

# Special Rules

	Section 1	Section 9
Modified	<ul style="list-style-type: none"> <li>• Metal spikes allowed</li> <li>• 10 run limit after 4 ½ innings</li> <li>• 2 Hr time limit: do not start a new inning after time limit. If score is tied: leave it tied</li> <li>• Weather delays: do <b>not</b> add onto game time</li> <li>• DH is not allowed</li> <li>• EP (Extra player) is allowed; essentially, he is an extra hitter as they will bat 10</li> <li>• Balks: Ask at the plate meeting how they want balks handled</li> </ul>	<ul style="list-style-type: none"> <li>• Metal spikes allowed</li> <li>• 15 run limit after 4 ½ innings</li> <li>• 8<sup>th</sup> inning: <b>Never</b> start the 8<sup>th</sup> inning</li> <li>• 2 ¼ Hr time limit: do not start a new inning after time limit. Exception: if tie score; play ONE more inning and then end the game</li> <li>• Weather delays: do <b>not</b> add onto game time</li> <li>• DH is not allowed</li> <li>• EP (Extra Player) is allowed; essentially, he is an extra hitter as they will bat 10</li> <li>• Balks: Ask at the plate meeting how they want balks handled</li> </ul>
JV	<ul style="list-style-type: none"> <li>• 10 run limit after 4 ½ innings</li> <li>• No time limit officially, but ask at the plate meeting, if they want one</li> <li>• <b>Freshman</b> level games: use JV rules</li> </ul>	<ul style="list-style-type: none"> <li>• 10 run limit after 4 ½ innings</li> <li>• 2 ½ Hr time limit: do not start a new inning after time limit. Exception: if tie score; then play ONE more inning and then end the game</li> </ul>
Varsity	<ul style="list-style-type: none"> <li>• 10 run rule after 4 ½ innings</li> <li>• no excessive eye black (all levels)</li> <li>• Base coaches must wear helmet (all levels)</li> </ul>	<ul style="list-style-type: none"> <li>• 10 run rule after 4 ½ innings</li> <li>• Base coaches must wear helmet (all levels)</li> </ul>