

GREENWOOD LASSIE LEAGUE RULES 2011

General League Rules

Official Fast Pitch ASA softball rules will be used, except as modified by the Rules Committee and attached to these General Rules, by division.

Once a game begins, the field umpire has total authority over the field, including board members. Any rule changes will be considered by the board prior to future games. Decisions by umpires during the game, as according to ASA or GLL rules, will stand.

No trading of players after the draft is allowed without the approval of the GLL Board.

The commissioner or acting commissioner shall be allowed to make decisions, in the best interest of the players and the league, which enhance the opportunity for the players to participate.

No pets allowed on Greenwood Lassie League grounds, unless they are a trained animal used to help a person with a disability.

No smoking or tobacco products allowed on Greenwood Lassie League grounds. The north parking lot is designated as a smoking/tobacco area.

Players are not allowed to use cell phones and other electronic devices during a practice, game or other league sanctioned event without coach/board member's permission and must keep these devices in a secure area.

Divisions: Determined by the league age of the player, defined as the age as of January 1.

- A. Rookie (6 and Under – 6U) - players that are league age six years of age or younger
- B. Developmental (8 and Under – 8U) - players that are league age eight years of age or younger
- C. Minors (10 and Under – 10U), - players that are league age ten years of age or younger
- D. Juniors (12 and Under – 12U), - players that are league age twelve years of age or younger
- E. Seniors (14U-18U) - players that are league age 18 years of age or younger.

A player may move up or down one (1) division (other than their age appropriate division), if requested by the player's parents or legal guardians during the registration period and meets the following criteria:

- A. The player must attend mandatory evaluations and be evaluated for requested division. Evaluators may recommend the player stay at their age appropriate division.
- B. Must have GLL Board approval after evaluations have been conducted.

Exceptions to player placement in their age appropriate division may be made by the GLL Board if it is determined that there are safety concerns.

Players may request to play up a division if their birthday falls between January 1 and March 30.

Evaluation/Draft Rules

A coach's draft will be held for 8U, 10U, 12U and 14U-18U team selections. 6U teams will be determined by a random computer selection, to be conducted by the player agent.

- A. During the league registration period, commissioners and other board members will conduct evaluations to determine ability of all registrants in division 8U and above. Evaluations are to be held in a facility that is equipped to conduct throwing, hitting and pitching drills.
- B. Evaluators will be persons selected by the board who can fairly evaluate registrants on their softball abilities, including hitting, throwing, fielding, catching and pitching.
- C. Based on the number of players registered for each division, the Commissioner(s) shall determine the number of teams in each division, once the registration period has ended.

- D. Based on the number of teams for each division, coaches will be selected from the coaching application forms submitted to the Greenwood Lassie League. Coaches will be contacted as to the status of their application and whether they will be asked to be a head coach, an assistant coach or not needed as a coach for the season.
- E. After coaches have been selected, the player agent will distribute a list, on or before draft night, of the registrants for each age division and their evaluation scores.
- F. Coaches will take part in a drawing on their division's draft night to determine the draft order. Once the draft order has been established, the coaches will pick players for their team, using a snake draft.
 - i. Daughters of the assigned coaching staff and one sponsor (if applicable) will be designated for the first 2 rounds of the draft. Coaches with more than one daughter on the team will extend their daughter picks into the next round.
 - ii. The snake draft is conducted with the team with the first draft pick selecting a player and then according to the draft order, each team selecting their players.
 - iii. Once the last team in the draft order selects, that team will begin the next round of the draft and the teams will draft in reverse order, back to the team with the first pick.
 - iv. The draft order will continue until all girls have been drafted. Siblings requesting to be on the same teams will be drafted in consecutive rounds.
 - v. Registrants who were not evaluated will not be assigned an evaluation score and on draft night, the registrant's names, also known as a hat pick, will be written down. Coaches will have the option to draft an evaluated player or draw a hat pick at random.
- G. Teams will have a five (5) minute opportunity directly following the draft to conduct any trades with other teams in their division. Once the 5-minute period is concluded, all team rosters will be final.
- H. Team rosters will be distributed at a mandatory coaches meeting within a week of the final draft.
- I. Players who register after the draft shall be assigned to a team by the commissioner(s) or player's agent. This player assignment will follow the draft order of the teams.

