

Game Specific

- Time Limit
- Inning Limit (until 6/1/14)
- Inning Limit (begin 6/2/14)
- Post Season Innings
- Mercy Rule
- Official Game (note 1)
- Extra Innings (note 2)
- Official game # of players (note 4)

Hitting

- Infield Fly Rule
- Dropped 3rd Strike
- Max Bat Barrel Size (note 3)

Pitching

- Distance
- Max Warmup Pitches (note 5)
- Motion

Base Running

- Leadoffs
- Stealing
- Courtesy Runner (note 6)

	Rookie	Junior	Senior	Major
Time Limit	1:10	1:30, 1:45	1:30, 1:45	2:00
Inning Limit (until 6/1/14)	4	4	5	7
Inning Limit (begin 6/2/14)	5	5	6	7
Post Season Innings	5	5	6	7
Mercy Rule	See Note 7	See Note 7	See Note 7	See Note 7
Official Game (note 1)	2, 3	3, 4	3, 4	4
Extra Innings (note 2)	No	1 extra if within time limits of game	1 extra if within time limits of game	Until game is complete
Official game # of players (note 4)	9 or 10	9	9	9
<i>Hitting</i>				
Infield Fly Rule	No	No	Yes	Yes
Dropped 3rd Strike	No	No	Yes	Yes
Max Bat Barrel Size (note 3)	2 5/8	2 5/8	2 5/8	2 5/8
<i>Pitching</i>				
Distance	35-feet	35-feet	40-feet	43-feet
Max Warmup Pitches (note 5)	5 (by adult pitcher)	5	5	5
Motion	Underhand	Windmill	Windmill	Windmill
<i>Base Running</i>				
Leadoffs	ball crosses plate	on pitch release	on pitch release	on pitch release
Stealing	N/A	on pitch release - <i>may NOT steal home</i>	on pitch release	on pitch release
Courtesy Runner (note 6)	For injured player only	For catcher & pitcher	For catcher & pitcher	For catcher & pitcher
Note 1	Innings note complete game before & after 6/2/14. A game will be considered official if the home team is batting in the bottom 1/2 of the prior inning a game is considered official. Bats on the ASA banned bat list are not allowed and use of any on the list may result in player ejection.			
Note 2	Each inning will begin with the last batted out from the previous inning on second base.			
Note 3	A bat must be clearly identified by stamp or seal as being sanctioned by ASA and marked with the official ASA certified logo. All other bats will be considered an illegal bat.			
Note 4	Teams having 1 player less than required must take an out. Teams with 2 less 10 minutes after assigned game start time must forfeit.			
Note 5	A Starting pitcher is allowed 8 warm up pitches, all other allowed 5			
Note 6	Courtesy runner should be last batted out recorded for the offensive team			
Note 7	For all games, a fifteen (15) run differential between teams after three (3) innings, or ten (10) after four (4) innings shall constitute a complete game.			

