



# GEORGETOWN

## YOUTH BASEBALL ASSOCIATION

### Official Rules of Play

Approved for Fall '25 & Spring '26

The GYBA Board of Directors has approved the rules for the Georgetown Youth Baseball Association (GYBA) league, as appropriate for play, as determined by The Vice-President of Baseball Operations, the 1st and 2nd Vice-Presidents, the Commissioners, and the Director of Umpires. The Vice President of Operations reserves the right to add or change rules during the year for the betterment of the program and/or safety of the players.

All GYBA games will be played under the Official Rules of Baseball (as published on MLB.com), USSSA, and with league specific modifications and exceptions detailed in these Official Rules of Play. In the event of any conflict in language between any past, present or future printed version of these rules and the GYBA online version as posted on league website, the GYBA online version shall have priority. Should any situations arise, or rulings be required that are not addressed in these rules, the decision of the GYBA Board of Directors shall serve as the official and appropriate ruling. All decisions by the Board of Directors, or the Board Member on Duty (BMOD), shall be final and may not be appealed.

The following rules will apply for all age divisions unless otherwise noted. In the event of a conflict between these rules and The Official Rules of Baseball or USSSA, then these rules shall govern. Any reference to a particular gender contained within this document such as he, his, himself, etc., shall be meant to also include she, hers, herself and are to be interpreted as gender neutral.

The Official Rules of Play are organized as follows:

RULE 1.00 - Playing Field, Uniforms, & Equipment Pages 2-3

RULE 2.00 - Game Preliminaries Pages 3-5

RULE 3.00 - Starting & Ending a Game Pages 5-6

RULE 4.00 - Batters & Base Runners Pages 6-8

RULE 5.00 - The Pitcher Pages 8-9

RULE 6.00 - Sportsmanship & Ejections Pages 10-11

RULE 7.00 - Age Specific Rules Pages 11-15

## **RULE 1.00 - Playing Field, Uniforms, & Equipment**

### **1.01 Playing Field**

1. The recommended distance for rubber-to-plate and base-to-base for each age division is listed in table 1.
  - a. The rubber-to-plate distance is measured from the rear of home plate to the front of the pitching rubber or coach's plate.
  - b. The base distance is measured from the rear of home plate to the front of the base.

Recommended playing field dimensions are approximate and set by the VP of Operations and the Facilities and Maintenance Manager, the measurements cannot be contested before the game, but inquiry can be made to insure the bases and the rubber are in the correct location on each field.

AGE GROUP	PITCHING DISTANCE	BASE PATHS	FIELDS AVAILABLE
4U	40'	45-50'	All Fields w/throw down bases
6U	40'	55'	Fields #2 and #3
8U	40'	60'	Fields #1, #2, #3 and #4
10U	46'	65'	Fields #1, #4 and #5
12U	50'	70'	Fields #5, #6 and #7
14U	54'	80'	Field #5

### **1.02 Uniforms**

Official GYBA uniforms (jersey and cap) are included with registration and will be the official uniform for GYBA teams. No other uniform will be worn without prior approval from the Board of Directors. Non-conforming teams requested to comply will be considered in non-compliance of the GYBA uniform policy, and will forfeit any game which there is failure to comply. All players shall be fully uniformed, which includes baseball pants, baseball cap, athletic shoes and team jerseys with numbers that are nonduplicating. In all age divisions, non-metal spikes are the only type of cleats allowed. For the 14U-18U age division, traditional metal baseball spikes may not be worn for play at GYBA. Teams may be allowed to wear them at other parks, so consult park rules prior to play.

#### **Metal cleats are not allowed in GYBA play.**

Note - Issues involving a player's uniform legality during the game will be resolved at the discretion of the umpire, BMOD, and/or League Officials. If it is determined that a player's uniform is unacceptable then the player will be allowed to immediately conform or be removed from the game. If a player is removed from the game for a uniform violation he will not be allowed to return and no out will be recorded unless the team drops below the minimum required by these rules.