Game Day Rules and Responsibilities for All Divisions

- 1.** Five (5) minutes prior to the start of the game, managers, coaches and umpires will meet at home plate to discuss the ground rules and shake hands.
- 2.** Batting rosters will contain the names and numbers of the players present. Once the batting rosters have been exchanged, the batting order cannot be changed without notice to the umpire and opposing coach or scorekeeper. No player may be on the bench defensively for more than one (1) inning per game.

Exception: A member of a team not present at the start of the game may be listed on the bottom of the batting roster. A player listed on the batting roster and not present when her turn in the batting order arrives shall NOT be taken as an out until the fourth inning. A girl not present may be removed before the end of three innings (before the last out).

Exception: A member of a team may leave the game at any time, for any reason; with no penalty to the team provided there are enough players to continue. Her vacated spot in the batting order will not result in an automatic out.
- 3.** League issued uniforms will consist of a T-shirt, socks and sun visors. Tennis shoes or rubber cleats (recommended), softball gloves, and softball pants or shorts are to be furnished by the player. Any player not in an approved uniform shall be suspended for the game, unless authorized by an impartial officer of the Board. Gloves and/or mitts shall be in accordance with the Official ASA Softball rules. Catchers will wear chest protector, helmet with throat protector, mask and shin guards while fielding in games, practices and warm ups. All batting helmets must have ASA approved faceguards.

Exception: Any exception to the uniform or protective equipment rules will be handled on an individual basis by the Board Members.

4. Lassie League uniforms are not to be modified, in any manner during the playing season. The uniforms are required that the shirt display the girl's playing number at all times. Any league sponsored program/patches may be added by the league.
5. Only players, managers, coaches, scorekeepers and Lassie League equipment will be allowed on or around the bench area during the game.
6. Playing without the required number of players:
 - A. 10U, 12U and 14U games may be played with as few as eight (8) players, without a forfeit. The opposing team may field a full team, even when the other team has only eight (8) players.
 - B. 8U can play with as few as six (6) players.
 - C. 6U may play with as few as four (4) players and the coaches may, at their discretion, balance the teams for that game only.
7. Teams with less than the minimum number of players, mentioned above in (6), will forfeit the game. If a team knows in advance it will be short the required number of players, they may bring a player up from a lower division with the Commissioner's approval. The Commissioner or Deputy Commissioner will work with coaches at the beginning of the year to provide a list of girls from the other divisions that would like the opportunity to play up a division on occasion.

Exception: 10U and 12U may start a game with two (2) less players than they have on their complete team roster. Example: If you only have nine (9) players on your team, you may play with seven (7) players.
8. Procedure for Borrowing Players
 - A. The team manager should inform the Commissioner before game time of a player shortage. The Commissioner will draw from a list of players consisting of volunteers from a lower division who do not have game or practice conflicts on the borrowing team's game night. The Commissioner will follow the list from the top and provide each girl on the list an opportunity to play up. The intent is to allow all volunteer substitutes an opportunity to play.

Exception: 6U: any player may be borrowed from other teams in the same division to complete a team's roster.
 - B. A "borrowed" player will be considered a member of the borrowing team and will be subject to the borrowing team's GLL playing rules for that division.
 - C. The Commissioners, Coaches and parents will try to the best of their ability to supply a quality player from the younger league, who will not be a safety risk when playing with older girls.
 - D. All "borrowed" players shall be members of the Greenwood Lassie League and be covered under the league insurance plan.
 - E. No "borrowed" player shall be allowed to pitch or catch!
 - F. All "borrowed" players must play the outfield unless there is a safety issue with roster players in the infield. In these situations, coaches should communicate with the parents involved. The borrowed player must bat last in the batting order.
 - G. No team shall use a borrowed player unless they have fewer than 10 roster players at the game.

