

# **GBAA Baseball League Rules (Updated 2017)**

The GBAA maintains its own set of baseball league rules specific to our organization. These rules are put in place, reviewed and maintained each year by the GBAA board members. Please contact a GBAA board member for any questions or clarification of any of these rules.

## **Rookie Rules General Rules**

1. Umpires will not be provided, and the score will not be kept for "Rookie-Ball".
2. If there is a dispute, both managers must come to agreement before play can continue.
3. Each team will carry up to 12 players, all of whom will bat and play defense.
4. 1 Manager, 4 Coaches and 1 other adult will be allowed in the dugout.
5. All Games will consist of 3 full innings or 60 minutes, whichever comes first. If there is no other team scheduled to play after the 60 minutes are up, the game will resume until the 3 innings are complete.
6. The HOME team will be the team that is written first on the schedule. The VISITING team will be the team written 2<sup>nd</sup> on the schedule.
7. Bats must be 26 inches or less. The barrel of the bat cannot exceed 2 ¼". No big barrel bats are allowed.
8. Shirts must be tucked in at all times, and all defensive players must wear a cap.
9. RIF (reduced injury factor) balls will be used.
10. When batting, all players must wear a helmet with a chinstrap and faceguard.
11. No Cellular phone usage will be allowed during games. This includes but is not limited to text messages and email as well.

## **Defense**

1. 3 defensive coaches will be in the outfield and two additional coaches may stand outside the dugout and instruct the infielders.
2. No more than 5 defensive players will be allowed in the infield. (Circle, First Baseman, Second Baseman, Shortstop, and Third Baseman. No Player Catcher). All other defensive players must be in the outfield. No infielder may stand closer to the batter than the pitcher.
3. Only 1 player is allowed to play the circle/pitcher position. He/She must have at least 1 foot inside the circle and be behind the pitching rubber until the ball is put into play.

4. The first and second basemen will be given "a base and a half" in which he/she can run and tag a base runner. The first baseman can tag from home plate half way to second base.
5. The second baseman can tag from first half way to third.
6. The short stop will be able to tag a runner from the halfway mark between first and second base to home plate.
7. The third baseman will be able to tag a runner from second base to home plate and going back to second but no further. All infielders can become the catcher at any time and will be allowed to tag anywhere down the third base line.
8. Infielders may not retrieve a ball from the outfield and outfielders may not retrieve a ball from the infield.
9. Defensive players may not intentionally roll the ball. The ball should be thrown over-handed during live ball play unless, in judgment, an underhanded thrown ball is warranted due to the short distance between the two players throwing and receiving the thrown ball.
10. If the circle player fields the ball, he/she must attempt to throw the ball to a base and may not run and tag base runners or bases unless it's considered a "natural" play.
11. The circle player is allowed to make a force out at home or tag a runner going home.
12. In order to stop play, a player with possession of the ball must be in front of the lead runner or be inside the circle with the ball raised above his/her head, or all runners have stopped on or near a base and not making an effort to advance. Runners will be awarded bases according to their position relative to a line drawn midway (25 feet) between the bases. Umpire judgment will be used to determine this rule. ANY INFIELDER CAN CALL TIME IN THE CIRCLE.

**Offense** In the first inning, the first half of the team's line up will bat. In the second inning, the second half of the team's line up will bat. In the third inning, the entire lineup will bat from the tee only.

1. Batters in the first 2 innings will receive 3 pitches from the coach. These pitches will be over handed, and the coach must pitch from a minimum of 20 feet away from home plate. If the batter does not put the ball in play from the pitch, then the batter will hit off the tee until he/she puts the ball in play.
2. A hit line arc shall be made from the baseline to baseline in front of home plate on a 10-foot radius from the back tip of home plate. If the ball is struck hard enough to roll onto or past the arc line it is a fair ball. If the ball is hit so as to land in fair territory and rolls back across the hit line and is not touched by a defensive player in fair territory it is a foul ball. The batter must make contact with the ball, not just the tee.
3. Runners may advance no more than two bases, regardless of the defensive play.
4. No "outs" will be recorded; each batter or runner will remain on base.

