



# **GBYS**

## **Official Baseball Rules**

### **2018**

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## **Rule 1.00 - CODE OF CONDUCT**

### **1.01 PURPOSE & GOAL**

The purpose and goal of Grace Brethren Church is “To honor Christ by making disciples and teaching them to love God and people.” The coaches of GBYS play a very significant role in accomplishing the goals of our ministry. It is essential that all coaches strive to demonstrate a Christ-like attitude at all times.

### **1.02 STATEMENT OF FAITH –**

Every individual who serves in GBYS shall be in agreement with our Statement of Faith. Any questions or concerns about the statement should be addressed to the GBYS Pastor or a staff member at GBC. The statement is as follows:

**BIBLE:** The Word of God, sixty-six Books of the Old and New Testaments, verbally Inspired in all parts and wholly without error as originally given of God (2 Timothy 3:16; 2 Peter 1:21). The One True God: existing eternally as three persons – the Father, Son and Holy Spirit (Luke 3:22; Matthew 28:19; 2 Corinthians 13:14).

**LORD JESUS CHRIST:** His preexistence and deity (John 1:1-3), incarnation by the virgin birth (John 1:14; Matthew 1:18-23), sinless life (Hebrews 4:15), substitutionary death (2 Corinthians 5:21), bodily resurrection (Luke 24:36-43), ascension into heaven and present ministry (Hebrews 4:14-16) and coming again (Acts 1:11).

**HOLY SPIRIT:** His personality (John 16:7-15), deity (Acts 5:3-4) and His work in each Believer, baptism and indwelling at the moment of regeneration (1 Corinthians 12:13) Romans 8:9) and filling (Ephesians 5:18) to empower for Christian life and service (Ephesians 3:16; Acts 1:8; Galatians 5:22-23).

**MAN:** his direct creation in the image of God (Genesis 1:26-28), his subsequent fall into sin resulting in spiritual death (Genesis 3:1-24; Romans 5:12) and the necessity of the new birth for his salvation (John 3:3-5).

**SALVATION:** a complete and eternal salvation by God’s grace alone received as the gift of God through personal faith in the Lord Jesus Christ and His finished work (Ephesians 2:8-9; Titus 3:5-7; 1 Peter 1:18-19)

**CHURCH:** one true Church, the body and bride of Christ (Ephesians 1:22-23, 5:25-32), composed of all true believers of the present age (1 Corinthians 12:12-13) and the organization of its members in local churches for worship, for edification of believers and for worldwide gospel witness, each local church being autonomous but cooperating in a fellowship and work (Ephesians 4:11-16).

**CHRISTIAN LIFE:** a life of righteousness, good works and separation unto God from the evil ways of the world (Romans 12:1-2), manifested by speaking the truth (James 5:12), maintaining the sanctity of the home (Ephesians 5:22-6:4), settling differences between Christians in accordance with the Word of God (1 Corinthians 6:1-8), not engaging in carnal strife but showing a Christ like attitude toward all men (Romans 12:17-21), exhibiting the fruits of the Spirit (Galatians 5:22-23) and maintaining a life of prayer (Ephesians 6:18; Philippians 4:6), including the privilege, when sick, of calling for the elders of the church to pray & to anoint with oil in the name of the Lord (James 5:13-18)

**ORDINANCE:** the Christian should observe the ordinances of our Lord Jesus Christ which are: (1) baptism of believers by triune immersion (Matthew 28:19) and (2) the three fold communion service, consisting of washing of the saints' feet (John 13:1-17), the Lord's supper (1 Corinthians 11:20-22, 33-34; Jude 12) and the communion of the bread and the cup (1 Corinthians 11:23-26).

**SATAN:** his existence and personality as the great adversary of God and His people (Revelation 12:1-10), his judgment (John 12:31) and final doom (Revelation 20:10)

**SECOND COMING:** the personal, visible and imminent return of Christ to remove His Church from the earth (1 Thessalonians 4:16-17) before the tribulation (1 Thessalonians 1:10; Revelation 3:10) and afterward to descend with the Church to establish His millennial kingdom upon the earth (Revelation 19:11-20:6)

**FUTURE LIFE:** the conscious existence of the dead (Philippians 1:21-23, Luke 16:19-31), the resurrection of the body (John 5:28-29), the judgment and reward of believers (Romans 14:10-12; 2 Corinthians 5:10), the judgment and condemnation of unbelievers (Revelation 20:11-15), the eternal life of the saved (John 3:16) and the eternal punishment of the lost (Matthew 25:46; Revelation 20:15).

**1.03 - CHILD PROTECTION POLICY** - We want to continue to make Grace Brethren Youth Sports a safe place for every child. Therefore, these guidelines are to be followed by every individual who serves in our organization. The policy shall be as follows:

1. All coaches, assistant coaches, directors, and volunteers must complete a volunteer coaching application, and be approved by both the individual sports leader (Baseball, Soccer, Football), and the GBYS Executive Director.
2. Parents are welcome to observe their child during practices and games, however, no individual may assume any coaching responsibilities or duties without have completed the application process and receiving approval from the GBYS Executive Director..
3. Children may only be picked up from Grace Brethren Elementary After School Care by an approved coach or assistant coach. Children will not be released to any other individual regardless of their affiliation with the team.
4. Grace Brethren Elementary school is a secure facility. All Gates are to remain locked during the school week and entry to the campus is permitted only through the Main Office.
5. Coaches may use additional gates (Arcane gate) after school hours provided that the gate is re-locked behind them. Gates are to remain locked at all times.
6. Use proper judgment when having physical contact with a child. Physical contact should only take place in the presence of another adult and should be limited to appropriate sports behavior. Abusive speech, language, and contact will not be tolerated.
7. If any coach, assistant coach, director, or volunteer believes a child is in an unsafe environment or suspects the child is being abused, he/she should contact a Grace Brethren School employee or a GBYS Board member.

