Over the past few years, we have received complaints from recreational teams that are being destroyed by competitive teams and players who are playing below their proper classification. We want to make sure that all teams have an opportunity to play against teams of their caliber. Looking into this, we found that the rules in place provided incentive for teams to drop down to a lower level so that they can play and win more games.

While home run rules offer some relief, games are won and lost as a result of runs scored. Therefore a guideline is needed to discourage teams and players from playing below their proper classifications. We will implement the following Game Run Limit for recreational leagues. A team is allowed to score runs only up to the maximum shown below for each respective inning:

Game Run Limit = 20 total runs for 7 innings, unlimited in extra innings

Inning	1	2	3	4	5	6	7	Extra Innings
Max Runs Allowed at End of Inning	5	10	12	14	16	18	20	Unlimited

Once a team reaches the maximum number of runs allowed for any given inning, it then ends its turn at bat and plays defense. If a team fails to reach the maximum in any given inning, it may score runs in the future innings until it reaches the maximum number shown for the inning being played. In extra innings unlimited runs are allowed.

Our hope and intent with this Game Run Rule is to drive out all of the players and teams who are sandbagging and winning all the time and destroying teams in the process. Teams best know where they fit, and teams that are sandbagging will penalize themselves. The teams that enter where they should play will be protected from sandbagging teams. Overall, recreational teams will enjoy an honest chance to be competitive within their classification.