5. A base runner may not advance to a second base if they are called out.
6. When the batting tee is used, a coach will set the batting tee (centered on home plate), place the ball on the tee, adjust it for the batter and then move to the backstop. The tee must be removed from home plate once the ball is put into play. The batter must have both feet inside the batter's box.
7. When the ball is put into play by the batter the pitcher may assist his player to first base.
8. An additional "2nd base coach" may be used until the midseason point.
9. If the batted ball hits the pitcher/coach it is a dead ball. This is ruled a "no pitch" and no runners may advance.
10. A coach will catch for the pitcher/coach and will be required to wear a face mask during warm ups and during the game.

There will be no deviation from these rules without the expressed consent of the GBAA Baseball Board.

## **Tee Ball Rules**

1. Each team will carry up to 12 players, all of whom will bat and play defense.
2. Games will be 5 innings or 1 hour and 15 minutes, whichever comes first. A new inning begins when the third out is made in the previous inning. No new innings will start within 5 minutes of the game time limit. This is a regular season play rule only. This is not a tournament or post season rule. Regular season games can end in a TY score.
3. After 3 1/2 or 4 complete innings, any team leading by 11 or more runs is considered the winner and the game is considered complete. No games will end in a tie.
4. The first 4 innings will have a 5-run limit. The 5th inning will have a 10-run limit. If any additional innings are played after the 5th inning a 5-run limit will be in effect.
5. No more than 5 defensive players will be allowed in the infield. (Pitcher, First Baseman, Second Baseman, Shortstop, and Third Baseman. No Player Catcher). All other defensive players must be in the outfield. No infielder may stand closer to the batter than the pitcher.
6. Only 1 player is allowed to play the circle/pitcher position. He/She must have atleast 1 foot inside the circle and be behind the pitching rubber until the ball is put into play.
7. In order to stop play, a player with possession of the ball must be in front of the lead runner, or be inside the circle with the ball raised above his/her head, or all runners have stopped on or near a base and not making an effort to advance. Runners will be awarded bases according to their position relative to a line drawn midway (25 feet) between the bases. Umpire judgment will be used to determine this rule. ANY INFIELDER CAN CALL TIME IN THE CIRCLE.

8. The first and second basemen will be given "a base and a half" in which he/she can run and tag a base runner. The first baseman can tag from home plate half way to second base. The second baseman can tag from first half way to third. The short stop will be able to tag a runner from the halfway mark between first and second base to home plate. The third baseman will be able to tag a runner from, halfway between second base to home plate and going back to the halfway line between second, but no further. All infielders can become the catcher at any time and will be allowed to tag anywhere down the third base line.

9. Defensive outs will not be awarded according to the following rules:

- a. If any infielder runs to the outfield and retrieves a ball, he cannot run back into the infield and make an out by tagging a runner or a base.
- b. If the circle player fields the ball more than 10 feet from the first base line, no out will be awarded for running to tag batter.
- c. If the circle player fields the ball more than 15 feet from the first base, no out will be awarded for running to tag first base.
- d. If the ball is rolled from the outfield back to the infield, no out may be recorded. The infielder must stop play according to rule #7.
- e. If an outfielder fields a hit ball and runs to the infield and tags a base or a runner, no out will be recorded.
- f. Any player not following the "base and a half rule", no out will be recorded.
- g. If an infielder rolls a ball to a base, no out will be recorded. All throws must be over handed unless an underhanded throw is warranted due to the short distance between players. The above infractions are judgment calls by the umpire, and such calls cannot be protested.