***“Have His attitude in yourselves which is also in Christ Jesus.” Phil. 2:5.***

## **1.04 - INDIVIDUALEXPECTATIONS**

### **1. COACHES**

- a. Pray for and with their players;
- b. Pray with the opposing coach behind the pitcher's mound during warm-up before each game to help set the proper attitude of the coaches and be a witness to the players, fans and visitors;
- c. Be enthusiastic about serving our Lord through this ministry;
- d. Communicate to your players that they are all special creations of God and are truly blessed to be able to participate in sports activities, "win or lose";
- e. Conduct practices and games using only positive reinforcement with an attitude that reflects the loving nature of Jesus Christ;
- f. Hold at least one practice and one game per week;
- g. Maintain equipment and facilities;
- h. Help solicit sponsors and volunteers;
- i. Present awards to players at the awards ceremonies;
- j. Attend all coaches meeting;
- k. Accept all judgment calls by the officials as they are the God-given authority at that moment. The officials have the final decision and coaches must respect that and set an example for everyone to follow.
- l. There are no protests of GBYS games;
- m. No coach can "call a game." This authority rests solely with a member of the Board of Directors.
- n. No coach shall at any time, lay a hand upon, push, strike, shove, or threaten to strike a league official or umpire;
- o. Express verbal or physical abuse (which includes acting in a threatening manner) upon any league official for any reason, even when a judgment call is believed not to be correct;
- p. Demonstrate dissent at an official's decision by: Throwing gloves, helmets, hats, bats, balls or any other equipment;
- q. Any display of unsportsmanlike conduct, including but not limited to: yelling at, pushing, or hitting opposing players; or refusing to take part in a pre-game or post game ceremony; or taunting the opposing team or players.
- r. Coaches are responsible for the actions of all assistant coaches, players, parents and guests at practices and games. Coaches are to use their authority to correct any inappropriate behavior in a gentle and loving way.
- s. All coaches are hereby notified that GBYS prohibits anyone from using profanity and/or harassing any umpire, player, opposing player, coach, assistant coach, Division Director, parent or fan.
- t. Resolve conflicts following the steps outlined in Matthew 18:15-20. Go directly to the person with whom you have a problem and in an honest and respectful manner resolve the problem quickly and thoroughly. *If the problem has not been resolved, see Rule 1.07*

## 2. DIVISION DIRECTORS

1. Division Directors are responsible for the good conduct of their coaches, players, parents and fans during games.
2. Any Board member shall not at any time, lay a hand upon, push, strike, shove, or threaten to strike a league official or umpire;
3. Express verbal or physical abuse (which includes acting in a threatening manner) upon any league official for any reason, even when a judgment call is believed not to be correct;
4. Resolve conflicts following the steps outlined in Matthew 18:15-20. Go directly to the person with whom you have a problem and in an honest and respectful manner resolve the problem quickly and thoroughly. If the problem has not been resolved, see Rule 1.07

## 3. PARENTS AND VISITORS

1. Parents and Visitors shall not at any time, lay a hand upon, push, strike, shove, or threaten to strike a league official or umpire;
2. Express verbal or physical abuse (which includes acting in a threatening manner) upon any league official for any reason, even when a judgment call is believed not to be correct;
3. Demonstrate dissent at an official's decision by: Throwing gloves, helmets, hats, bats, balls or any other equipment;
4. Resolve conflicts following the steps outlined in Matthew 18:15-20. Go directly to the person with whom you have a problem and in an honest and respectful manner resolve the problem quickly and thoroughly. If the problem has not been resolved, see Rule 1.07

## 4. PLAYERS EXPECTATIONS:

1. Attend all practices and games on time;
2. Be in uniform for all games and properly dressed for practice;
3. Wear baseball shoes, glove, pants, shirt and hat;
4. Be ready for team and individual instruction;
5. Always listen to and show respect to your coaches and league official;
6. Support and encourage your fellow players;
7. Accept all judgment calls by the officials;
8. Refrain from arguing, using abusive language and insensitive criticism;
9. Resolve conflicts following the steps outlined in Matthew 18:15-20. Go directly to the person with whom you have a problem and in an honest and respectful manner resolve the problem quickly and thoroughly.
10. Refrain from smoking or drinking alcoholic beverages at all times at Grace Brethren's facilities or at any GBYS related event;
11. Be kind and respectful to everyone.

### **1.05 - UNSPORTSMANLIKE CONDUCT**

1. Any display of unsportsmanlike conduct, including but not limited to: yelling at, pushing, or hitting opposing players; or refusing to take part in a pre-game or post-game ceremony; or taunting the opposing team or players.
2. Physically or verbally attacking any individual at a GBYS sanctioned event;
3. Use profane, obscene or vulgar language in any manner at any time;
4. At any time appear on the field, stands or anywhere on the GBYS campus while in an intoxicated state or in possession of illegal substances or alcohol. "Intoxicated state" is defined as including an odor of alcohol or inebriated behavior.
5. Gamble on any play or outcome of any GBYS game with anyone at any time;
6. Use any tobacco product while on GBYS premises, including the parking lots;
7. Discuss publicly with spectators or other players, in a derogatory or abusive manner, any play, decision or his/her personal opinion of any player, coach, umpire or league official during or after a game;
8. Speak disrespectfully about any manager, coach, official, umpire or league official
9. Tamper with or manipulate any league rosters, schedules, draft positions or selections, official score records, rankings, financial records or procedures;
10. Challenge an umpire's authority.

### **1.06 - DISCIPLINARY PROCEDURES**- Any coach, player, parent or fan violating the Code of Conduct is subject to

1. Immediate ejection from the game by a Board member, not involved in the game, or the umpire in charge of the game and subsequent suspension or disciplinary action from the Board of Directors;
2. The umpire in charge, either at his discretion or at the direction of an attending Board member, may go to the coaches and ask them to return their teams to their respective dugouts;
3. The umpire in charge and/or the Board member will then inform the crowd that the play will be suspended until the offending individual(s) leaves the GBYS campus;
4. In the event that the offending individual(s) refuses to comply, the coach of the offending team will be responsible for ensuring compliance by the offending individual(s);
5. Failure to comply will result in a forfeiture of the game and may subject the coach of the offending team to disciplinary action from the Board of Directors according to league rules.

**1. COACHES**

1. Any coach receiving two (2) negative written reports from the umpires regarding behavior and conduct will cause that coach to be called before the Board of Directors and possible disciplinary action.
2. Coaches must govern their conduct in accordance with the standards of good sportsmanship and fair play in GBYS's Code of Conduct and must keep in mind that they are acting as role models for young people.
  - a. **EJECTION** of
    - i. Any coach ejected from a game will not be allowed to return to the team's next game until he has conferred with the Board of Directors.
    - ii. Any coach ejected from the game shall immediately go to the parking lot and not be involved in the game in any way. Failure to reach the parking lot within five (5) minutes will cause that game to be ruled as a forfeit against the offending team.

**2. UMPIRE**

1. Any umpire receiving two (2) negative written reports from the coaches will cause that umpire to be called before the Board of Directors for a hearing and possible disciplinary action.

**3. PARENTS AND VISITORS**

1. Parents and Visitors must govern their conduct in accordance with the standards of good sportsmanship and fair play in GBYS's Code of Conduct and must keep in mind that they are acting as role models for young people.
  - a. **EJECTION** of
    - i. Any parent ejected from the game shall immediately go to the parking lot and not be involved in the game in any way. Failure to reach the parking lot within five (5) minutes will cause that game to be ruled as a forfeit against the offending team.