Exception: If a player shows up unexpectedly after notifying the coach she would not be available, then a borrowed player that was called to replace her may still be used and, if necessary, they shall split defensive bench time equally with the regular player that showed up.
 - H. No borrowing players who have a regularly scheduled game with their league team.
9. Any equipment that a player wishes to use must be ASA approved, including ASA bat rules.
10. Commissioner(s) will reschedule games in the event that the field is not playable. Games will be rescheduled at the earliest possible date. Make-up games will be held on the following Saturday.

11. Vulgarity, profanity, obscene gestures, alcoholic beverages, tobacco products, drugs or any unsportsmanlike conduct during Lassie League practices or games IS NOT PERMITTED and will result in the immediate removal of the violator from the premises by an Umpire or Lassie League Board Member. This applies to players, managers, coaches and spectators and is spelled out in the Code of Conduct each manager, coach and player is required to read and sign before the regular season begins.

A. Any player, manager, coach or board member who violates this rule will be suspended from attending or participating in its team's next game played and any future Lassie League games or practices and will be required to appear before the Grievance Committee. In an effort to minimize the number of potential missed games, the Grievance Committee shall convene as soon as possible.

12. The home team shall occupy the third base side bench and is responsible for lining the fields prior to game time. The umpire is responsible for obtaining two (2) game balls. Each team is responsible for cleaning up the dugouts/field after the game.

13. Any player that requires a doctor's care during the season as a result of a GLL incurred injury must present to their manager a written doctor's release to play or practice.

14. Age requirements: Birth certificates may be required, as proof of age and a copy must be provided to the league for all first-time players. All-Star teams must turn in birth certificates to the coach. Any player who will attain the age of four (4) and who will not attain the age of nineteen (19) as of January 1, of the current playing year, shall be eligible to participate in the Greenwood Lassie League.

Exception: girls enrolled in a High School program shall be entitled to play through the summer of their senior year, regardless of age.

Exception: Special requests may be brought to the Board for approval.

15. Any player with previous travel ball experience or currently on a travel ball team, other than those travel ball players on travel teams affiliated with GLL, may not pitch or catch during any regular season or league championship tournament games.

16. The home team shall be the official scorekeeper. At the end of each inning, it will be the visiting team's responsibility to check with the official scorekeeper to make sure the score is the same.

League Championship Tournament for 8U, 10U, 12U and 14U

- 1.** The league championship tournament will be held after the completion of the regular season. No league championship tournament will be held for 6U teams.
- 2.** The tournament director shall be in charge of determining the tournament schedules and the seedings for each team in each age division, based on the season results. Tournament schedules will be posted at the concession stand and on the league website by opening day.
- 3.** Seeding for the league tournament will be based on final regular season standings.
 - A. In the event of a tie between teams in any division, the tie breaking system will be as follows:
 - i. Head to head record between the tied teams.
 - ii. Highest run differential in the games between tied teams (runs scored minus runs allowed)
 - iii. Total runs allowed for the entire season
 - iv. Total runs scored for the entire season.
 - B. Higher seeded team will be home team.
- 4.** A single elimination tournament will be held in each age division (excluding 6U) and will culminate in a championship game.
- 5.** All tournament games will be played according to regular season rules, with the exception of the championship game.
 - A. The championship game will have no time limit.
 - B. Championship games are to be played to completion, either by the specified maximum number of innings for that age division or by the runs ahead rule as listed in the ASA rulebook and modified for GLL play.

