



# 13U

Division	No new inning after	Run limit per inn.	Mercy rule*	Complete game	Official game	Time limit (DHs only)	Pitching limit (Per game/day)	Day rest if pitcher throws:
13U	1:40	7 runs	10 after 5 inn.	7 innings	5 innings	1:50	80 pitches	More than 44

\*Game can end half-inning earlier if home team is leading

## QUICK REFERENCE BYLAWS/RULES

- » Head coaches meet umpire at plate 10 min. before game time to review ground rules.
- » One pitch constitutes an inning. Starting pitcher may re-enter as a pitcher once after he is relieved.
- » Baserunners may advance until timeout is granted by the umpire.
- » No intentional walks.
- » Use two-out runner for the catcher.
- » Limit time between innings to two minutes. Pitcher gets 6 warm-up pitches.
- » Contact Bo to get lights extended or turned off early.
- » Each team keeps a scorebook, though the home book is official. It is strongly suggested that the head coach does not keep score for his or her team.
- » Field playability is first and foremost determined by the city/county that controls the park. In the event of rain, wind, or other game-altering event, it is the discretion of the umpire, in consultation with coaches, on whether to continue play or suspend the game.
- » If a game is suspended before 3.5 innings (with the home team leading) or 4 innings (with the visiting team leading), the game will be resumed at a later date from the point it was halted. Resumption should take place prior to the teams' next scheduled meeting. If teams do not meet again, game should continue on an open date for both teams.

# 13U

## UMPIRES CONTACT:

Marie Brady,  
801-750-8328,  
marie.brady@sevalley.com



## PITCHING

Pitches per Day	Days Rest	Pitches per Day	Days Rest	Pitches per Day	Days Rest	Max per Day
1-44	0	45-59	1	60+	2	80