



## SOUTH CAROLINA STATE OPTIONS

### 6U

1.15 STATE OPTION: A maximum of only seven (7) runs can be scored in each half inning, except the sixth inning in District and/or State Tournament play. After the sixth inning, the seven (7) run maximum is in force for the remainder of the game. NOTE: Local Leagues may adopt this rule for league play.

### 8U

2.14 STATE OPTION: A maximum of only seven (7) runs can be scored in each half inning, except the sixth inning in District and/or State Tournament play. After the sixth inning, the seven (7) run maximum is in force for the remainder of the game. NOTE: Local Leagues may adopt this rule for league play.

### 10U

3.12 STATE OPTION, A state organization may adopt a rule in the 10U division to allow a team to score a maximum of seven (7) runs per half inning, except in the sixth inning, in district and /or state tournament play. After the sixth inning, the seven-run (7) rule is in force for the remainder of the game. NOTE: Leagues may adopt this rule for league play.

### 12U

4.09 STATE OPTION: A state organization may adopt a rule in the 12U divisions to allow a team to score a maximum of ten (10) runs per half inning, except in the sixth inning, in District and /or state tournament play. After the sixth inning, the ten-run (10) rule is in force for the remainder of the game. NOTE: Local Leagues may adopt this rule for league play.

### Starting and Ending a Game

7.11 A local league may use a time limit for regular season games to determine a regulation game so long as both teams have had an equal number of times at bat. STATE OPTION: A time limit may be used for tournament play.

6u and 8u                    105 minutes

10u and 12u                120 minutes

15u and 18u                135 minutes

No artificial noise makers to include “walk up music” are allowed at tournaments

Any tournament coach ejected from a game will automatically sit out the next game.

Approved by the South Carolina DYB Board 10/8/2023