ROOKIES (6U) DIVISION RULES

- 1.** Games will start at 6:15 PM during the week with weekend games starting at their designated times. All regular season games will be played as follows: games will be played for **1 hour and 15 minutes** from the declared start time of the game. After this time has expired, the inning during which the time expired will be completed. Games will consist of a maximum of three (3) innings.
- 2.** A "progressive season" format as follows will be played for 6U (as determined by the 6U commissioner):
 - First 1/2 of the season (dates to be determined) - all players bat every inning regardless of the number of outs. No score will be kept.
 - Second 1/2 of the season - Teams bat through lineup (each team bats the same number of players, where team with least number of players may bat as many players as the other team has) or until three (3) outs are made. No score will be kept.
- 3.** 6U may play with as few as four (4) players and the coaches may, at their discretion, balance the number of players on each team for that game only.
- 4.** The defensive team will provide two (2) coaches to help the players learn what to do with the ball. They are considered part of the playing field, but they are not to touch any player. These coaches must position themselves between first and second bases and second and third bases, and remain in the outfield grass at all times.
- 5.** Coaches pitch to their own teams and cannot touch the ball while in play. **PENALTY:** No pitch, dead ball
- 6.** Base coaches cannot touch runners/players until the umpire has called time. Umpire discretion is to be exercised to determine whether contact was intentional. **PENALTY:** The runner/player is out.
- 7.** The defensive team will position a pitcher's helper with both feet inside the pitcher's circle and that player must remain in the circle until the ball is hit. The pitcher's helper must wear a helmet with a facemask. A pitcher's chest protector is optional, however use of a chest protector is recommended.
- 8.** All other infielders shall remain behind the pitching rubber until the ball is hit.
- 9.** Outfielders must be positioned in the grass until the ball is hit. Teams may play their entire roster defensively, with all extra players being placed in the outfield.
- 10.** All players will take the field with the normal number of infielders and all players will bat.
 - a. Each player must have the opportunity to play each position at least one inning in the season.
 - b. Outfielders must be rotated to the infield at least one inning per game.
 - c. No player may play the same position more than two (2) innings in a row.
 - d. Players may not be rotated to certain positions if there is a safety issue.
 - e. Borrowed players do not need to be rotated.
- 11.** Catchers must be used only if the team has 7 or more players.
- 12.** Each batter will receive five (5) pitches followed by unlimited opportunities to hit the ball off the tee ball equipment. If the 5th pitch is fouled off, the batter may receive another pitch before hitting off the tee.
- 13.** The Infield Fly Rule will not be used.
- 14.** The Dropped Third Strike rule does not apply.
- 15.** Base runners may advance one (1) base, at their own risk, on an overthrow. An overthrow is defined as a non-playable ball on the first overthrow at first, second or third base or to the pitcher's helper. The ball then becomes dead when the umpire calls time and all play is stopped.

16. No base stealing allowed.

17. There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.

- a. It is recommended that players slide into home on all close plays to avoid collisions.
- b. Catchers should be reminded to not block the plate if no defensive play is being made at home

18. An eleven (11) inch "RIF" softball or 11 inch incredible will be used in this division.

DEVELOPMENTAL (8U) DIVISION RULES

- 1.** Games will start at 6:15 PM during the week with weekend games starting at their designated times. All regular season and tournament games (excluding the league championship games) will be played as follows: games will be played for **1 hour and 15 minutes** from the declared start time of the game. After this time has expired, the inning during which the time expired will be completed and one more inning will be played without a run limit for the final inning.
- 2.** Games will consist of a maximum of six (6) innings. A five (5) run rule per inning will be in effect, except for the final inning.
 - a. The final inning can be requested by a team before the start of a new inning. This decision will be made by coaching staffs from both teams and the umpire with all parties in agreement.
- 3.** An eleven (11) inch "Official" softball will be used in this division.
- 4.** Pitching distance shall be thirty-five (35) feet.
- 5.** The defensive team may provide one (1) coach to help instruct their players in the field. They are considered part of the playing field, but they are not to touch any player. The coach must remain in the outfield grass at all times.
- 6.** Coaches cannot touch the ball while it is in play. **PENALTY:** No pitch, dead ball
- 7.** Base coaches cannot touch runners/players until the umpire has declared the play is over. Umpire discretion is to be exercised to determine whether contact was intentional. **PENALTY:** The runner/player is out.
- 8.** Coaches must allow players to pitch the first two innings. Balls and strikes will be counted while the player pitches. If one or more players from the defensive team walk four (4) batters in an inning, the offensive coach will resume pitching for the remainder of the inning.
- 9.** The defensive team will position a pitcher's helper with both feet inside the pitcher's circle and that player must remain in the circle until the ball is hit. The player must wear a helmet with a mask. A pitcher's chest protector is optional, however use of a chest protector is recommended.
- 10.** All other infielders shall remain behind the pitching rubber until the ball is hit.
- 11.** Up to four (4) outfielders can be positioned in the grass until the ball is hit.
- 12.** All players will take the field with the normal number of infielders and all players will bat.
 - a. Each player must have the opportunity to play each position at least one inning in the season.
 - b. Outfielders must be rotated to the infield at least one inning per game.
 - c. No player may play the same position more than two (2) innings in a row.
 - d. Players may not be rotated if there is a safety issue.
 - e. Borrowed players do not need to be rotated.
- 13.** Circle ball will be played with the 1/2 way rule or lead runner is stopped when a fielder with possession of the ball steps between lead runner and next base and calls time with both hands in the air and is granted time by the umpire.
- 14.** When a coach is pitching, each batter will receive five (5) pitches or three swinging strikes. If 5th pitch is fouled, batter receives another pitch. The result of the at-bat is ball is put in play or no contact is made on a pitch (looking or swing and miss). No walks allowed when coaches are pitching.
- 15.** All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc.; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.

