



BEACH SOFTBALL
Playing Rules by Division
2026

PLAYING RULES FOR 6U

I. Number of Players.

A. There is no minimum number of players required to start a game.

II. Length of Games. A game lasts one hour drop dead. The number of innings played is influenced by how quickly the coaches get the players on and off the field between innings.

III. Pitching.

A. Coach Pitch.

1. An adult coach shall pitch to his or her own team from a distance of no less than 20 feet from home plate. If the batter does not hit one of the first four pitches in fair territory more than five feet from home plate, then a tee will be used until the batter hits the ball fair.
2. A pitch that hits the batter or a batted ball that hits the adult pitcher shall be a “no pitch” and not count against the batter as one of the four pitches. B. Size of ball. 10-inch RIF softball.

IV. Batting / Running.

- A. Helmets and Face Guards. All batters and baserunners must wear a helmet with a facemask. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this rule. B. Bats. Only softball or t-ball bats are permitted.
- C. Bat Around. Both teams bat all players each inning regardless of the number of outs. The side is retired after every player has batted. The visiting team bats first followed by the home team. The batting order shall switch back and forth each inning from top to bottom and bottom to top.
- D. Bunting is not permitted. A ball hit in fair territory that does not travel more than five feet from home plate shall be called a foul ball.
- E. Walks. There are no walks.
- F. No on deck batter outside the dugout is permitted.
- G. Runner(s) may not leave their base until the pitch has been hit by the batter. Stealing is not permitted.

H. Overthrows. No fault throws on put out attempts. Runners may not advance an extra base on an overthrow. Balls hit to the outfield: Once the ball is thrown to and reaches the infield, runners may only advance to the base they were running to regardless if the ball is overthrown to an infielder.

I. Sliding. Sliding is permitted.

V. Defensive Play

A. Number of Players in the Field. All players on a team shall play defense each inning. The infield shall consist of no more than six players: A pitcher, a first baseman, a second baseman, a shortstop, a third baseman, and a rover in front of second base. Except for the pitcher, infielders may not be positioned more than five feet inside the base paths before the ball is hit. The pitcher shall be positioned at least 30 feet from home plate. All other players will play in the outfield and must be positioned a minimum of ten feet beyond the base paths. There is no catcher.

B. All players must play at least one inning in the infield during a game.

C. Coaches on the Field. Two adult coaches are permitted in the outfield when their team is on defense. One coach from the defensive team shall be positioned behind home plate to retrieve pitches. The coach pitcher shall assist the batter with the tee as needed. D. Infield fly rule is not in effect.

VI. Scores and Standings.

A. The game score is not kept. Final scores are not announced, reported or maintained. 6U is an instructional division only.

B. There are no standings or post season tournament.

PLAYING RULES FOR MP

- I. Umpires. Machine Pitch division will not have umpires. The coach running to the pitching machine will be the acting umpire. When calls are close, defensive plays should be rewarded. Calls made by the coach running the pitching machine should not be questioned.
- II. Length of Games
 - A. A regulation game is six (6) innings.
 - B. Time Limit. Drop dead time is **one hour and 15 minutes** from the actual start of the game. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
- III. Run Limits. MP will have a 4 run limit per inning. A half inning continues until either 4 runs are scored or three outs are recorded.
- IV. Pitching.
 - A. MP pitching distance from the center of the machine to the back of home plate is 30 feet.
 - B. The pitching machine will be run by an adult coach from the team who is batting. Players should never operate the machine.
 - C. Each batter will receive a maximum of 5 total pitches.
 - D. Modified Coach Pitch. Until April 1, modified coach pitch will be permitted, but machine pitch should be the default. Coaches may pitch 4 pitches from the machine, followed by 2 coach pitches, if desired. All pitches are presumed to be strikes. The at bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs. The at bat also continues if the last pitch is fouled off or a foul tip. Strike outs are an important part of this development step. E. A tee should never be used in the MP division.
 - F. Modified Coach Pitch. When coach pitch is utilized, an adult coach shall pitch to his or her own team from a distance of no less than 20 feet from home plate.
 - G. Modified Coach Pitch Change Mid-Season. Beginning April 1, coach pitch will not be used and all 5 pitches must come from the pitching machine. The at bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs. The at bat also continues if the last pitch is fouled off or a foul tip. H. No walks.
 - I. No dropped third strikes.

