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Battle By The Capital – Mercy Rule

6 Inning Games (10U – 12U):

15 runs after 3 at bats by trailing team

10 runs after 4 at bats by trailing team

7 Inning Games (13U & 14U):

15 runs after 4 at bats by trailing team

10 runs after 5 at bats by trailing team

NOTE: To maintain pace of play, the 15 run mercy rule kicks in one inning earlier.

The mercy rule is NOT a drop-dead rule. If the visiting team reaches the mercy threshold in the top half of an inning, the home team must get their at bat in bottom of the inning. When the home team achieves the number in the bottom half an inning, the game is immediately complete.