

Federal League Rules

- A game is one hour and 30 minutes or six innings. No new innings will start after one hour and 15 minutes.
 - *Weeknight games one hour and 15 minutes drop dead time until May 15.*
- All Coaches must abide by Little League pitch count restrictions outlined in "Regulation VI Pitchers" to protect the players. In addition, no player shall pitch more than **two** innings in a game prior to Memorial Day. The limit is **three** innings until the season-ending tournament begins. Then Little League pitch count rules will apply.
- Eight warm-up pitches for a new pitcher coming into the middle of an inning.
- Stealing of second and third is allowed. However, runners may not leave the base before the ball reaches the batter, Rule 7.13. The umpires are instructed to call the runners back if the runner leaves the base early. No advancing on an overthrow.
- Stealing is not allowed at home unless there's an attempted play on third base when a batted ball is put into play.
- Runners may only advance one base on an overthrow.
- A maximum of five runs can be scored per half inning. Any natural three outs will end theinning.
- No swinging of bats inside fence between innings.
- All players are to be in the batting lineup with free substitution in the field. No player shall sit for a second inning defensively until all other players have sat out an inning unless it is for disciplinary reasons.