## **Rule 2.00 - GBYS GENERAL RULES**

### **2.01 - Rules— Use of**

1. Any deviation from the governing rules listed here after, that game will be considered a forfeit by all teams involved. The game results will be documented as a loss. If, upon approval from the Board of Directors, the game is allowed to be rescheduled, it will be the responsibility of the two teams to reschedule a date and time from Grace Brethren Elementary School and will be responsible to provide and pay for GBYS approved Umpires.
2. These rules are only subject to change at the end of the GBYS season and will be reviewed on a yearly basis in order to make GBYS rules clear and concise. Any rules not discussed here will be up for interpretation by the Board of Directors.
3. Official rules of MLB apply, except in the case of pony baseball rule modifications, or GBYS rule supplements contained in these rules. In the case of a conflict, GBYS rule supplements take precedent.
  - a. **Rule Clarification** - All requests for clarification of these rules should be submitted to the Board of Directors if time permits. Any game-day requests for an interpretation of these rules shall be made by no less than two (2) Division Directors. If one of the Directors requesting a clarification is also a coach involved in the game, then a third Director must be consulted. A vote of the Directors to interpret these rules must be unanimous. Any changes to these rules that affect the entire league must be made by the entire Board of Directors.

### **2.02 – Coaches**

1. Coaches must carry out their respective functions from the prescribed areas on the field. No form of coaching may be permitted from outside the Designated Areas.
2. Designated Area is to be no closer to home plate than the edge of the home plate backstop fence.
3. Adult coaches who occupy the “coaching boxes” must be wearing a team cap and shirt. Under extenuating circumstances, adult coaches may occupy coaching boxes without being in uniform. Only a coach may enter the playing field during a timeout for consultation with a player or umpire.
4. In Pony Division, Division 1 and 2, there will only be one offensive timeout per inning.
5. ***No coach may leave a player at a practice field without adult supervision***

### **2.03 -Parents and Visitors**

1. Parents and spectators shall not enter the playing field at any time during the game unless summoned by a coach or umpire to attend a sick or injured player.
2. There are no protests in GBYS games.
3. Any decision as to whether a child is too ill or injured to play will be the collective decision between the child’s parents and the coach.
4. Any player wearing a cast or other appliance that is likely to cause injury to another player, if contacted, or any player suffering from any communicable disease, shall be deemed ineligible to play.
5. Other situations regarding eligibility of player for reasons of sickness and/or injury shall be decided on a case-by-case basis by the Division Director after consultation with the child’s parents.

## 2.04 –Players

1. **BASE RUNNING** - While running to a base, all offensive players must either slide, or veer to avoid contact with a defensive player who is in possession of the ball, or who is in the act of fielding a throw. Any offensive players who does not slide or veer, and causes contact with a defensive player, who has possession of the ball or who is in the act of fielding a thrown ball, may be called “out.” Incidental contact between players shall be disregarded, as this rule is in place to avoid injury. If, in the umpire’s judgment, the offensive player attempted to injure the defensive player, then the offensive player shall be ejected from the game and will be subject to the provisions of Rule 2.09(3)(b) (Player Eligibility/Ejection). If, in the umpire’s judgment, the defensive player completely blocks the offensive player’s right to use the base, then the umpire may call the runner safe due to the obstruction.
2. **LEAVING THE GAME** - Any team who has player who leaves the game for any reason excluding injury, will be penalized a one time out when it is that player’s turn to bat. After the one time penalty no additional penalties will be enforced. If player is injured during the course of play the team will not be penalized.

## 2.05 - Field - All team banners shall be hung behind home plate or in the dugout.

1. **Campus Security-** to maintain the security of the campus (Grace Brethren Elementry School), all parents, players, coaches shall enter and leave the campus through the front office. After front office (6 pm) closes teams may exit the campus through the Arcane Gate. This will apply only when the school is open.

## 2.06 - Game Schedule - Season scheduling shall be determined by the Board of Directors and announced prior to the commencement to the season and may be modified by the Board of Directors subject to inclement weather or other extenuating circumstances.

## 2.07 -Teams - Mercy Rule is bringing an early end to a game when one team has a very large and insurmountable lead over the other team. This is Division specific. Refer to Local Rules for individual Division Mercy Rules.

1. **Number of Players** - Teams will consist of a minimum of 9 players per team.
2. **Balks-** Define - A “balk” is an illegal move by a pitcher with runner(s) on base, entitling all runners to advance one base.
  - a. Enforcement - In Divisions 1 and 2 only, “balks” will be enforced starting with second half of the season.
  - b. Types
    1. Pitcher while on the rubber fakes a pitch or drops the ball, or
    2. Pitcher pitches the ball while not touching the rubber, or
    3. Pitcher, without the ball, stands on the rubber, or fakes a pitch on or off the rubber.
    4. Pitcher moves shoulders after coming to a set position.
    5. Pitcher fakes a throw to first base first. A pitcher may bluff a throw to third base and then bluff to first base thereafter.

## 2.08 - GAME LENGTH/TIME

1. **Early Start** - A game may start earlier than scheduled if both teams and the umpire are ready.
2. **Late Start**- Any team not ready to play within fifteen (15) minutes after the scheduled game time will forfeit that game.
3. **Scheduled Games** - games length and time limits:
  - a. Pony Division – (7 innings) no new inning after 2:15 of play; 4 innings (3 ½ for home team) innings will be considered a complete game in the event of weather.
  - b. Division 1 – (7 innings) no new inning after two hours 30 minutes of play; 4innings (3 ½ for home team) innings will be considered a complete game in the event of weather.
  - c. Division 2 – (6 innings) no new inning after two hours of play;4 innings (3 ½ for home team) will be considered a complete game in the event of weather.
  - d. Division 3 – (5 innings) no new inning after 1:30 minutes of play; 3 innings (2 ½ for home team) will be considered a complete game in the event of weather.
  - e. Division 4 – (4 innings) no new inning after 1:15 minutes of play; 2 innings (1 ½ for home team) innings will be considered a complete game in the event of weather.
  - f. Division 5 – (3 innings) no new innings after 1:00 hour of play. No make-up games in the event of inclement weather.
4. **Playoffs** -Playoffs will be considered an exception, only in the event that there is a tie. If the time limit has passed and a winner has been determined, then all time limits will be in effect.
5. **Complete Game**
  - a. **Pony Division,1,2,and 3** - In the case of inclement weather or darkness, or other uncontrollable circumstance, so long as one hour and fifteen minutes are played, all games will considered complete regardless of the innings played. If a game must be stopped during an inning, the score that was recorded at the end of the last complete inning of pay will be the final score.
  - b. **Divisions 4 and 5** - Are exempt from this rule
6. **Starting a new Inning** - The start of the last inning of any game will be at the umpire’s discretion For the purpose of Rule 2.08 (3)(a-f), a new inning officially begins at the moment the last outrecorded in the bottom half of the previous inning.
7. **Continued Game** - If a game is continued for any reason to a later time, regular pitching and innings allowed rules apply to the continued game.
8. **Pitcher** - If a player has pitched and was removed as a pitcher, the player may not be utilized again as a pitcher in the continued portion of the game.
9. **Absent Player** - If a player is absent on the day a game is started and is present on the day a game is continued, he is an eligible player and may be used. If the player does not play his required number of innings in the continued game due to this absence when the game started, the “must play” rule will not apply.