- 16.** The Dropped Third Strike rule does not apply.
- 17.** The Infield Fly Rule will not be used.
- 18.** Base runners may advance one (1) base, at their own risk, on an overthrow.
 - a. An overthrow is defined as a non-playable ball on the first overthrow at first, second or third base or to the pitcher's helper.
 - b. The ball then becomes dead when the umpire calls time and all play is stopped.
- 19.** No base stealing allowed.
- 20.** There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.
 - a. It is recommended that players slide into home on all close plays to avoid collisions.
 - b. Catchers should be reminded to not block the plate if no defensive play is being made at home
- 21.** Play is deemed dead when the lead runner is stopped and returned to base or when the umpire calls time.
- 22.** Modified version of ASA Run Ahead rule applies (ASA Rule 5, Section 9 Article 1-3)
 - a. a team holds a twelve (12) run advantage after four innings.
 - b. a team holds an eight (8) run advantage after five innings.

MINORS (10U) DIVISION RULES

- 1.** Games will start at 6:15 PM during the week with weekend games starting at their designated times. All regular season and tournament games (excluding the league championship games) will be played as follows: games will be played for **1 hour and 15 minutes** from the declared start time of the game. After time has expired, the inning during which the time expired will be completed and one more inning will be played with no run limit for the final inning.
- 2.** Games will consist of a maximum of seven (7) innings. A six (6) run rule per inning will be in effect, except for the final inning.
 - a. The final inning can be requested by a team before the start of a new inning. This decision will be made by coaching staffs from both teams and the umpire with all parties in agreement.
- 3.** Games may be played with ten (10) players in the field.
- 4.** An eleven (11) inch "Official" softball will be used in this division.
- 5.** Pitching distance shall be thirty-five (35) feet.
- 6.** A player removed from the pitching position may be returned to that position at any time. A pitcher shall be allowed to pitch the entire game.
- 7.** If a pitcher walks four (4) batters in an inning, the offensive team's coach shall pitch for the remainder of the inning.
 - a. Each batter will receive five (5) pitches or three (3) swinging strikes
 - b. If 5th pitch is fouled, batter will continue until ball is put in play or no contact is made on a pitch (watched or swing and miss)
 - c. No walks while the coach is pitching
 - d. No steals while the coach is pitching
 - e. Coach cannot touch the ball while it is in play **PENALTY:** No pitch, dead ball
 - f. Each new inning is to start with a player pitching until the four (4) walk limit is reached.
- 8.** All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc.; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.
- 9.** Steals of 2nd and 3rd base are allowed upon the release of the pitch. Runners caught leaving before the release of the pitch will be declared out. No steals of home are allowed.
- 10.** Infield Fly Rule will be in effect.
- 11.** The Dropped Third Strike rule does not apply.
- 12.** There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.
 - a. It is recommended that players slide into home on all close plays to avoid collisions.
 - b. Catchers should be reminded to not block the plate if no defensive play is being made at home.
- 13.** Modified version of ASA Run Ahead rule applies (ASA Rule 5, Section 9 Article 1-3)
 - a. a team holds a twelve (12) run advantage after four innings.
 - c. a team holds an eight (8) run advantage after five innings.

