

RULE	MAJORS K, 1 & MAJORS 2	MAJORS 3	MAJORS 4	MAJORS 5	SENIORS
Ball Size	10 inch (soft compression).	11 inch.	11 inch.	11 inch.	12 inch.
Base Distance	60 feet.	60 feet.	60 feet.	60 feet.	60 feet.
Pitching Distance	20 feet.	35 feet.	35 feet.	35 feet.	40 feet.
Game Length	Majors K, game ends at the expiration of 90 minutes. Majors 1 & 2, no new inning may begin after 90 minutes.	Games are six innings or no new inning after 90 minutes. If the game is called due to darkness, the score reverts to previous completed inning. A game shall be complete provided three full innings have been played.	Games are six innings or no new inning after 90 minutes. If the game is called due to darkness, the score reverts to previous completed inning. A game shall be complete provided three full innings have been played.	Games are six innings or no new inning after 90 minutes. If the game is called due to darkness, the score reverts to previous completed inning. A game shall be complete provided three full innings have been played.	Games are six innings or no new inning after 90 minutes. If the game is called due to darkness, the score reverts to previous completed inning. A game shall be complete provided three full innings have been played.
Start of Game	At least five players.	At least eight players.	At least eight players.	At least eight players.	At least eight players.
Defensive Players	10 (5 players must be positioned in the outfield). No catcher is used.	10 (4 players must be positioned in the outfield).	10 (4 players must be positioned in the outfield).	10 (4 players must be positioned in the outfield).	10 (4 players must be positioned in the outfield).
Scoring Limit	3 outs or batted through lineup.	3 outs or 6 runs in a single inning with the exception of the 6th inning.	3 outs or 6 runs in a single inning with the exception of the 6th inning.	3 outs or 6 runs in a single inning with the exception of the 6th inning.	3 outs or 6 runs in a single inning with the exception of the 6th inning.
Batting Helmet	Batting helmet is mandatory and a face mask is recommended.	Batting helmet with a face mask is mandatory.	Batting helmet with a face mask is mandatory.	Batting helmet with a face mask is mandatory.	Batting helmet with a face mask is mandatory.
Fielding Mask	Fielding mask is recommended for all players	Fielding mask is recommended for all players, however, only pitcher and 3rd baseman are required to wear one.	Fielding mask is recommended for all players, however, only pitcher and 3rd baseman are required to wear one.	Fielding mask is recommended for all players, however, only pitcher and 3rd baseman are required to wear one.	Fielding mask is recommended for all players, however, only pitcher and 3rd baseman are required to wear one.
Umpires	No umpires. Coaches make judgment calls. Batting team coach should act as umpire and consult with defensive coach, if needed. Coaches are encouraged to err on the side of the defensive player.	At least one BGS umpires.	At least one BGS umpires.	At least one BGS umpires.	At least one BGS umpires.
Double 1st Base	No double 1st base used.	Defense must use white side and batter/runner must use orange side unless throw pulls 1st baseman off base.	Defense must use white side and batter/runner must use orange side unless throw pulls 1st baseman off base.	Defense must use white side and batter/runner must use orange side unless throw pulls 1st baseman off base.	Defense must use white side and batter/runner must use orange side unless throw pulls 1st baseman off base.
Pitching Limit	No player pitch.	No more than 3 innings (one pitch constitutes an inning). Pitching resets in extra innings.	No more than 3 innings (one pitch constitutes an inning). Pitching resets in extra innings.	No more than 3 innings (one pitch constitutes an inning). Pitching resets in extra innings.	No more than 2 consecutive innings (one pitch constitutes an inning). Pitching resets in extra innings.
Pitching	After 4 swings, a hitting tee is used.	Player pitcher is allowed 3 pitches. If batter has not struck out, coach pitcher is allowed 4 pitches (strike count carries over). Player pitcher must have at least one foot in the circle when not pitching. Player pitcher may start in the "K" position as opposed to making a full circular (windmill) motion.	Player pitcher pitches until ball count reaches 3. Number of pitches coach pitcher is allowed is determined by number of strikes remaining. Player pitcher must have at least one foot in the circle when not pitching. Player pitcher may start in the "K" position as opposed to making a full circular (windmill) motion.	Player pitcher pitches until ball count reaches 4. Number of pitches coach pitcher is allowed is determined by number of strikes remaining. Player pitcher must have at least one foot in the circle when not pitching.	Full player pitch.
Hit Batter Limit	4 per inning, 5 per game.	4 per inning, 5 per game.	4 per inning, 5 per game.	4 per inning, 5 per game.	4 per inning, 5 per game.
Bunting	No bunting.	No bunting.	No bunting.	No bunting.	Bunting is allowed.