## 2.09 - PLAYER ELIGIBILITY

1. **AGE** – Players will be assigned to the appropriate division based upon their age. Age is determined on April 30 of the playing season. Division Age Groups are as follows
  - a. Pony - Players must be 14 years and under.
  - b. Division 1 - Players must be 12 years and under.
  - c. Division 2 – Players must be 10 years and under.
  - d. Division 3–Players must be 8 years and under.
  - e. Division 4 – Players must be between 6 and 4 years old.
  - f. Division 5 - Players must be between 5 and 4 years old.\*
 

\*When division is activated
2. **FEES DUE** - All players must be paid in full before draft day; a child will not receive their team's uniform until payment in full is made, or other appropriate financial arrangements have been made. A player who has not been paid in full or made financial arrangements with league Officials will be ineligible for all games until such arrangements have been made.
3. **AVAILABILITY**
  - g. **REPLACEMENT PLAYERS** - A player who is not available to play in a game will be listed on the lineup sheet along with the reason for the player's unavailability. The lineup sheet must be given to the opposing coach and scorekeeper prior to the start of the game. If a player is missing the day of the make-up game and no replacement is available that player's "at bat" will count as an automatic "out" one time only. Replacement players described in Rule 2.14 PLAY UP/DOWNS cannot be used in make-up games.
  - h. **NOT ENOUGH PLAYERS** - If, at the scheduled start time of the game, a team has fewer than nine (9) players ready to start the game, it may use eight (8) players from its roster only if necessary to avoid a forfeit. If a team has less than nine (9) players at the start of the game, players from a lower division may be used to fill the missing spot(s) in the lineup up to a nine (9) player roster, in accordance with Rule 2.15, Use of Temporary Players.
4. **DISCIPLINE**
  - a. **BENCHED** - The approval of a member of the Board of Directors not involved in the Division is required prior to any player being "benched" for disciplinary reasons. Every effort should be made to notify the player through his parents, and the Division Director of the benching and the reasons therefore prior to the start of the game. If this is not possible, the parents and the Division Director must be notified after the game by the coach of the affected team and the approving Board member. If, after review by the Board of Directors, the benching is found to be unjust by a vote of 2/3 majority, then the game the benching occurred in will be forfeited.
  - b. **EJECTION** - If a player is ejected from a game by an umpire, the umpire must advise the official scorekeeper of the reasons for the ejection and the scorekeeper shall enter the reasons in the score book. An ejected player will be declared an ineligible player and can no longer play in that game. Further, a player that is ejected must be in uniform, sit on the bench and shall not be allowed to play during the next scheduled game that player attends. A player ejected from a game may appeal the subsequent game suspension as follows:
    1. **Appeal of Ejection** - The benched player's coach must notify a member of the Board of Directors before leaving the GBYS campus. If this cannot be done, the coach must notify the Division Director no later than the end of the game day or the right to appeal is waived.

2. The Protest Committee - Will consist of the Board of Directors. If practicable, before the player's next game, a hearing will be held by the Protest Committee. The Protest Committee shall determine the following:

Determine the reasons for the ejection;

- a. Consider whether the player has been a subject of previous ejections;
- b. Consult with the umpire involved in the game in order to determine the umpire's opinion as to whether the conduct involved was of such character as to warrant a subsequent game suspension; and
- c. Grant the affected payer a reasonable opportunity to rebut or explain the conduct that leads to the objection and to present witnesses on his/her behalf.
- d. After considering these facts, the Protest Committee shall decide whether a subsequent game suspension is appropriate.
- e. Unless extraordinary circumstances are present, no decision on the appeal can be made until the involved umpire has been consulted.
- f. If an emergency meeting of the Protest Committee cannot be convened prior to the affected team's next game, then the suspension will be stayed until such time as the Protest Committee acts upon the appeal after notice of the hearing to the affected player. If the umpire cannot be located immediately after the game, the Protest Committee may not hold a hearing at the field. There is no appeal from the decision of the Protest Committee.

## 5. SUBSTITUTIONS

- a. Each team shall have a fielding lineup and a separate batting lineup. The fielding lineup will allow free substitution throughout the game with the exception of the pitcher. The batting lineup will consist of all roster players.
- b. All players must play a minimum of three (3) innings in the field. No player shall be out of the field lineup for more than two (2) consecutive innings. If a player does not play the required number of innings in the field due to a short, completed game, then that player must start and play the required number of innings in the fielding lineup of the next scheduled game.
- c. If a coach fails to substitute players in accordance with the above rule resulting in a player not receiving the proper amount of innings in the fielding lineup, then the affected player must start and play the entire next scheduled game. Further, the game where the violation occurred shall be forfeited and the coach may be subject to disciplinary action by the Board of Directors.
- d. Rule 2.09 (4)(a – c) apply to all regularly scheduled games whether they are played prior to the commencement of Daylight Savings Time, including game that end early because of the Mercy Rule (see Division Rules).
- e. All lineup changes must be reported to the official scorekeeper and the Umpire at the time the changes are made.