10. A hit line arc shall be made from the baseline to baseline in front of home plate on a 10 foot radius from the back tip of home plate. If the ball is struck hard enough to roll onto or past the arc line it is a fair ball. If the ball is hit so as to land in fair territory and rolls back across the hit line and is not touched by a defensive player in fair territory it is a foul ball. The batter must make contact with the ball, not just the tee.

11. The hitting tee will be optional for all players during the first half of the season. During the last half of the season, no more than 50% of any teams' players will be permitted to use the batting tee and will designated in both teams score books with either a t for tee or p for pitch. This can change from one game to the next but not during the game. Example: 12 players/6 tees, 11 players/5 tees, 10 players/5 tees, 9 players/4 tees, 8 players/ 4 tees.

12. Each batter must receive a minimum of 3 pitches from the coach. These pitches will be over handed, and the pitcher must remain in contact with the rubber until the ball is thrown. If after these pitches, the batter fails to hit a fair ball he/she will get 2 swings off the tee. In the event the batter fails to put the ball in play after these 2 swings the batter will be out.

13. If it is determined by the umpire that the coach pitcher is intentionally throwing the ball so that the batter is unable to make contact, the coach pitcher will receive a warning. Upon the second warning the coach will be sent to the dugout and a new pitcher must pitch the remainder of the game.

14. The coach may elect to throw the batter all 5 pitches. If a player fouls the fifth thrown pitch, then the batter will continue the at bat until the ball is put into play or he/she strikes out.

15. When the batting tee is used, a coach will set the batting tee (centered on home plate), place the ball on the tee, adjust it for the batter and then move to the backstop. The tee must be removed from home plate once the ball is put into play. The batter must have both feet inside the batter's box.

16. If at any time the bat causes the ball to become dislodged from the batting tee, a strike will be called.

17. When the ball is put into play by the batter the pitcher/coach will exit the playing field so that he/she does not interfere with the defense or the base runner.

18. If the batted ball hits the pitcher/coach it is a dead ball. This is ruled a no pitch and no runners may advance.

19. A coach will catch for the pitcher/coach and will be required to wear a face mask during warm ups and during the game.

20. Bats must be 30 inches or less and be baseball bats only. The barrel of the bat cannot exceed 2 ¼" and must have BPF 1.15 or stamped on it or be an approved USA bat (USA stamp). No big barrel bats are allowed in league play.

21. 2 defensive coaches will be allowed on the field but must stay in the outfield and only direct the players in the outfield.

22. Balls hit to the outfield must be played by outfielders. Outfielders are not allowed to run the ball to the infield. The ball must be thrown back to the infield.

23. 1 Manager, 3 Coaches and 2 other adults will be allowed in the dugout.

24. If a base runner is touched by a coach while the ball is in play the base runner will be called out. The Coach/Manager who is pitching cannot give any instruction to the runner/batter after the ball has been put into play. This rule is relevant to all base runners/batters that are on the field and involved during the particular out and or series of outs.

25. There is no infield fly rule in t-ball.

26. Shirts must be tucked in at all times, and all defensive players must wear a cap.

27. No Cellular phone usage will be allowed during games. This includes but is not limited to text messages and email as well. The Coach or Manager will receive an umpire warning once for this offense. This warning will be season long. Any violation of this rule after the warning will and can result in ejection from the game upon the umpire's discretion. If a Coach/ Manager is ejected, the coach will have to sit out the next game as well as per park rules. There will be no player cell phone usage as well.

28. Any player who is playing the circle position will be required to wear a fielder's mask. (Fielders Mask will be provided by the Equipment Representative prior to the start of the season.)

29. Teams must field eight (8) players within fifteen (15) minutes of their scheduled game time or forfeit the game. A team cannot play with less than 8 players. The 15-minute grace rule applies to the first game of the day only. If a team only has 8 players, the 9<sup>th</sup> batter will an automatic out each time, when that spot comes up in the lineup.

There will be no deviation from these rules without the expressed consent of the GBAA Baseball Board.