### **1.03 Protective Equipment**

All offensive players must wear a double ear flapped helmet while on the playing field, outside of the dugouts. This includes bat boys and bat girls while performing their duties. Youth coaches under 18 years of age must adhere to this standard. The catcher must wear a head protector, a body protector, a protective cup, shin guards, and a mask with a throat protector. The throat protector, which is part of or attached to the mask, must adequately protect them. The helmet must have full ear protection. The head, face, dual ear flaps, and throat protector can be one piece. Beginning in 8U, all players must wear protective cups. Note - In 4U a catcher's position is optional, but the player must have a helmet and chest protector if utilized. In 6U a catcher's position must be filled, and a helmet and chest protector must be used. Shin guards and a protective cup are optional, but recommended in 4U and 6U.

### **1.04 Baseballs**

Each team will supply two (2) baseballs in good condition for each game. Regulation leather covered baseballs will be used for all divisions, except 4U. A soft-strike or similar Riff baseball will be used for the 4U age group, and based on the judgement of the 6U Commissioner, they may be used in the Fall and American League Spring Seasons.

## 1.05 Bat Rules

The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. Softball bats or bats altered after manufacture to reduce or add weight will not be allowed.

1. The bat may be constructed of wood, aluminum or any other material or combination of materials but cannot exceed 1.15BPF (Bat Performance Factor) as defined for baseball bats by ASTM standards or BBCOR bat.
2. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end.
3. All bats must be commercially manufactured for baseball play and maximum length shall not exceed thirty-six inches (36").
4. Unique bats sold on the market, similar to the Axe Bat, are allowed as long as they bear the manufacturer's safety markings from USA Baseball, USSSA, BBCOR or similar related safety program markings, and meet ASTM or similar Bat Performance Standards.

### League Specific Rules:

**For ages 6 and under** - All bats must be labeled with either of a BBCOR, 1.15BPF stamp or the official USA baseball stamp. The maximum diameter shall not exceed two and five eighths (2-5/8") inches. There is no -drop limitation.

**For ages 7 to 13** - All bats must be labeled with either of a BBCOR, 1.15BPF stamp or the official USA baseball stamp. The maximum diameter shall not exceed two and three quarter (2-3/4") inches. There is no -drop limitation.

**For ages 14 to 15** - All bats must be labeled with either of a BBCOR, 1.15BPF stamp or the official USA baseball stamp. The maximum diameter shall not exceed two and three quarter (2-3/4") inches. Bats are limited to max drop -5.

**Note - 2 1/4" bats are allowed in all age divisions and encouraged for use in the 3U through 6U age groups.**

### Penalty for using an illegal or altered bat:

1. *Prior to the game beginning:* the bat will be removed from the playing field by the umpire and/or the manager of the team.
2. *During an at-bat:* the batter will be declared "out". See Note #2.
3. *After a play is completed:*
  - a. If the play results in a batter/runner safely reaching a base, the batter/runner will be declared "out", all other runners must return to the last base legally occupied at the time of pitch and no run may score on the play.
  - b. Any out(s) that result from the play will stand and the batter/runner will also be declared 'out' on the play. In addition, all other runners must return to the last base legally occupied at the time of pitch and no run may score on the play.

Note 1 - In each case the manager will be warned on the first offense that a second violation will result any applicable penalties outlined above plus the manager will be ejected and prohibited from managing for the remainder of the game. Like any other ejection, the occurrence will be reviewed by the Board. The Board will determine if a second game suspension will be applied.

Note 2 - A batter is deemed to have used or attempted to use an illegal bat if the player brings such a bat into the batter's box.

## **RULE 2.00 - Game Preliminaries**

### **2.01 Rosters**

Team rosters are limited to the numbers of players assigned by the Commissioners of each League as determined by the Vice Presidents of each League. All players must be registered in the appropriate age division, or comply with GYBA “playing-up rules” as determined by the Vice President of each League. Any manager found to be using illegal players will be suspended for a minimum of 2 games and subject to ejection from the League.

### **2.02 Managers and Asst. Coaches**

Each team will be limited to one manager and 3 coaches (including team parents). Only league approved managers, coaches, and players are permitted in the dugout or on the field. If a team is missing a coach(s), then an approved coach from another GYBA team may help with team duties on a temporary basis. All managers and coaches must pass back ground checks prior to the first practice. Only approved managers and coaches are allowed to conduct practices and participate in game duties.