## 2.10 - EQUIPMENT:

1. **PROTECTIVE CUPS** - With the exception of Division 4 (and 5 when in effect), all players are required to wear protective cups, which are to be supplied by the player.
2. **CLEATS**- Metal cleats may not be worn by players in divisions 1-4.
3. **UNIFORMS** - All teams must use league-issued or approved uniforms for all games.
4. **BATS** - Bat sizes up to forty-two (42) inches long and two 5/8 diameter are allowed. All bats must have a USA Baseball Stamp on them.
5. **LOCATION** - All equipment must be kept in the Designated Areas

## 2.11 - TEAM RESPONSIBILITY:

1. **WARMS UPS** - No players are permitted to warm-up in any spectator area. Warm-ups are to be conducted in the Designated Areas of the playing field. Each team is allowed to use or occupy one-half of the playing fields during warm-ups.
2. **FIELD PREPARATION** –
  - a. The home team is responsible for preparing the field for the game. This includes setting up the bases, chalking the foul lines and the batter's box.
  - b. The visiting team is responsible for dragging and raking the field and bullpens after each game and for securing the equipment if there are no more games that day.
  - c. Both teams are responsible for picking up trash and keeping their dugouts and bleacher areas clean.
3. **SCOREKEEPER**– For Pony Division, and Division 1 through 3, the home team shall supply the official scorekeeper who must be at least eighteen (18) years old. If no scorekeeper can be found, the home team coach will act as the official scorekeeper. Both teams will be responsible to keep an accurate score. At the end of each half inning both teams and home plate umpire must agree on the amount of runs scored per team, before the next half inning will start. All scorekeeper will attend the scorekeeping clinic, to learn how to score a baseball game.

## 2.12 - DRAFT RULES:

1. **COACHES** - Coaches Clinics will be mandatory for all coaches. Directors are encouraged to obtain coaches in advance of tryouts in order to assist in rating players for balanced divisions. At the end of the season coaches must submit a player evaluation to the directors. Only one Head Coach and one assistant coach will represent their team at draft night.
2. **PLAYERS**
  - a. **Division 4**- Allows for three players to be automatically named to one coach per parent request.
  - b. **Pony Division 1, 2 and 3**- Allows for only one official assistant coach and their child is automatically named to the team during appropriate draft time.
  - c. **ADDITIONAL**-After the official draft night has concluded, any additional player must try out, be ranked and placed on a team accordingly in order to maintain a balanced division. This will be based upon the division director and all coaches. A player added to a team roster that has not tried out, that team must give up a player ranking a 4 or higher in exchange for the player who has not tried out and was not available on draft night.
  - d. **REQUEST**by - No player will be guaranteed a spot on team as a result of a friendship.
4. **DRAFT ORDER** - Order will be selected randomly i.e.: coin flip or number draw. All players will be numbered 1-5 according to their ratings. The order will precede 5-1. When a coach or asst. coach's child # is up, that Coach must pick their child.

- a. Example. Player rates as a 3. The first round starts with 5 getting picked first. As soon as the round of 3's starts that coach must pick his own child. Same as assistant coaches.

## **2.14 PLAY-UPS/PLAY DOWNS:**

1. **PLAY DOWNS** - Play-downs are allowed providing the coach and Board of Directors agree it is in the player's her best interest to play in a lower division; A parent may appeal any decision regarding play-downs or play-ups to the Board of Director. Any player playing down may not pitch or catch;
2. **PLAY UPS** - Play-ups may be made with the approval of the Board of Directors.

## **2.15 USE OF TEMPORARY PLAYERS:**

1. **USE of** -If a team in a division cannot field nine (9) players for any one game, the coach of that team may obtain temporary players from one division lower under the following conditions: Temporary players must be registered with the GBYS Baseball and must be "second year" players in their respective divisions and may only play up one division; Can be used only to fill a roster up to nine (9) players. If a tenth player arrives after the start of the game the temporary player must still be utilized. "Must play" rules will still be in effect. A temporary player must bat at the end of the lineup and may only be utilized as an outfielder in the defensive lineup; temporary player's priority is to his or her regular team. No player will be used on a temporary basis if that player's game conflicts with that of the team that is need of a player. For identity purposes, the temporary player will wear his regular uniform and the opposing coach must be notified that a temporary player is being utilized for that game.
2. **EXTENUATING CIRCUMSTANCES-**  
The Board recognizes that extenuating circumstances may arise.
  - a. In case there are not any temporary players available from the division below coaches may use temporary players from the same division, only as a last resort. Every attempt must be made to obtain a temporary player from the lower division. Coaches and families are welcome to make an appeal of any rule to the Board. (See Grievance Procedures – Rule 1.07) The Board will consider each appeal on a case-by-case basis. Exceptions to these rules will require a unanimous vote by the Board of Directors.

## **2.16 PLAYOFF SEEDING:**

1. **SECOND PLACE**-The second place team in any division will be decided by the following order: Any loser in any championship game; In the event that, after considering (a), (b), (c) and (d) below, a tie for second place remains, then both teams shall be awarded second place trophies.
  - a. Best record;
  - b. Head-to-head;
  - c. Lowest amount of runs allowed
    1. head to head first, then the total for the season
2. **START of** Playoff games - Any playoff game will be played as soon as reasonably possible after the regular season as determined by the Board of Directors.

## **Rule 3.00 - LOCAL RULES -DIVISION PONY**

### **3.01 - FIELD DIMENSIONS**

1. Pitcher's mound        54ft.
2. Bases                    80 ft.
3. Fences                    225ft. lines, 315 ft. center field

### **3.02 - GAME LENGTH**

1. A Complete game is after the completion of seven (7) Innings.
2. A Complete game in the event of weather is considered 5 innings. (4 ½ innings, if the home team is ahead)
3. No new inning shall start after 2 hr.45 min.
4. Playoffs will be the only exception.
5. A game may be postponed to a later date due to excessive time taken to determine a winner.
  - a. All pitching rules will remain in effect from the original beginning of the game.

**3.03 - MERCY RULE/ RUN ALLOWANCES** -No Maximum runs per inning. There is a 10 run mercy rule at the completion of 5 innings (4 ½ innings if the home team is ahead)

### **3.04- NUMBER OF PLAYERS**

1. Team - There is a minimum of 9 players per team.
2. Field of Play - There is a minimum of 8 fielders and a maximum of 9.
3. Coaches - Offensive - First and Third base. Defensive-None

### **3.05 -PITCHING RULES:**

1. **Number of Innings** - Pitchers can pitch a total of 10 innings per week no more than 7 innings per game. A pitcher that pitches **more** than 3 innings must have 40 hours rest before pitching again.
2. **Coaches Mound Visits**- If a coach makes two (2) trips to the mound during any single inning, or three total trips the pitcher must be removed as a pitcher, but may continue to play in the game in another position. Once a pitcher has been removed from that position he/she may not pitch again in that same game

### **3.06 GENERAL RULES:**

#### **1. OFFICIAL RULES OF MLB APPLY**

- a. **Exception**-In the case of PONY rule modification or GBYS Rule supplement. The latter always taking precedent.

2. **BASERUNNING** -Pinch runner for injury only, last out or last score.