JUNIORS (12U) DIVISION RULES

- 1.** Games will start at 6:15 PM during the week with weekend games starting at their designated times. All regular season and tournament games (excluding the league championship games) will be played as follows: games will be played for **1 hour and 30 minutes** from the declared start time of the game. After this time has expired, the inning during which the time expired will be completed and one more inning will be played without a run limit for the final inning.
- 2.** Games will consist of a maximum of seven (7) innings. A six (6) run rule per inning will be in effect, except for the final inning.
 - a. The final inning can be requested by a team before the start of a new inning. This decision will be made by coaching staffs from both teams and the umpire with all parties in agreement.
- 3.** Pitching distance shall be forty (40) feet.
- 4.** A twelve (12) inch "Official" softball will be used in this division.
- 5.** Games may be played with ten (10) players in the field.
- 6.** A player removed from the pitching position may be returned to that position at any time. A pitcher shall be allowed to pitch the entire game.
- 7.** All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.
- 8.** Steals are allowed upon the release of the pitch. Runners caught leaving before the release of the pitch will be declared out.
- 9.** Infield Fly Rule will be in effect.
- 10.** The Dropped Third Strike rule does apply. Batter may attempt to advance to 1st base in the event there is less than two outs and first base is not occupied at the time of the pitch or any time there are two outs.
- 11.** There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.
 - a. It is recommended that players slide into home on all close plays to avoid collisions.
 - b. Catchers should be reminded to not block the plate if no defensive play is being made at home.
- 12.** Modified version of ASA Run Ahead rule applies (ASA Rule 5, Section 9, Article 1-3)
 - a. a team holds a twelve (12) run advantage after four innings.
 - b. a team holds an eight (8) run advantage after five innings.

SENIORS (14U) DIVISION RULES

- 1.** Games will start at 6:15 PM during the week with weekend games starting at their designated times. All regular season and tournament games (excluding the league championship games) will be played as follows: games will be played for **1 hour and 30 minutes** from the declared start time of the game. After this time has expired, the inning during which the time expired will be completed and one more inning will be played without a run limit for final inning.
- 2.** Games will consist of a maximum of seven (7) innings. A six (6) run rule per inning will be in effect, except for the final inning.
 - a. The final inning can be requested by a team before the start of a new inning. This decision will be made by coaching staffs from both teams and the umpire with all parties in agreement.
- 3.** Pitching distance shall be forty three (43) feet.
- 4.** A twelve (12) inch "Official" softball will be used in this division.
- 5.** Games will be played with nine (9) players in the field.
- 6.** A player removed from the pitching position may be returned to that position at any time. A pitcher shall be allowed to pitch the entire game.
- 7.** All players will bat. In the event a batter is unable to bat due to injury, leaving early, etc; coaches will notify the umpire and other team and the vacated spot in the batting order will not result in an automatic out.
- 8.** Steals are allowed upon the release of the pitch. Runners caught leaving before the release of the pitch will be declared out.
- 9.** Infield Fly Rule will be in effect.
- 10.** The Dropped Third Strike rule does apply. Batter may attempt to advance to 1st base in the event there is less than two outs and first base is not occupied at the time of the pitch or any time there are two outs.
- 11.** There is no mandatory slide rule in effect on close plays at the plate (i.e., catcher has the ball in the vicinity of the plate or a throw is being made to the plate). However, in the event a runner does not slide and a close play is made with contact between the runner and the catcher, it is the umpire's discretion on whether the runner should be called out.
 - a. It is recommended that players slide into home on all close plays to avoid collisions.
 - b. Catchers should be reminded to not block the plate if no defensive play is being made at home.
- 12.** Modified version of ASA Run Ahead rule applies (ASA Rule 5, Section 9, Article 1-3)
 - a. a team holds a twelve (12) run advantage after four innings.
 - b. a team holds an eight (8) run advantage after five innings.