



Heights-Norhill Little League



Game Duration Policy

1. Games are a maximum of 6 innings for TB/PW/MI/MA and 7 innings for JR/SR.
2. The Umpire will start the game clock at the beginning of the pre-game meeting with the Managers – this shall be witnessed by the Managers.
 - a. Night Games on Monday to Thursday –
 - i. For the first scheduled game, the game clock is deemed to have started at the scheduled time regardless of any other circumstances (late team, late ump, field prep etc)
 - b. The umpire may, at his sole discretion, choose to stop the game clock in the event of an injury, an unnecessary delay in the game by a coach or any other reason.
3. No inning will start after the TIME mark. An inning is deemed to have started immediately following the third out of the previous inning.
 - a. **TIME mark: 1:10 for Teeball, 1:30 for all Peewee, 1:35 for Minor, 1:40 for Major, 1:50 for JR/SR BB**
4. Time Limits –
 - a. The game will continue for any inning which starts prior to the TIME mark for the division of play.
 - b. For weekday (Mon to Thurs) games when there are two games scheduled on the same field (or in the event a single game on a field is scheduled to start at 7:30 or later), games will cease immediately once either of the following two conditions occur:
 - i. An inning is completed (or the top half is completed with the home team ahead) AFTER the TIME mark for the division of play is reached.
 - ii. The game clock reaches 15 minutes past the TIME mark for the division of play.
 - c. In the event a game is ended in prior to the end of a complete inning:
 - i. If in the top half of the inning, the score will revert to the score at the end of the previous inning.
 - ii. If in the bottom half of the inning and the Home team is leading, the final score will be the score at that moment. If the Home team is trailing, the final score will revert to the score at the end of the previous inning.
 - d. For weekend (Sat/Sun) games or weekday games with only one game scheduled (prior to 7:30) on the field.
 - e. Innings that are started will be completed unless the home team is leading during their half of the inning AFTER the TIME mark.
 - i. Example 1: In a Minor game, if the third out of the 3rd inning occurs with the game clock at 1:34, the 4th inning is deemed to have started and must be completed (unless the home team is ahead when it is their turn to bat in the bottom of the 4th).
 - f. Any assumptions regarding the “likelihood” of completing an inning in time to start a new inning shall NOT affect the decision to continue at any point during the game.
5. Run limits WILL NOT affect the timing, continuation, or suspension of a game in any way.
 - a. Example: A Peewee game with the score 8-0 with the home team ahead. The third out of the 2nd inning occurs with the game clock at 1:29 then the 3rd inning is deemed to have started. Even though the visiting team is trailing by 6 or more runs and cannot tie or take the lead due to the 5 run limit, the visiting team may still take their at-bats.
6. Purposeful wasting of time in order to manipulate potential outcomes of the game are considered unsportsmanlike. The HNLL Executive Team will review any credible accusations of unsportsmanlike conduct relating to Game Duration issues and may impose sanctions against the Team or Manager up to and including forfeiture of the game and suspensions of the Team Manager.