## Pee Wee Rules

1. Games are five (5) innings or one and one-half (1 ½ hours)
2. Bats must be stamped with BPF 1.15 or USA Baseball and the barrel diameter cannot exceed 2 5/8".
3. Offensive lineups will include all players on each team
4. There can be up to 10 defensive players at any time. The infield will consist of a catcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, shortstop, and 3<sup>rd</sup> baseman, and pitcher. The outfield can have no more than 4 players in any configuration.
5. There will be no base stealing, and the runner may not advance until the ball is hit.
6. The infield fly rule will not be in effect.
7. No intentional walks will be allowed.
8. Bunting is only allowed during player pitch innings when a player is pitching. Bunting is never allowed during coach pitch.
9. Each team is allowed to have up to four (4) coaches. While batting, a team is allowed two (2) base coaches on the field. The coach assigned to pitching may stand outside the dugout, against the dugout. On defense, two (2) coaches may stand outside the dugout. All on the field coaches must be in a coach's box or within arm's reach of the dugout.
10. During any kid pitch inning, if a pitcher walks two consecutive batters, a coach will enter to pitch to the next batter. If a pitcher hits a batter, this will be considered a walk. If the pitcher is subbed out for a new pitcher after 1 walk, and the new pitcher walks the first batter, this will still be considered 2 consecutive walks and a coach will pitch to the next batter.
11. If a pitcher walks two consecutive batters and coach pitches to next batter, the pitcher can continue pitching on the fourth batter. The coach has the option to determine when to change pitchers.
12. During coach pitch, each batter gets a total of five (5) pitches or three (3) swing strikes to the 3<sup>rd</sup> out of each half inning with a normal foul rule in effect. There are no walks during coach pitch.
13. If on the 5<sup>th</sup> pitch, the ball is hit foul, the batter will receive pitches until the batter strikes out or hits the ball into fair territory.
14. The coach pitch must throw over-handed to all batters in a normal pitching motion. Coaches must pitch from the mound and at a speed similar to players.
15. If the batted ball hits the coach pitching, the play is dead, and no pitch will be declared. This does not count against the batter's swing count. All base runners return to prior base.
16. The pitching coach must exit the field immediately once the ball is put into play without interfering or obstructing a player in any way. Also, the pitching coach is not permitted to talk to the batter or any base runner while on or exiting the mound or on the field. Failure to abide by either or both of these rules is a first-time warning and second time the pitching coach is removed from pitching duties for the remainder of the game. Any coach pitcher intentionally interfering with a defensive play will cause the batter to be called out, and any baserunners will return to prior base.
17. When the coach is pitching, the defensive pitcher must be within 3 feet of the mound. The defensive pitcher must be even with or behind the pitching rubber being able to see the batter.

18. On the second trip to the mound to the same pitcher per half inning, or third trip overall to the same pitcher, the pitcher must be replaced. If a pitcher is removed from pitching at any time during the game, he cannot return to the mound during that game. This is for any pitcher, starter or relief. If a pitcher hits a batter three (3) times, he must be removed from pitching for the remainder of the game.
19. Strikes in pee wee will be called over the plate and between the batter's letters and knees.
20. In case of a rain out, the game will be rescheduled at the earliest open make-up date. Games that are interrupted due to rain will be rescheduled at the earliest possible make-up time. Play will resume at the exact point of termination with the same offensive and defensive players, if possible.
21. After three and one-half (3 1/2) innings, any team leading sixteen or more runs is considered the winner, and the game is considered complete.
22. The maximum number of runs scored for innings one (1) through four (4) is five (5). The run limit will be ten (10) for inning five (5) or extra innings.
23. Teams must field eight (8) players within fifteen (15) minutes of their scheduled game time or forfeit the game. A team cannot play with less than 8 players. The 15-minute grace rule applies to the first game of the day only. If a team only has 8 players, the 9th batter will be an automatic out when that spot comes up in the lineup.
24. When a base runner is forced to stop on or return to a base under threat of making an out, time can be called. Exception: If a member of a defensive team causes the base runner to stop or return to a base, and then makes a play on another base runner (already in route to another base when the first runner is stopped), the ball is live, and all base runners may advance with chance of making an out.
  - a. Example 1 – If the defense has frozen the base runner on third, the base runner on first is free to advance unless the umpire feels that the base runner is not making an attempt to advance. At this point the umpire can issue time.
  - b. Example 2 – If the defense has frozen the base runner on third, but then makes a play on the runner running from first to second, the runner on third is free to advance.
25. Any runner sliding into a base headfirst will be called out.
26. Pee Wee Coach/Player Pitch Rules
  - a. **Fall:**

