...

Middle of the sixth	Bottom of the sixth	Bottom of the sixth	End of the sixth
Home team is ahead Game is over	Home team takes the lead on a hit/BB/etc Game is over	Home team takes the lead on a steal Game is over <i>AAA only & maybe the middle of an at-bat</i> <i>AA cannot steal home</i>	Tie is possible (*) or the visitor has won Game is over

If in the middle of the sixth the home team is trailing by more than 5 runs (or 4 runs in AA) then it's the home team's choice whether to bat in the bottom of the sixth, but they are encouraged to bat anyway even though the outcome of the game cannot be changed.

If game is shortened by time...

When is time reached	What is the situation	How does game end
Top of the fifth	Any situation	Play fifth like it was the sixth
Middle of the fifth	Home team is ahead	Game is over
Middle of the fifth	Home team is trailing or tied	Play fifth like it was the sixth
Bottom of the fifth	Home team is ahead <i>Only check time after each player bats, not mid at-bat</i>	Finish current player's at-bat and then the game is over
Bottom of the fifth	Home team is trailing or tied	Play fifth like it was the sixth

If time is reached in the fourth instead of fifth then replace each "fifth" with "fourth" above.

The next inning begins at the same instant the previous inning ends.

We want to play full six inning games. Managers can help by making the transitions between half-innings as fast as possible. Our goal is under two minutes! If over the course of the game teams are taking over three minutes to transition then don't expect to play a full game.

(*) If the game is tied after six and before time is reached then we get to play extra innings!