

2014 ELV Rule Comparison

Name	K/1st Grades	2nd/3rd Grades	4th/5th Grades	6th/7th Grades	8th/9th Grades	10th+ Grades
Description	Introduction. 100% Instructional.	Instructional. Competitive aspects included for learning and level of interest reasons only.	Equal balance of instructional and competitive. Not everyone plays every position equally.	Slightly more emphasis on the competitive side, but instructional aspect is still very important.	Competitive	Competitive
Balls	9" softie	11" softie	11" regular (hard)	12"	12"	12"
Bases	45 or 50 ft.	55 ft.	55 ft.	60ft	60ft	60ft
Pitcher's Mound	30 ft	32 ft	35 ft.	40 ft.	43 ft. = American. 40 ft. = National.	43ft.
Outfielders	4	4	4	3	3	3
Length of Game	4 innings or 1:15 to 1:30	5 innings. No new inning after 1:20. Expectation is games will go about 1:30-1:40.	6 innings. No new inning after 2 hours.	7 innings. No new inning after 2:15.	7 innings	7 innings
Pitching Limits	n/a	2 inning maximum. 6 pitch limit per at-bat. After 6 pitches, coach finishes at-bat. No walks. Strikeouts, yes.	3 innings & 2 appearances.	4 innings & 2 appearances.	Unlimited	Unlimited
Pitching Facemask	n/a	Required	Required	Required	Amerian: PIAA. Natl: Required.	PIAA rule.
Catcher	No	Yes, but does not chase down passed balls.	Yes	Yes	Yes	Yes
Dropped 3rd Strike	n/a	No	No	Yes, but modified form. Using 2013 rules.	Yes, full version.	Yes, full version.
Bunts	n/a	1 per inning. Can't be the same girl more than once in a game.	1x per player per game.	Unlimited	Yes	Yes
Score Kept	No	Yes	Yes	Yes	Yes	Yes
Standings	No	Yes	Yes	Yes	Yes	Yes
Playoffs	No	Likely, but format TBD. No championships.	Yes, with championships.	Yes, with championships.	Yes	Yes
Leads	No	Crosses home plate.	On release.	On release.	On release.	On release.

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Steal attempts.	n/a	n/a	6 a per game.	12 per game.	Unlimited	Unlimited
Stealing Bases	No	No	3rd Base and Home only. No advancement on an overthrow.	Any base. No advancement on an other throw.	Unlimited	Unlimited
Circle / Possession / When is the Ball Dead?	n/a	No Circle. Possession = infielder with ball on the dirt and in-hand.	No Circle. Possession = infielder w/ ball in the dirt and in-hand.	Circle	Circle	Circle
Runner at time of possession	n/a	2/3 Rule. If the girl is less than 2/3 of the way to the next bag: if safe she goes back, if out - she is out. No penalty to the defensive team for making a play on an advancing runner. Play is dead after attempt on a runner. Goals: 1) teach good/logical/aggressive base running 2) teach defensive players to make the play 3) Do not penalize those who are part of the play but may not have the skills to execute it. 4) Prevent the baserunning "Merry Go Round".	2/3 Rule. If the girl is less than 2/3 of the way to the next bag: if safe she goes back, if out - she is out. No penalty to the defensive team for making a play on an advancing runner. Play is dead after attempt on a runner. Goals: 1) teach good/logical/aggressive base running 2) teach defensive players to make the play 3) Do not penalize those who are part of the play but may not have the skills to execute it. 4) Prevent the baserunning "Merry Go Round".	Ball is live.	Ball is live.	Ball is live.
Ball hit to an infielder who makes a play at a bag. (Ex: 2B overthrows 1B, SS overthrows 2B on a force out.)	No advancement.	No advancement.	One base even if it stays inbounds.	Ball is live.	Yes	Yes

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Infield Fly Rule	No	No	No	Yes	Yes	Yes
Playing time	Minimum of 2 innings in the field.	Minimum 3 innings in the field for a 5 inning game. Minimum 2 innings for all other games.	Minimum 3 innings in the field for a 6 inning game. Minimum 2 innings for all other games.	Minimum 3 innings in the field for a 7 inning game. Minimum 2 innings for all other games.	American: no minimum. National: minimum 3 innings in the field for a 7 inning game.	No minimum playing time requirements.
Umpire	Coaches	Coach/Parent	Paid: 1	Paid: 1	Paid: 2 for American. 1 for National.	Paid: 2
Mercy Rule	none	None.	12 after 4	10 after 5	15 after 4, 12 after 5, 10 after 6.	10 after 5.
Use of Batting T	"T" used for the first half of the season. Coaches pitch to the batter the entire game during the second half of the season, but T used if batter needs it.	No	No	No	No	No
Walks allowed	No	No	Yes	Yes	Yes	Yes
Slug Bunt (square, pull back, swing)	n/a	No	No	No	Yes	Yes
Pick off	No	No	Unlimited, any base, no advancement on pickoff.	Unlimited. Runner must return to the bag. If the pickoff is not made cleanly other runners may advance a maximum of 1 base (not considered a steal).	Always a live ball.	
Delayed Steals	n/a	No	no	No	Yes	Yes