### **2.03 Minimum Number of Players**

A team must have eight (8) players to start/continue/finish a game. If a team has only eight (8) players, play will continue and an out will be assessed in the ninth (9th) position of the batting order. Teams may pick up GYBA players from the same Age Division or lower. (Ex.: An 8U American League team may pick up another 8U American League player or lower age division but may not pick up a player from 8U National). The manager of the team should make the opposing manager aware of the substitution at the plate meeting prior to the game. A team is allowed (2 max per game) substitute players, and the roster size after pick up cannot exceed 10 players for 6U/8U divisions, and cannot exceed 9 players for 10U/12U divisions. The pick-up player(s) will bat last in the lineup and may only play in the outfield. A team may use pickup players during tournament play, with express consent from the League Commissioner. The purpose of this rule is to insure all defensive positions are filled, or can be filled, to provide the most competitive game in accordance with the League format.

Note 1 – This does not apply to the 4U League.

### **2.04 Line-up and Substitutions**

Each team will bat the entire roster. A late arriving player will be inserted at the bottom of the lineup.

1. A team must have eight (8) players present to start a game. If eight (8) players are not present, the coach will have ten (10) minutes from the officially scheduled start time to field the players or forfeit the game. Additional game time will not be added for play.
2. Teams having eight (8) players to start a game are automatically the visiting team.
3. If a team's ninth (9th) player (or any other player) is expected to arrive late to the game, the manager of the team must make an announcement at the pre-game conference and advise both the plate-umpire and the opposing team that a player will be arriving late.
4. When the player arrives, the player is announced to both the plate umpire and the opposing team. The late arriving player is placed in the bottom or last position in the line-up. The game resumes as if he or she was there at the start of the game. Until the player arrives, an out is recorded if there are less than nine (9) players.
  - a. If a player is removed from the game for illness or injury, the player's position in the lineup will be skipped without an out unless the team falls below nine (9) players.
  - b. A player that has left the field (game) for any reason and misses his 'at bat' cannot return to the game. The position in the lineup will be skipped and no out taken unless the team falls below nine (9) players.

**Exception** – Any player who is visibly bleeding must leave the field of play to stop the bleeding. When the bleeding has stopped and the injury is bandaged (if necessary), the player may return with no penalty for missed at bats.

## **2.05 Forfeits**

An official game cannot continue with less than eight (8) players. A team has ten (10) minutes past the posted scheduled game time to gather the required number of players to start a game. The umpire will contact one of the Board Members on Duty (BMOD) and the BMOD will call the game a forfeit and/or communicate with the League Commissioner regarding the possibility of rescheduling the game at a later date.

## **2.06 Pace of Play**

In order to maintain the pace of play and keep games on schedule, teams will be allowed a maximum of 120 seconds (2 minutes) to start the game and between half-innings. The clock starts with the last out of an inning and stops when the umpire calls play ball. Each manager is responsible for having his team ready to begin the next half-inning within this allotted time. This rule will not apply to the 4U League.

**PENALTY** – In the 6U and 8U Leagues the Manager may be given two separate verbal warnings by the umpire. Upon the third occurrence, the Manager shall be removed from the game. Removal from the game under this penalty will not require the Manager to miss additional games as required under the GYBA ejection rules. For the 10U and 12U Leagues, a ball shall be called on the defense, or a strike on the offense, for each violation of this rule. Enforcement of this rule is at the umpire's discretion and is placed here as a tool keep the game moving and insure the game is settled on the field, not by a Manager trying to run out the clock.

## **2.07 Delay of Game**

Managers, coaches, or players will not intentionally delay the game at any time by repeatedly asking the umpire for time, or making multiple substitutions in order to "run out the clock." If in the umpire's judgment, a manager, coach, or player is intentionally delaying the game then the umpire, at his discretion, will either stop the official game clock and/or add an appropriate amount of time to the official time remaining. The games are to be decided by play on the field and not by gamesmanship of the time limits in order to "run out the clock."

Note - Managers will not be allowed to contest a delay of game call.

## **RULE 3.00 - Starting & Ending a Game**

### **3.01 Regulation Game**

A regulation game consists of six (6) innings for age division 6U-12U and seven (7) innings for 14U-18U, unless the game is:

1. Extended because the score is tied as determined by GYBA rule 3.02 (Tie Breakers)
2. Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or
3. Shortened because an imposed time limit expires (GYBA rule 3.03); or
4. Shortened because any part of GYBA rule 3.05 (Mercy Rule) has been met; or
5. Shortened because any applicable part of GYBA rule 3.06 (suspended games) has been met.