Dropped 3rd Strike	No dropped 3rd strike.	No dropped 3rd strike.	No dropped 3rd strike.	No dropped 3rd strike.	Batter may try to reach 1 st base if there are less than 2 outs and no runner occupies 1 st base. If there are 2 outs, runner may try even if occupied but runner on 1st must advance.

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Hit Batter	No hit batter.	Ball is dead and batter is awarded 1st base. Ball must not bounce or roll. No attempt to avoid being hit is required. Only applies when player pitcher is pitching.	Ball is dead and batter is awarded 1st base. Ball must not bounce or roll. No attempt to avoid being hit is required. Only applies when player pitcher is pitching.	Ball is dead and batter is awarded 1st base. Ball must not bounce or roll. No attempt to avoid being hit is required. Only applies when player pitcher is pitching.	Ball is dead and batter is awarded 1st base. No attempt to avoid being hit is required.
Infield Fly	No infield fly rule.	No infield fly rule.	No infield fly rule.	No infield fly rule.	Batter is out when fair fly ball which can be caught by infielder, pitcher or catcher with ordinary effort when 1st and 2nd base or 1st, 2nd and 3rd bases are occupied with less than 2 outs.
Look Back	Runners who are less than half way to next base when infielder has control of ball inside te baseline, must return to last base. It does not matter if infielder tries to make a play on runner as ball is dead when she receives it inside the baseline.	Runners who are less than half way to next base when pitcher has control of ball in circle, must return to last base. It does not matter if pitcher tries to make a play on runner as ball is dead when she receives it in circle.	Runners who are less than half way to next base when pitcher has control of ball in circle, must return to last base. It does not matter if pitcher tries to make a play on runner as ball is dead when she receives it in circle.	Runners who are less than half way to next base when pitcher has control of ball in circle, must return to last base. It does not matter if pitcher tries to make a play on runner as ball is dead when she receives it in circle.	When pitcher has control of ball in circle, any runner stopped on a base must stay on the base and any runner not on a base must immediately either advance toward next base or return to previous base or will be called out unless pitcher attempts to make a play.
Overthrows	No additional bases will be awarded.	When a ball is overthrown at first or third base and rolls out of play (i.e., past the fence line, into the dugout, etc.), the batter-runner and all runners on base are awarded two bases from the position of the runners when the ball left the fielder's hand. If there are two runners in between the same bases when the ball rolls out of play, only the lead runner is awarded two bases.	When a ball is overthrown at first or third base and rolls out of play (i.e., past the fence line, into the dugout, etc.), the batter-runner and all runners on base are awarded two bases from the position of the runners when the ball left the fielder's hand. If there are two runners in between the same bases when the ball rolls out of play, only the lead runner is awarded two bases.	When a ball is overthrown at first or third base and rolls out of play (i.e., past the fence line, into the dugout, etc.), the batter-runner and all runners on base are awarded two bases from the position of the runners when the ball left the fielder's hand. If there are two runners in between the same bases when the ball rolls out of play, only the lead runner is awarded two bases.	When a ball is overthrown at first or third base and rolls out of play (i.e., past the fence line, into the dugout, etc.), the batter-runner and all runners on base are awarded two bases from the position of the runners when the ball left the fielder's hand. If there are two runners in between the same bases when the ball rolls out of play, only the lead runner is awarded two bases.
Stealing	No Stealing.	No Stealing.	No Stealing.	When a player pitcher is pitching, a runner may advance to the third base when the ball leaves the pitcher's hand on delivery. However, there is absolutely no stealing of second or home, even if there is an overthrow or an error.	A runner may advance to the next base when the ball leaves the pitcher's hand on delivery.
Lead Offs	No lead offs.	No lead offs.	No lead offs.	A runner may leave the base only when the ball leaves the pitcher's (player or coach) hand on delivery.	A runner may leave the base only when the ball leaves the pitcher's hand on delivery.
Sliding	No sliding.	Runner must attempt to avoid collision with fielder by either sliding, giving themselves up or moving in a way to avoid collision. Collision is an out.	Runner must attempt to avoid collision with fielder by either sliding, giving themselves up or moving in a way to avoid collision. Collision is an out.	Runner must attempt to avoid collision with fielder by either sliding, giving themselves up or moving in a way to avoid collision. Collision is an out.	Runner must attempt to avoid collision with fielder by either sliding, giving themselves up or moving in a way to avoid collision. Collision is an out.
Courtesy Runner	No courtesy runners	Courtesy runner allowed for catcher. Must be the player who made the last out.	Courtesy runner allowed for catcher. Must be the player who made the last out.	Courtesy runner allowed for catcher. Must be the player who made the last out.	Courtesy runner allowed for catcher. Must be the player who made the last out.
Thrown Bat	A warning will be given.	One warning will be given to player then next time player will be called out.	One warning will be given to player then next time player will be called out.	One warning will be given to player then next time player will be called out.	One warning will be given to the team then all subsequent batters will be called out.