

## GAA QUICK REFERENCE RULES AGES 6U - 17U

Age Group	Games Before a School Day	Games Not Before a School Day	Advance on Overthrow	Strikeouts Enforced	Batted Ball Hits Coach Pitcher	Ball is Considered Dead and Time is Called When:	Lead Offs	Stealing	Ball 4 Dead Ball	Infield Fly Rule Enforced	Dropped 3rd Strike Enforced	Courtesy Runner Allowed	Balks Enforced
6U	1:00	1:00	One Base Only, at Players Risk	NO	Dead Ball, Batter goes to First, Runners Advance Only if Forced	Forward Progress of Lead Runner Comes to a Complete Stop	NO	NO	NO	NO	NO	NO	N/A
8U	1:05	1:15	One Base Only, at Players Risk	YES	Dead Ball, Batter goes to First, Runners Advance Only if Forced	Forward Progress of Lead Runner Comes to a Complete Stop	NO	NO	NO	NO	NO	NO	N/A
10U	1:20	1:30	Until Stopped by Defense	YES	N/A	When Pitcher is in Contact with Rubber and in Possession of Ball, and Catcher is in Position	After Ball Crosses Home Plate	After Ball Crosses Home Plate	YES	YES	NO	Catcher Only with 2 Outs. Courtesy Runner Must be 2nd out of the Current Inning	NO
12U	1:20	1:30	Until Stopped by Defense	YES	N/A	Regular Baseball Rules	YES	Regular Baseball Rules	NO	YES	YES	Catcher Only with 2 Outs. Courtesy Runner Must be 2nd out of the Current Inning	YES
14U	1:30	1:45	Until Stopped by Defense	YES	N/A	Regular Baseball Rules	YES	Regular Baseball Rules	NO	YES	YES	For Pitchers and Catchers Only	YES
17U	1:35	1:45	Until Stopped by Defense	YES	N/A	Regular Baseball Rules	YES	Regular Baseball Rules	NO	YES	YES	For Pitchers and Catchers Only	YES

1. A new inning will start with 1 second left on the game clock unless the losing team cannot score enough runs to tie or win the game.
2. Any inning that starts before the game clock runs out will be completed unless the Home team is winning. If the Home team is winning, the game will end when the game clock expires.
3. The Home team will not bat in their half of the final inning if they are winning.