### **3.02 Tie Breaker**

The Texas Tie Breaker rule, when required, will be used to determine a game winner. The inning begins with the bases loaded and one out. The last three (3) official batters from the previous inning will occupy the bases: last batter at first base, next to last batter at second base, third to last batter at third base. Each team has an opportunity to bat. The game ends when one team is ahead at the end of an inning. No courtesy runners allowed. This rule will be applied as follows:

1. Regular season games: Regular season games may end in a tie. If all innings are complete and there is 10 minutes left on the clock the Texas Tie Breaker will be played for 1 inning only. Does not apply for the Fall Season.
2. Tournament pool play (seeding) games: Pool play games may end in a tie. If all innings are complete and there is 10 minutes left on the clock the Texas Tie Breaker will be played for 1 inning only.
3. Championship, and tournament bracket games: Texas Tie Breaker will be played until a winner is determined.

### 3.03 Time Limitations

The following time limits will apply for all GYBA games. Unless run rule limits apply (GYBA rule 3.04) games will be played until time expires or a full game is complete. Once time has expired, the inning will complete unless a team is mathematically eliminated.

1. 4U Division	45 minutes
2. 6U Division	55 minutes
3. 8U Division	1 hour and 10 minutes
4. 10U Division	1 hour and 20 minutes
5. 12U Division	1 hour and 20 minutes
6. 14U Division	1 hour and 45 minutes

### 3.04 Scorecards

For all games, umpires will have scorecards to record scores, pitch counts and make other notes on the game. Scorecards are final once signed by the managers after the game and if not signed it is assumed that the manager agrees with the umpire's card. Any discrepancies must be addressed before teams leave the field of play. Pitch counts will be tracked by the Visiting team, and the Home team will be responsible for the scorebook and scoreboard operations. Pitch counts will be turned into to the umpire at the end of the game for reporting on the score cards. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.

### 3.05 Run Limitations & Mercy Rule

The following limitations will apply to all GYBA games. The imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential.

League	Time Limit	Fall Run Limit	Spring Run Limit	Mercy Rule
4U	45 Minutes	N/A	N/A	N/A - entire lineup bats
6U	55 Minutes	5 per inning	5 per inning	15 after 3, 10 after 4, and 8 after 5
8U	70 Minutes	5 per inning	5/DII, 5/DI	15 after 3, 10 after 4, and 8 after 5
10U	80 Minutes	5 per inning	5/DII, 5/DI	15 after 3, 10 after 4, and 8 after 5
12U	80 Minutes	5 per inning	5 per inning	15 after 3, 10 after 4, and 8 after 5
14U	105 Minutes	8 per inning	8 per inning	15 after 3, 10 after 4, and 8 after 5

Note - For regular season games, the run-ruled game may continue until the allotted time is complete and/or all batters have batted once through the line-up, *without an umpire* and by agreement of both managers. For tournament play, run-ruled games may not continue for any reason.

### 3.06 Suspended Games

If a game is called due to weather or other conditions, it will be ruled an official game provided:

1. Two and one-half (2 ½) innings have been completed and the home team is ahead or three (3) innings if the home team is behind for a six (6) inning game.
2. Three and one-half (3 ½) innings have been completed and the home team is ahead or four (4) innings if the home team is behind for a seven (7) inning game.
3. All games stopped by a league official for weather or other necessary safety reasons before a game officially begins are declared suspended games. Suspended games, if rescheduled, will resume at the exact point where the game left off. The umpire will verify all game details with the scorebook so the game can be resumed at its exact point.

Note - Suspended games may not be rescheduled due to various reasons. All decisions to reschedule are at the discretion of the V.P. of Operations.