i. Games 1-6	Coach pitch all game
ii. Games 6-10	Player pitch first inning / Coach pitch last 4 innings
  - b. **Spring:**

i. Games 1-4	Player pitch first 1 inning / Coach pitch last 4 innings
ii. Games 5-7	Player pitch first 2 innings / Coach pitch last 3 innings
iii. Games 8-12	Player pitch first 3 innings / Coach pitch last 2 innings
iv. Playoffs	Player pitch all game
  - c. **NOTE:** If opposing teams are at a different game number, pitching rules of the team with LESSER number of games applies. Additionally, the 2 consecutive walk rule still applies.

## 27. Pitch Counts Rules

- A. The official scorekeeper for each team is required to keep the pitch count for each pitcher and advise the umpire on the total pitches prior to each inning.
- B. Based on the number of pitches thrown in a day, the required days of rest and next day available for pitching are outlined below by age group:

### Ages 7-8 - Daily Max = 50

Pitch Count 36-50	
2 Calendar Days	
Game rest required	
Pitch Day	Next available Day
Monday	Thursday
Tuesday	Friday
Wednesday	Saturday
Thursday	Sunday
Friday	Monday
Saturday	Tuesday
Sunday	Wednesday

Pitch Count 21-35	
1 Calendar Day	
Game rest required	
Pitch Day	Next available Day
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday
Sunday	Tuesday

Pitch Count 0-20	
No Rest Required	
Game rest required	
Pitch Day	Next available Day
Monday	Tuesday
Tuesday	Wednesday
Wednesday	Thursday
Thursday	Friday
Friday	Saturday
Saturday	Sunday
Sunday	Monday

### Ages 9-10 - Daily Max = 70

Pitch Count 51-70	
3 Calendar Days	
Game rest required	
Pitch Day	Next available Day
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday
Sunday	Thursday

Pitch Count 36-50	
2 Calendar Days	
Game rest required	
Pitch Day	Next available Day
Monday	Thursday
Tuesday	Friday
Wednesday	Saturday
Thursday	Sunday
Friday	Monday
Saturday	Tuesday
Sunday	Wednesday

Pitch Count 21-35	
1 Calendar Day	
Game rest required	
Pitch Day	Next available Day
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday
Sunday	Tuesday

Pitch Count 0-20	
No Rest Required	
Game rest required	
Pitch Day	Next available Day
Monday	Tuesday
Tuesday	Wednesday
Wednesday	Thursday
Thursday	Friday
Friday	Saturday
Saturday	Sunday
Sunday	Monday

### Ages 11-12 - Daily Max = 80

Pitch Count 66+	
4 Calendar Days	
Game rest required	
Pitch Day	Next available Day
Monday	Saturday
Tuesday	Sunday
Wednesday	Monday
Thursday	Tuesday
Friday	Wednesday
Saturday	Thursday
Sunday	Friday

Pitch Count 51-65	
3 Calendar Days	
Game rest required	
Pitch Day	Next available Day
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday
Sunday	Thursday

Pitch Count 36-50	
2 Calendar Days	
Game rest required	
Pitch Day	Next available Day
Monday	Thursday
Tuesday	Friday
Wednesday	Saturday
Thursday	Sunday
Friday	Monday
Saturday	Tuesday
Sunday	Wednesday