- G. Coach-Pitcher or Machine Hit by Ball. If a batted ball hits the Coach Pitcher or machine, the ball is dead, the batter receives a single, and base runners advance one base. The Coach-Pitcher shall not interfere with any defensive player making a play on the ball or a runner.
- H. Runner(s) may not leave their base until the pitch has been hit by the batter. Stealing is not permitted.
- I. Size of Ball. 10-inch RIF softball.

V. Batting / Running

- A. Helmets and Face Guards. All batters and baserunners must wear a helmet with a face guard. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this rule.
- B. Bats. Only softball or t-ball bats are permitted.
- C. Only “On Deck” batters are allowed outside of dugout.
- D. Bat Around. All teams must bat round robin.
 - 1. Injured players or players leaving during the game will be skipped in the batting order without penalty (no out will be recorded).
- E. Base Coaches. Two (2) adult coaches, but no players, may serve as base coaches.
- F. Bunting is not permitted.
- G. Stealing. There is no stealing.
- H. Overthrows. A runner may advance only one base on an overthrow.
- I. Interference/Obstruction.
 - 1. A runner is out if, in the judgment of the Coach Pitcher umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
 - 2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the Coach Pitcher umpire, impedes the progress of a runner may be called for obstruction.
- J. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.

- K. Injured Players. An injured batter is replaced by the batter who made the last out and assumes the current count. An injured runner is replaced by the player who made the last out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.
- L. For the sake of clarity, a runner may advance unlimited bases at their own risk on any hit, including off of coach pitch until the ball is returned to the infield and a defensive player has possession of the ball. At the time of possession, the base runners must stop at the next base reached. Example: if a base runner is two steps past 2B when possession is attained, that base runner can (at their own risk) advance to 3B, but they cannot go home.
- M. Overthrows. If the ball is played to a base resulting in an overthrow, rule V.I. applies and the runner is entitled to only 1 extra base.

VI. Defensive Play

- A. Minimum Play. No player should sit out more than one inning in a game, and every player should play at least one inning in the infield. The league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions.
- B. Substitutions. Players can be substituted freely during dead ball situations.
- C. Number of Players in Field. A team may have ten (10) players on defense. The tenth player may play in the outfield only. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield when the ball is pitched to the batter. All outfielders must be positioned in the outfield on the grass. Outfielders may move into the infield after the ball has been pitched in order to make defensive plays.
- D. Infield fly rule is not in effect.
- E. Player Pitcher. In Machine Pitch a defensive player pitcher must stand behind the back legs of the machine (for safety) but no more than 5 feet to the right or left of the machine.
- F. One adult coach may be positioned in the outfield behind the outfielders during the first 5 weeks of the season only (including practice games).
- G. One adult coach from the defensive team may be positioned near the back stop to retrieve passed balls. The primary responsibility of this coach is to retrieve the ball and hand it to the Coach Pitcher.

PLAYING RULES FOR 8U

I. Length of Games

- a. A regulation game is six innings.
- b. Time Limit. Drop dead time is one hour and 15 minutes from the actual start of the game as determined by the umpire. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.

II. Run Limits.

- a. 4-run limit per inning.

III. Pitching.

- a. 8U pitching distance from the pitching plate to home plate is 30 feet.
- b. A player may pitch a maximum of two innings per game. The throwing of a single pitch shall constitute a full inning.
- c. Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described in B above.
- d. No dropped third strikes.
- e. Coach Pitch Rules.
 - i. To encourage more hitting and reduce the number of walks, “Coach Pitch Rules” will be in effect for a majority of the 8U season until the 8U Commissioner and Beach Board removes the “Coach Pitch Rules.”
- f. Walks
 - i. While “Coach Pitch Rules” are in effect, there are no walks.
 - ii. During “Coach Pitch Rules”, after ball four an adult coach from the batting team will then pitch to the batter from the mound / pitching plate. The batter can receive the number of pitches as she has strikes remaining. For example, if she has zero strikes, she can receive up to three coach pitches and if she has two strikes she can only receive one coach pitch. An extra pitch will be allowed each time the third strike results in a foul ball (unless caught). The at- bat continues until the ball is put into play, a foul ball is caught for an out or a strike out occurs. No bunting or stealing during coach pitch. The coach must pitch with one foot touching the pitching plate. When a coach is pitching, the pitcher must stand on either side and behind the adult pitcher and have at least one foot within the pitching circle. If a coach pitches an errant pitch and the batter does not swing, they can receive one additional attempt per at bat.

