

SELECT & REP RULES COMPARISON TOOL

SELECT DIVISION	REP DIVISION
Players arriving late can be added to the bottom of the line-up provided the player arrives before the third inning starts and the team has not gone through the batting order once.	No restriction to when a player can be added to the line-up card.
Players must be in the line-up and play a minimum of 2 out of the first 4 innings. Penalty: Game is forfeited and manager is suspended.	Mosquito: All players bat - no defensive requirement. Peewee & Bantam: May choose to use an EP. Midget: May choose to use an EP, DH, or neither (but not both). Junior & Senior: May choose to use a DH - no EP allowed.
A player who leaves a defensive position due to injury must sit out one defensive inning before returning to the game. Players who miss an at-bat due to injury are not permitted to return to the game.	Injured player falls under the normal re-entry rule.
No pinch runners except for injury. Pinch runners for injury must be the last recorded out from current inning or the last player in the line-up.	Pinch runners are allowed but must follow the substitution and re-entry rules. There is no courtesy runner for the catcher or pitcher allowed.
Mosquito/Tyke: No leaving the base before the pitcher releases the ball. Penalty: <i>Runner is out and the ball is dead - NO WARNINGS!</i>	Mosquito: No leaving the base before the pitcher releases the ball. Penalty: <i>Team receives 1 warning per game. Runner is out and ball is dead.</i>
No New Inning after 1 hour, 45 minutes (Midget & Junior is 2 hours). If an inning starts, it must be completed.	No official curfew or time limits exist. Local exceptions may apply, please see your UIC for details.
Mercy Rule: 10 runs after 4 innings (3.5 innings if home team is ahead).	Mercy Rule: 18 runs after 3 innings (2.5 if home team is ahead) or 10 runs after 5 innings (4.5 if home team is ahead).
Coach Uniforms: At a minimum, coaches must wear long pants, golf shirt or team T-shirt with a number and a baseball cap. No sandals allowed.	Coaches must be in full baseball uniform.
Peewee and below: No restriction on bats. Bantam: Metal bats allowed, -5 restriction. Midget & Junior: Wood or wood composite bats only.	Peewee and below: Metal bats allowed, -10 restriction, must have original manufacturer's label attached. Bantam and up: Wood or wood composite bats only.
Defensive substitutions allowed only at the end of an inning except for pitching changes and injuries.	No restrictions on defensive substitutions.
Batter must keep their helmet on deck, while at bat and running the bases. Penalty: If the helmet is removed while ball is in play, offender is out.	No similar rule in Rep Division.

ROOKIE BALL SPECIFIC SELECT VS. REP DIVISION DIFFERENCES

SELECT DIVISION	REP DIVISION
The pitching machine shall be set at 40 mph.	The pitching machine shall be set at 35 mph.
The batter will receive a maximum of 5 pitches. If the batter has not hit a fair ball after 5 pitches, they are declared out.	The batter cannot be called out when hitting a foul ball on the 5th pitch.
The batter is allowed 3 swings. A foul ball on the third swing is only an out if that pitch is also the 5th pitch or if it is a legally caught foul tip.	No similar rule in Rep Division.
A pitch which is over the batter's head or bounces in the dirt will be declared "No Pitch" by the umpire.	A pitch that the umpire determines to be not hittable will be declared "No Pitch" by the umpire.
Mercy Rule: 15 runs after 4 innings (3.5 innings if the home team is ahead).	Mercy Rule: 18 runs after 3 innings (2.5 if the home team is ahead) or 10 runs