3. **TIME OUT** - Time out can be called when an infielder has control of the ball and of the game or when the pitcher has the ball on the mound. Time out is **NOT** automatic and must be signaled by the umpire.

#### **4. EQUIPMENT**

- a. **BATS**-All bats must have a USA Baseball stamp on it to be used in any game.
- b. **PROTECTIVE CUPS** - Must be worn at all times during practice and games.

## **Rule 4.00 - LOCAL RULES - DIVISION 1 (BRONCO)**

### **4.01 - FIELD DIMENSIONS**

1. Pitcher's mound      48ft.(from home plate)
2. Bases                    70 ft.
3. Fences                    200ft. LF line; 173 ft. RF Line; 225ft. center field

### **4.02 GAME LENGTH**

1. **COMPLETE GAME** - Is after the completion of seven (7) Innings. In the event of weather is considered 5 innings. (4 ½ if the home team is ahead)
2. **START OF A NEW INNING** - No new inning shall start after 2 hours 30 minutes.
  - a. **EXCEPTION** - Playoffs will be the only exception. A game may be postponed to a later date due to excessive time taken to determine a winner. All pitching rules will remain in effect from the original beginning of the game.

**4.03 MERCY RULE/ RUN ALLOWANCES** - No Maximum runs per inning, until at the completion of 5 innings a 10 run mercy rule will apply; (4 ½ innings if the home team is ahead)

### **4.04 NUMBER OF PLAYERS**

1. Team - There is a minimum of 9 players per team.
2. Field of Play - There is a minimum of 8 fielders and a maximum of 9.
3. Coaches - Offensive - First and Third base. Defensive-None

### **4.05 PITCHING RULES:**

1. **INNINGS PITCHED& REST OF PITCHERS** - Pitchers can pitch a total of 8 innings per week no more than 5 innings per game. A pitcher that pitches **more** than 3 inning must have 40 hours rest before pitching again
2. **COACH MOUND VISITS** - If a coach makes two (2) trips to the mound during any single inning, or three total trips the pitcher must be removed as a pitcher, but may continue to play in the game in another position. Once a pitcher has been removed from that position he/she may not pitch again in that same game.

### **4.06 GENERAL RULES:**

#### **1. OFFICIAL RULES OF MLB APPLY**

1. **Exception** -In the case of PONY rule modification or GBYS Rule supplement. The latter always taking precedent.
2. **BASERUNNING**- Pinch runner for injury only, last out or last score.
3. **TIME OUT** - Time out can be called when an infielder has control of the ball and of the game or when the pitcher has the ball on the mound. Time out is **NOT** automatic and must be signaled by the umpire.
4. **EQUIPMENT**
  1. **Bats** - Any PONY or Little League approved. Big barrel OK.
    - 1 . Thrown bat will result in an out. "Thrown" will be determined by the home plate umpire. A warning may be given, this can include a warning prior to the beginning of the game.
  2. **Protective Cups** - Must be worn at all times during practice and games.
5. **HOME RUN** – Right Field Fence - Any ball hit above the 10 foot mark on the protective netting, or above will be considered a home run. The ball is still live and playable, if the ball hits the netting under the 10 foot mark and falls into the field. If a player catches the ball once it bounces off the netting, the ball is live and the player should attempt to make a play.

## **Rule 5.00 - LOCAL RULES - DIVISION 2 (MUSTANG)**

### **5.01 FIELD DIMENSIONS**

1. Pitcher's mound. 44.5 ft. (maximum 4 inches high)
2. Bases 60 ft.
3. Fences 135 Ft RF & LF lines, 165ft. center field

### **5.02 GAME LENGTH**

1. **COMPLETEGAME**- Is after the completion of six (6) Innings.In the event of weather is considered 4 innings. (3 ½ if the home team is ahead)
2. **START OF A NEW INNING** - No new inning shall start after two hours.

### **5.03 MERCY RULE/ RUN ALLOWANCES**

1. **MAX RUNS** - Five (5) runs per inning for the first **two** innings. The remainder of the game will be open run allowances, following the mercy rule guidelines.If a homerun is hit that would increase the number of runs in excess of 5. Only the first 5 count.
2. **MERCY RULE** - There is a 10 run mercy rule at the completion of 4 innings (3 ½ innings if the home team is ahead)

### **5.04 NUMBER OF PLAYERS**

1. **TEAM** - There is a minimum of 9 players and a maximum of 12.,per team
2. **FIELD OF PLAY** - There is a minimum of 8 fielders and a maximum of 9.
3. **COACHES** -Offensive - First and Third base. Defensive-None

### **5.05 PITCHING RULES:**

1. **INNINGS PITCHED** - Pitcher shall not pitch in more than three (3) innings on the same calendar day.
2. **REST OF PITCHERS**- An inning is one pitch thrown in an inning.Pitcher shall not be allowed to pitch in more than six (6) in any one calendar week.Pitcher shall have forty hours of rest after pitching three innings and being eligible to pitch the next (3) innings in the calendar week. For the purpose of this rule the time will be calculated from game start time to game start time. Not when the pitcher enters the game.
3. **REMOVAL OF PITCHER** - Any pitcher withdrawn from the mound and/or lineup, or pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.If a relief pitcher comes in "cold", the umpire shall allow the pitcher to warm-up property with at least ten (10) warm-up pitches.
4. **COACH VISITS TO MOUND** -If a coach makes two (2) trips to the mound during any single inning, or three total trips the pitcher must be removed as a pitcher.
5. **HIT BY PITCH** - A pitcher must be removed from the game if he hits three (3) batters in one inning.
6. **BALKS** - Will be enforced at the start of the season. The umpire will give every new pitcher one warning before enforcing the rule.

## 5.06 GENERAL RULES

1. **OFFICIAL RULES OF MLB APPLY**
  - A. **Exception**- In the case of PONY rule modification or GBYS Rule supplement. The latter always taking precedent.
2. **DROP THIRD STRIKE** – Drop Third Strike shall be in use from the start of the season. The batter may advance on a dropped third strike by the catcher.
3. **LIVE BALL**- A thrown ball to any base is a live ball and the base runner can advance, including a base runner that is on third base. A ball that remains in the field of play is considered live and runners may advance at own discretion.
4. **DEAD BALL** - Define: A ball thrown out of the field of play. The field of play is the immediate surrounding fences. When a fence stops an imaginary line will continue in a straight line. Reward-One base per runner. If a runner is in the process of advancing a base when the umpire declares the ball is out of play, it will be the umpire's discretion to allow the advancing of an additional base.
5. **OUTFIELD FENCING**- When a throw goes past the fence on the first and third base lines, it is considered a dead ball. All base runners may advance only one (1) base. If a ball gets stuck or goes under the fence, the outfielder raises his arm and it is called a ground rule double by the umpire. The player must raise his/her hand and be noticed by the umpire.
6. **PINCH RUNNER** -Pinch runners are allowed only in the case of injury, or the last out last score
7. **TIME OUTS** -Time outs can only be requested of the umpire when an infielder has control of the ball and all base runners are not attempting to advance or the pitcher has the ball on the mound. Time out is not automatic and must be granted by the umpire.
8. **FOUL/TIP – STRIKE THREE** -A foul/tip ball on the third strike caught by the catcher is an out.
9. **LEADING OFF AND STEALING** - Base Runners may lead off and steal bases according to MLB rules;