- iii. Whenever a Coach is pitching, a hitter may advance a maximum of 2 bases (a double) if the ball is hit to the outfield and a maximum of 1 base (a single) if the ball is not hit to the outfield. A hit to the outfield is a hit where the ball touches the grass of the outfield; it does not matter if it is a grounder that gets to the outfield or if it gets to the outfield on a fly. Runners already on base may only advance one base on a single and two bases on a double (for example if the bases are loaded and a player hits an infield hit, only one run can score), even if there is an overthrow.
 - iv. Once “Coach Pitch Rules” are removed, a walk is awarded when 4 balls are reached. “Coach Pitch Rules” are always in effect when the bases are loaded irrespective of timing in the season.
- g. Hit by Pitch.
 - i. While Coach Pitch rules are in effect: for batters hit by a pitch thrown by a player, the hitter has an option to either (a) accept a walk or (b) proceed to Coach Pitch with a new count (i.e. three coach pitches available).
- h. Coach-Pitcher Hit by Ball. The coach-pitcher shall not interfere with any defensive player making a play on the ball or a runner. The umpire shall call interference if the coach-pitcher is hit by the ball or interferes with a defensive player. PENALTY: The batter shall be declared out and all other runners are returned to the last base held at the time of the coach interference.
- i. Visits to Pitching Circle/Conference Limits.
 - i. The manager must obtain the permission of the umpire for a pitcher/team conference.
 - ii. The manager or a coach is then permitted to go to the pitching circle.
 - iii. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.
- j. Look Back Rule. There is a 16-foot diameter circle around the pitcher’s plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw.
- k. Size of Ball. 10-inch RIF softball.

IV. Batting / Running

- a. Helmets and Face Guards. All batters and baserunners must wear a helmet with a facemask. Players will not be permitted to bat or run the bases without such equipment. Play will be halted until such players comply with this rule.
- b. Bats. Only softball or t-ball bats are permitted.
- c. Only “On Deck” batters are allowed outside of dugout – but only at Umpire’s discretion.
- d. Bat Around. All teams must bat round robin.
 - i. Players arriving after the start of the game will be added at the bottom of the batting order.
 - ii. Injured players or players leaving during the game will be skipped in the batting order without penalty (no out will be recorded). A team must have six players to avoid a forfeit.
- e. Strike Zone. Enlarged to encourage batters to swing at hittable pitches. The strike zone shall extend from the batter’s shin to the batter’s chin, and three (3) inches on each side of home plate.
- f. Base Coaches. Two (2) adult coaches, but no players, may serve as base coaches.
- g. Bunting is permitted, except when a coach is pitching. An attempted bunt while the coach is pitching will be deemed a swinging strike.

V. Stealing.

- a. Stealing is permitted.
- b. Runners may steal when the ball leaves the pitcher’s hand.
- c. Runners on first and second base may steal only one base per pitch. No advancing on erroneous throws.
- d. Home plate is closed. A runner may not steal home on a pitch at any time.
- e. There is no stealing on coach pitch.

VI. Overthrows.

- a. A runner may advance only one base on an overthrow to include going home. This does not apply to stolen base attempts, a player may not advance on an overthrow during a stolen base (for example, if a player is on first base and steals second she may not advance to third on a overthrow from the catcher).
- b. There is a maximum of one overthrow per play. For example, if a player hits a ground ball and there is an overthrow to first base, the runner may attempt to take second. However, if there is then another overthrow to second base the runner cannot attempt to take third base.
- c. There is no advancing on overthrows during coach pitch.

VII. Interference/Obstruction.

- a. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
- b. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.

VIII. Sliding.

- a. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.

IX. Injured Players.

- a. An injured batter is replaced by the batter who made the last out and assumes the current count. An injured runner is replaced by the player who made the last out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.

X. Defensive Play

- a. Minimum Play. No player should sit out more than one inning in a game, and every player should play at least one inning in the infield. The league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions.
- b. Substitutions. Players can be substituted freely during dead ball situations.
- c. Number of Players in Field. A team may have ten (10) players on defense. The tenth player may play in the outfield only. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield when the ball is pitched to the batter. All outfielders must be positioned in the outfield on the grass.. Outfielders may move into the infield after the ball has been pitched in order to make defensive plays.
- d. Infield fly rule is not in effect.
- e. Defensive coaches should not be on the field.