Pitch Count 21-35	
1 Calendar Day	
Game rest required	
Pitch Day	Next available Day
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday
Sunday	Tuesday

Pitch Count 0-20	
No Rest Required	
Game rest required	
Pitch Day	Next available Day
Monday	Tuesday
Tuesday	Wednesday
Wednesday	Thursday
Thursday	Friday
Friday	Saturday
Saturday	Sunday
Sunday	Monday

- C. If a pitcher reaches his maximum pitch count for the day while facing a batter, he can continue to pitch to that batter until
  1. That batter reaches base
  2. That batter is put out or
  3. The third out is made to complete the half inning.
- D. No pitcher may appear in a game as a pitcher for three consecutive days regardless of pitch count.
- E. A pitcher who delivers 41 or more pitches cannot play the position of catcher for the remainder of the game.

## Minor Rules Addendum

All rules and regulations contained in the Dixie Youth Baseball Inc. Rule Book shall apply with the following exceptions:

1. The game time limits will be one and one-half (1 1/2) hours or six (6) innings. The head umpire for that game shall be the official timekeeper.
2. All players will play at least six (6) outs on defense unless the game is shortened by the run rule.
3. An official game shall be six (6) innings, or five and one-half (5 1/2), if the home team is leading. A game shall be considered a complete game if, after three and one-half (3 1/2) or four (4) innings, a team is leading by ten (10) or more runs.

4. Bats can be approved with the BPF 1.15 or USA Baseball stamp.

## Major Rules Addendum

All rules and regulations contained in the Dixie Youth Baseball, Inc. Rule Book shall apply with the following exceptions:

1. Distance between bases will be extended to sixty-five (65) feet.
2. The mound will be moved back four (4) feet to be fifty (50) feet total.
3. The game time limits will be one and one-half (1 1/2) hours or six (6) innings. The head umpire for that game will be the official timekeeper.
4. All players will play at least six (6) outs on defense and unless the game is shortened by the run rule.
5. An official game shall be six (6) innings, or five and one-half (5 1/2), if the home team is leading. A game shall be considered a complete game if, after three and one-half (3 1/2) or four (4) innings, a team is leading by ten (10) or more runs.

## Pony Interleague Rules

1. Game times will be 1 hour and 45 minutes Monday thru Thursday.
  - a. Game times will be 2 hours Friday thru Sunday (exceptions at some parks which will revert to 1 hour and 45 minutes. If game times are scheduled 2 hours apart, then the game time is 1 hour and 45 minutes. If the game times are scheduled 2 hours and 15 minutes apart, then the game time is 2 hours.).
  - b. No new inning within last 5 minutes, finish the inning, ALL PARKS.
  - c. 7 runs max per inning at ALL PARKS.
  - d. Mercy Rule is 10 after 5 innings (same as Dixie Boys)
2. Playing by Dixie Boys Rules.
  - a. Must be of Pony age to play in this league. Cannot turn 15 before May 1<sup>st</sup>.
  - b. Face masks no longer required. (See Dixie Boys 2012 Rule 116 DB)
  - c. Bats must be big barrel. No "drop" exceptions.
  - d. THREE innings per game maximum for pitchers. (One pitch or play = 1 inning)
  - e. Each team to provide their own baseballs. (2 per game minimum per team)
  - f. Courtesy Runner for Catcher of Record at any time. Last out will be runner. (In case of no out in the first inning, then batter at the bottom of the order will be runner)
  - g. Metal cleats are OK.
  - h. No fake bunt and then swing away.
3. Replacement Players: ONLY allowed during Regular Season when you fall below 8 players, must be from another team in Pony from your Association and cannot add to nine players. This rule is intended only to keep a team from having to forfeit. The added player(s) must bat last and will not be allowed to pitch. (This is NOT allowed during Post Season Tournament.)