

Special Rules all Umpires Should Know

Minors

Game Length	6 innings, but no new inning shall start after 2 hr from official start time. If tied after 6, extra innings are allowed if time permits.
Run Limits	2 run limit in 1 st and 2 nd innings. 5 run limit in each remaining inning.
Mercy Rule	Game is over if one team is ahead by 10 runs after 4 innings, or 6 runs after 5 innings (or 4 1/2 innings if the home team is ahead by 6).
Number of Players	Teams should have 10 players on the field but if necessary can play with as few as 7. The missing spots in the batting order are not "automatic outs".
Infield Fly Rule	Call "INFIELD FLY, BATTER'S OUT" if there's an infield fly with runners on 1 st and 2 nd , or 1 st , 2 nd , and 3 rd , and less than 2 outs.
Dropped Third Strike	Batter is out.

Majors

Game Length	6 innings, no time limit. If tied after 6, extra innings are allowed.
Run Limits	No run limits in Majors.
Mercy Rule	Game is over if one team is ahead by 15 runs after 3 innings (or after 2 1/2 innings if the home team is ahead by 15). Game is over if one team is ahead by 10 runs after 4 innings (or 3 1/2 innings if the home team is ahead by 10).
Number of Players	Both teams should have at least 9 players at the start of the game, but they are allowed to play with a minimum of 8. It's OK to delay the start of the game by up to 10 minutes if you have to wait for the 9 th player to show up. If a team has only 8 players, their missing spot in the batting order is an automatic out.
Infield Fly Rule	Call "INFIELD FLY, BATTER'S OUT" if there's an infield fly with runners on 1 st and 2 nd , or 1 st , 2 nd , and 3 rd , and less than 2 outs.
Dropped Third Strike	On a dropped third strike, the batter is out if 1 st base is occupied and there is less than two out. Otherwise the batter can attempt to run to first.