## **Rule 6.00 - LOCAL RULESDIVISION 3 (PINTO– KID PITCH)**

### **5.01 FIELD DIMENSIONS**

- |                    |                                     |
|--------------------|-------------------------------------|
| 1. Pitcher's mound | 38 ft. (maximum 4 inches high)      |
| 2. Bases           | 50 ft.                              |
| 3. Fences          | 110 ft. lines, 150 ft. center field |

### **5.02 GAME LENGTH**

1. **COMPLETE GAME** - Is after the completion of five (5) Innings. In the event of weather is considered 3 innings. (2½ if the home team is ahead)
2. **STARTING A NEW INNING** - No new inning shall start after 1 hr. 30 min.

### **5.03 MERCY RULE/ RUN ALLOWANCES**

1. **MAX RUNS** - Five (5) runs per inning for the first **three (3)** innings. The remainder of the game will be open run allowances, following the mercy rule guidelines. If a homerun is hit that would increase the number of runs in excess of 5. Only the first 5 count.
2. **MERCY RULE**- There is a 10 run mercy rule at the completion of 3 innings(2 ½ innings if the home team is ahead)
3. **NUMBER OF PLAYERS**
  - a. **Team** - Minimum of 9 players per team.
  - b. **Field of Play** - Minimum of 8 fielders and a maximum of 10 players (Four player in the outfield, one may be a rover).
  - c. **Coaches** - Offensive - First and Third base and one pitching coach when needed. Defensive-None

### **5.04 PITCHING RULES:**

1. **INNINGS PITCHED**-Pitcher shall not pitch in more than two innings in a calendar day.
- 3 **REST OF PITCHERS**- Pitcher shall not pitch in more than four (4) innings in a calendar week.Pitcher shall have forty hours of rest after pitching in two (2) innings on the same calendar day. For the purpose of this rule the time will be calculated from game start time to game start time. Not when the pitcher enters the game.Any part of an inning is considered a full inning pitched, even if it is only one pitch in that inning.
- 4 **COACH PITCH** –
  - A. From the start of the Season until April 1 Coach pitching rules shall be; There are no walks. If a batter received four (4) balls, A coach will pitch the number of strikes remaining to a batter. Example: if the batter receives 4 balls and 1 strike the coach will be allowed to pitch a total of two more pitches plus one more. If the last pitch is fouled off the batter will receive one more pitch. There is no bunting off Coach Pitch. A coach must pitch with one foot on the rubber when pitching to a walked batter.
  - B. After April 1 Coach pitching rules shall be; A kid pitcher can walk a batter. If a kid pitcher walks four (4) consecutive batters, a coach will come into the game to pitch. The coach will pitch the number of strikes remaining to a batter. A hit batter will be counted as a walk.

2. **COACH MOUND VISITS** -If a coach makes two (2) trips to the mound during any single inning, or three total trips, the pitcher must be removed as a pitcher, but may continue to play in the game in another position. Once a pitcher has been removed from that position he/she may not pitch again in that same game.
3. **HIT BY PITCH**– It is recommended that if a pitcher hits three (3) batters in one inning, the pitcher be removed. The batter shall be awarded first base. Removal of the pitcher is the umpires discretion. The Umpire shall take in to consideration the safety of the players, when making this call.
4. **KID PITCHER POSITIONING**- When the coach comes in the game to pitch, the player assigned to the position of pitcher shall stand to the left or right of the coach pitcher. The kid pitcher shall not be repositioned to another position on the playing field. (i.e second base, short stop).

#### **5.05 - GENERAL RULES:**

1. **DROP THRID STRIKE** - If the catcher drops a third strike the batter is out.
2. **BASE LEAD OFF AND STEALING** - The ball must cross home plate before leading off from a base and stealing a base. Baserunners cannot attempt to advance on an overthrow to the pitcher, second, or third base. There is never stealing during coach pitch.
  - a. Beginning of Season until April 1
    - a. A player may advance from 1<sup>st</sup> or 2<sup>nd</sup> only if the catcher drops the ball or on a passed ball.
    - b. Home plate is closed and runners may not advance on a passed ball.
  - b. After April 1
    - a. Home plate is now open and a runner may advance from third to home on a passed ball.
3. **OUTFIELD FENCING** - If a thrown ball goes past the fence on the first and third base sides, the ball is dead and a base runner may only advance one (1) base. If a ball gets stuck or goes under the Outfield fence, the outfielder shall raise his arm and it is called a ground rule double.
4. **BUNTING**- Bunting is allowed off a kid pitch only.
5. **HIT BY PITCH** - If a batter is hit by a kid pitch he is rewarded first base.
6. **TIME OUTS** - Time outs can only be requested of the umpire when an infielder has control of the ball and all base runners are not attempting to advance or the pitcher has the ball on the mound. Time out is not automatic and must be granted by the umpire.
7. **LIVE BALL** - Play may continue on a hit ball, until an infielder is in possession of the ball and all base runner(s) have ceased advancement, or the play is completed, time out is called by the umpire, all runs have crossed home plate. An overthrown ball that remains in the field of play all runners may advance at own risk. If an overthrown ball leaves the field of play then all runners may advance one base. No infield fly rule.
8. **COACHES**- No coach may physically alter the actions of a player; i.e. runner advancing a base for any reason. If a coach interferes, the runner will be called out by the umpire.
9. **CATCHERS INTERFERENCE**- DEFINE - is when a catcher interferes with any part of the swing, i.e. a batter swings and during the swing, strikes the catcher's glove or the catcher's person. This is NOT when a batter takes a full swing; the bat crosses the hitting zone (strike zone), follows through and strikes the catcher as he completes his swing.