PLAYING RULES FOR 10U

I. Length of Games

- A. A regulation game is seven (7) innings.
- B. Time Limit. No new inning shall start after one hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is one hour and 40 minutes from the actual start of the game as determined by the umpire. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.
 - 1. If scheduling requires, games may be shortened to one hour and 20 minutes “no new”, with a drop dead time of one hour and 30 minutes.
- C. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

II. Run Limits.

- A. An inning will end upon the third out or when the batting team scores five (5) runs.

III. Pitching.

- A. Pitching distance from the pitching plate to home plate is 35 feet.
- B. Innings Limits. A player may pitch a maximum of six innings per week. This is restricted to three innings per game unless it is determined by the coaches that a fourth inning is necessary due to player absences. If a pitcher pitches four innings in a game, they are limited to two innings in their subsequent game. The throwing of a single pitch shall constitute a full inning.
- C. Removal of Pitcher. A player who is removed as a pitcher from the game is allowed to return as a pitcher in the same game as long as she has not exceeded the limits described in B above.
- D. Dropped third strike in effect.
- E. Visits to Pitching Circle/Conference Limits.
 - 1. The manager must obtain the permission of the umpire for a pitcher/team conference. The manager or a coach is then permitted to go to the pitching circle.
 - 2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.

- F. Look Back Rule. There is a 16-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw. G. Size of Ball. 11-inch RIF softball.

IV. Batting / Running

- A. Helmets and Face Guards. All batters, baserunners and youth base coaches, if applicable, must wear a helmet with a facemask. Players will not be permitted to bat, run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.
- B. Bat Around. All teams must bat round robin.
- C. Strike Zone. Enlarged to encourage batters to swing at hittable pitches. The strike zone shall extend from just below the batter's knees to her shoulders, and 3 inches on each side of home plate.
- D. Bunting is permitted.
- E. Stealing. Permitted. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out.
- F. Interference/Obstruction.
1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
 2. A defensive player while not in possession of the ball and not attempting to field a batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.
- G. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag
- H. Injured Players. An injured batter is replaced by the batter who made the last out, and assumes the current count. An injured runner is replaced by the player who made the last

out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.

V. Defensive Play

- A. Minimum Play. Each player shall play at least four innings of the game on defense, with a minimum of two innings in the infield if the game goes a full seven innings. For games in which fewer than a full seven innings are played, each player must play a minimum of three innings on defense, including a minimum of two innings played in the infield within the first four innings of the game. Notwithstanding the foregoing, the league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.
- B. A total of nine (9) players are permitted on defense. No more than six (6) players, including the pitcher and catcher, may be positioned in the infield.

VI. Infield fly rule is in effect.

- VII. Standings. The season will be divided into three parts. Games played in the first part shall be practice games. Games played in the second part shall be used to determine playoff seedings (interleague games with teams from other leagues may or may not count in the standings, subject to determination by the Beach board). The third part of the season shall be a playoff tournament of all teams in which the division champion is determined.

PLAYING RULES FOR 12U

I. Number of Players.

II. Length of Games

A. A regulation game is seven (7) innings.

B. Time Limit. No new inning shall start after one hour and 30 minutes from the actual start of the game as determined by the umpire. Drop dead time is one hour and 40 minutes from the actual start of the game. If the time limit is reached during an at bat, the batter shall be allowed to finish her at bat before the umpire declares the game over. Should the game end mid-inning, the score reverts back to the prior inning if the team with the least runs has not completed their half inning at bat.

1. If scheduling requires, games may be shortened to one hour and 20 minutes “no new inning”, with a drop-dead time of one hour and 30 minutes.

C. Tie Games. Extra innings will not be played during the regular season regardless of time limit.

III. Run Limits.

A. An inning will end upon the third out or when the batting team scores five (5) runs.

IV. Pitching.

Pitching rules for the 12U division have been modified for the 2024 season. A pitch count will be utilized. Pitchers will be limited to 100 pitches on any single day and a maximum of 170 pitches over two consecutive days. For each 2 consecutive days, there needs to be a single day off. Coaches are responsible for keeping track of their pitchers' counts. These rules supersede the rules described in IV B-D below.