1. **FIRST OCCURRENCE**- Once Catcher's interference had been called by Umpire, The count will start 0 balls and 0 strikes and the coach will pitch the remaining at bat, with full coach pitch rules in effect.
  2. **SECOND OCCURRENCE** - If catcher's interference happens for the second time in the same at bat, the batter will be rewarded first base.
14. **DEAD BALL** - Define: A ball thrown out of the field of play. The field of play is the immediate surrounding fences. When a fence stops an imaginary line will continue in a straight line. Reward-One base per runner.If a runner is in the process of advancing a base when the umpire declares the ball is out of play, it will be the umpire's discretion to allow the advancing of an additional base. Runners cannot score on a dead ball. Example: Runner is on second base, the ball is hit to the pitcher, the pitcher fields the ball towards third base, and goes over the third baseman's head. The runner is safe at third, the coach tells the runner to advance home. The correct call is The ball is dead; runner doesn't score a run, and remains at third base.

## **Rule 7.00 LOCAL RULES - DIVISION 4 (T-BALL)**

### **7.01 FIELD DIMENSIONS**

1. **BATTING ARCH** - A half circle shall be painted 3 feet up the first and third base line and connected in an arch.
2. **PITCHING CIRCLE** - An 8 foot circle shall be painted with the pitchers mark as the center point.
3. **BATTERS BOX** - A batter's box shall be painted to standard.
4. **PITCHERS MOUND**                      25 ft.
5. **BASES**                                      45 ft.
6. **OUTFIELD FENCES**                      100 ft. Center Field

### **7.02 GAME LENGTH**

1. **COMPLETE GAME** - Is after the completion of four (4) Innings. In the event of weather is considered 2 innings (1 ½ if the home team is ahead)
2. **STARTING A NEW INNING** - No new inning shall start after 1hr 15 min of play.

### **7.03 MERCY RULE/ RUN ALLOWANCES**

1. **MAX RUNS** - No Run allowances are needed. Both teams bat through the lineup or three recorded outs, whichever comes first. The number of batters is determined by the team with the most available players.
2. **MERCY RULE** - No Mercy Run rule in Division 4

### **7.04 NUMBER OF PLAYERS-**

1. **TEAM** - There is a minimum of 8 players per team and a maximum of 11.
2. **FIELD OF PLAY** - There is a minimum of 7 fielders and a maximum of 10. If teams are in excess of 10 players the number of players in the field of play is at the agreement of both coaches.

**7.05 COACHES** - Offensive - One pitcher, catcher, and first and third base coach. Only one (Pitcher) is in the field of play. Defensive-Two coaches in the outfield, a minimum of 5 feet behind the base lines. No defensive coaches are allowed in the infield.

**7.06 PITCHING RULES – COACH PITCH-** The coach shall pitch from a pitching plate 25 feet from the point of home plate, using a pitching machine.

1. **Pitching Machine** - . There will be two machines available for the coaches. If one machine malfunctions the coach will use the second machine.
2. **Coach pitching** - in case both pitching machines malfunction the coach shall hand pitch the ball. Coach-pitcher must remain in contact with the pitching rubber while pitching. He/she must throw the ball overhand. Kneeling or pitching from the knee is permitted.
3. **Player Pitcher** - The player fielding the pitcher's position shall take position always to the rear of the pitching plate, and on the left or right side of the coach-pitcher with one foot inside the painted circle. For defensive purposes a pitcher may not play pitcher in consecutive innings.

## **7.07 GENERAL RULES:**

1. **TEE/COACH PITCH** - A player or coach may choose to hit from the Tee or four (4) pitches from the Coach. Any player that swings and misses on all four swings will be given the opportunity to go to the tee. Ball in play from TEE
  - a. **BATTER/RUNNER** -The batter and runners will only be allowed to advance one base once the ball is in play from the tee. If a batter chooses to go to the tee from the start, they will only be allowed on base. The same goes for the runners. Batters will receive only four swings. Foul balls are not included in the pitch count total. If a batter have not hit after four swings, they will be given the opportunity to hit from the tee. When hitting off the tee, the ball should be hit off a batting tee placed in front of home plate. The coach is responsible for removal of the batting tee prior to any play at home plate.
2. **OVERTHROWS** - There will be no advancement of a base for any ball overthrown at first or third base which crosses the out-of-bounds line. Once the ball crosses the out-of-bounds line, play is dead and rules below applies.
3. **STOPPING A PLAY** - Time can be called or play stopped after the base runner reaches a base when the defensive team has control of the ball in the infield. The infielder must have control of the ball in his or her hand or glove. A base runner advancing to the next base must return to the previous base, if there advancement has not exceeded one half the distance to the next base when the infielder takes possession of the ball. **Or** an outfielder has made an attempt (**ball out of hand**) to throw the ball in to the infield. Whether the base runner is allowed to advance or must return to the previous base is a judgment call and at the discretion of the umpire. Until a call has been made the ball is considered live and the runner may be tagged out. The base runner will be sent back to a base if, in the umpire's judgment, the base runner advanced following the infielder taking control of the ball.

**Comment** - Our goal is to teach the basic principles of baseball, not how to advance base runners while the defensive teams makes multiple overthrows. Please be courteous and fair, this part of the game is a judgment call.

4. **INFIELD HITS** - Any hit ball that does not leave the infield will be ruled as a one base advancement only.
5. **COACH, PARENTS & VISITORS** - No coach, parent or visitor can physically interfere or alter the direction of a runner/fielder while a live ball is in play. If the umpire rules that a coach/parent has interfered the runners shall be sent back to the origin of the offense and the play is dead at that point.
6. **PITCHING RULES** - The "kid pitcher" shall remain in the pitcher's circle until the ball hit by the batter. Only one Coach may pitch to their team per inning. No switching of coach pitchers to pitch to specific players. A coach may be removed for reasons of injury, unable to throw strikes, or other legitimate reasons. Once he is removed the new coach must pitch to the remaining batters. One switch per inning.
7. **BATTER RULES** - Positioning of a batter may only be done as long as the batter remains in the batter's box, and the tee remains touching home plate.
8. **PLAYERS** - A runner hit by the ball is not out, if contact is unintentional. There are only 6 players allowed inside of the infield circle. All other players must be outside of the circle (outfield). Positions in the infield are P, C, 1B, 2B, 3B and SS. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching. Male catchers must properly wear a protective cup. Female catchers are to be encouraged to properly wear a protective cup or protective padding and will do so at the discretion of their parents. All infielders should play at a normal infield depth distance.

**Rule 8.00 LOCAL RULES - DIVISION 5 (MICRO T- BALL)**

**8.01 GENERAL RULES:** - All the Rules from Division 4 apply including;

- 1 The ball should be hit off a batting tee placed on home plate.
- 2 The umpire/coach is responsible for removal of the batting tee prior to any play at home plate.
- 3 The "pitcher" shall remain in the pitcher's circle until the ball is hit by the batter.