A. Pitching distance from the pitching plate to home plate is 40 feet.

B. For pitching eligibility, a week shall begin on Sunday and end on Saturday.

C. Innings Limits. A player may pitch a maximum of seven (7) innings per week. This is restricted to three (3) innings per game unless the game goes to 7 innings, in which case a pitcher can pitch her 4th inning during the 7th or subsequent inning of the game. The throwing of a single pitch shall constitute a full inning.

D. Removal of Pitcher. After the first time a player is removed as a pitcher from the game such player may return as a pitcher in the same game as long as she has not exceeded the limits described in C above. Once the same player is removed as a pitcher for the second time in the game, the player is not allowed to return as a pitcher for the remainder of the game.

E. Dropped third strike in effect.

F. Hit by Pitch. A pitched ball that touches the batter, whether or not it first hits the ground, is a hit by pitch unless the ball is swung at, the pitch is called a strike or the batter makes no attempt to avoid being touched by the ball. G. Visits to Pitching Circle/Conference Limits.

1. The Manager must obtain the permission of the umpire for a pitcher/team conference. The Manager or a coach is then permitted to go to the pitching circle.
2. A maximum of two (2) conferences per inning and/or three (3) conferences per game is permitted for each pitcher. The pitcher must be removed if these limits are exceeded.

H. Look Back Rule. There is a 16-foot diameter circle around the pitcher's plate. Once the pitcher has possession of the ball within the circle, runner(s) in contact with a base may not leave their base until the pitcher releases the ball on a pitch to the batter or otherwise loses possession of the ball. If a runner is not on a base when the pitcher has possession of the ball within the circle, the runner may stop once, but then must immediately go to a base (either direction). If the runner hesitates (starts and stops or reverses direction), it is an immediate dead ball and the runner is out. The above rule applies unless the pitcher makes a play on the runner or fakes a throw. I. Size of Ball. 12-inch softball.

V. Batting / Running

A. Helmets and Face Guards. All batters, baserunners and youth base coaches, if applicable, must wear a helmet with a facemask. Players will not be permitted to bat, run the bases or coach a base without such equipment. Play will be halted until such players comply with this rule.

B. Bat Around. All teams must bat round robin.

C. Strike Zone. Standard.

D. Bunting. Permitted.

E. Stealing. Permitted. Runner(s) may not leave their base until the pitcher has released the ball on a pitch to the batter or otherwise loses possession of the ball. A runner leaving early will be called out.

F. Interference/Obstruction

1. A runner is out if, in the judgment of the umpire, she hinders (whether intentional or not) a fielder attempting to make a play on a batted ball.
2. A defensive player while not in possession of the ball and not attempting to field a

batted ball who, in the judgment of the umpire, impedes the progress of a runner may be called for obstruction.

G. Sliding. Sliding is encouraged and runners are urged to slide when encountering an attempted put out at any base including home plate, but not when a batter-runner is going to first base. A runner is out if she remains on her feet and crashes into a defensive player who is holding the ball and attempting to make a tag.

H. Injured Players. An injured batter is replaced by the batter who made the last out, and assumes the current count. An injured runner is replaced by the player who made the last out. An injured fielder may be replaced by any defensive player, including one off of the bench. An injured player may return to play after completion of the half-inning.

VI. Defensive Play

A. Minimum Play. Each player shall play at least four innings of the game on defense, with a minimum of two innings in the infield if the game goes a full seven innings. For games in which fewer than a full seven innings are played, each player must play a minimum of three innings on defense, including a minimum of two innings played in the infield within the first four innings of the game. Notwithstanding the foregoing, the league encourages managers to develop well-rounded defensive players who are capable of playing various infield and outfield positions. A player may not sit on the bench for more than one consecutive inning.

B. Infield fly rule is in effect.

VII. Standings. The season will be divided into three parts. Games played in the first part shall be practice games. Games played in the second part shall be used to determine playoff seedings (interleague games with teams from other leagues may or may not count in the standings, subject to determination by the Beach board). The third part of the season shall be a playoff tournament of all teams, in which the division champion is determined.

PLAYING RULES FOR 14U

See the interleague rules for the Los Angeles/South Bay District.