### **3.07 Protests and Clarification of Rules During the Games**

There are no formal protests allowed, any protested rules/decisions must be addressed on the field before play continues. There will be no protest of any judgment calls, only protests of pitching violations or rule interpretations (be aware that most calls are judgement calls). In the event of an in-game protest the head coach, and only the head coach, will follow these steps:

1. Will ask for time and notify the plate umpire before the next pitch is thrown of their protest.
2. Provide a copy of the rule being protested. If the plate umpire is unable to resolve the issue he will request the assistance of the designated on-site GYBA Board Member on Duty (BMOD) and that BMOD will make the final decision. All protests will be resolved on the field between only the head coaches, umpires, and BMOD. No protests can be made after the next pitch has been completed. Please note the game clock will not stop during the "protest" discussions and time will not be added to the game clock, regardless of the amount of time it takes to locate the BMOD. In the event a BMOD cannot be located within five minutes, the umpire's call will stand and the game will proceed. A coach who "loses" a protest or protests judgement calls may be subject to the Zero Tolerance Policy and a possible suspension for one game after review of the situation by the Commissioner and VP of its respective league. The goal of this rule is to try and resolve any issues on field as soon as possible without incident and keep the kids playing baseball.

## **RULE 4.00 - Batters and Base Runners**

### **4.01 The Batter**

The batter shall take his position in the batter's box promptly when it is his time at bat. Batters will not intentionally delay the game at any time.

PENALTY - After a warning, a strike will be called each time the rule is violated. This is a judgment call by the umpire and may not be argued by the manager.

### **4.02 Throwing the Bat**

On the first occurrence for age divisions 8u and below, throwing the bat will result in 1 warning per player and manager. A second occurrence for age divisions 8u and below will require the player to be benched for the remainder of their at bat and their place in the order skipped. In the case where the batter puts the ball in play, the player will be benched and a substitute runner utilized upon completion of the play. For the 10u - 12u age divisions, throwing the bat will result in 1 warning per team. The second occurrence will result in the batter being called out. The ball will be considered dead and no runners may advance. A third occurrence will result in ejection from the game. Ejection for throwing the bat will not require the player to be suspended from the following game as per GYBA rules for ejections. A second ejection at any time during the season, for this violation, will require the additional one game suspension. Identification of the offending player should be made in the official scorebook.

### **4.03 Bunting**

If a batter squares to bunt, then he must either bunt or take the pitch. Slashing is not allowed. Slashing is defined as a batter attempting to deceive the defense by squaring to bunt as the pitcher is delivering the ball and then swinging at the pitch (with or without runners on base). This is considered a safety issue.

PENALTY - If the umpire calls slashing, the batter will be declared out, the runners shall not advance. On the second offense, at the umpire's discretion, the third-base coach may also be ejected.

### **4.04 Stealing Home**

Stealing home is defined as attempting to advance to home plate during the pitch. Under this narrow definition, the runner may not steal home; however, this definition is not intended to limit other plays at the plate, but rather to provide protection to the runner, batter, and fielders. Runners may attempt to advance from third base to home plate, at their own risk, after the ball has crossed home plate and between pitches, including, but not limited to, the following examples:

- o when the ball gets past the catcher, either as a passed ball or wild pitch.
- o when the catcher attempts to throw the ball back to the pitcher after a pitch.
- o when the catcher attempts to throw the ball to another fielder after a pitch.
- o when the pitcher makes a pickoff move toward, third, second or first.

#### 4.04 Squeeze Plays

A squeeze play is defined as a batter attempting to bunt the ball in order to provide the runner on third base an opportunity to score. This play is a legal, but will be restricted in GYBA games as follows:

1. “Safety squeeze play” is a legal play where there is a runner on third base who starts to advance home as the pitcher delivers the ball (this includes starting to advance home during the windup) but pauses his advancement toward home plate as the batter squares to bunt and waits until the ball is in play before continuing to advance toward home.
2. “Suicide squeeze play” is an illegal play where the runner on third base continues toward home, without stopping, while at the same time the batter attempts to put the ball in play. In order to protect the safety of the fielders, the runner, and the batter, “Suicide squeeze” plays as defined herein are **NOT ALLOWED**.

**PENALTY** - The runner will be declared out, other runners shall not advance. On the second offense, at the umpire’s discretion, the manager will be ejected.

#### 4.05 Malicious Contact and Contact Avoidance

A player, defensive or offense, initiating malicious contact will be ejected. It is the umpire’s judgment that determines whether the contact is malicious.

**PENALTY** - An offensive player initiating malicious contact is declared out and ejected from the game.

**Note** - There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is **intent**. “Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?” If the answer is yes, then you have malicious contact. If the answer is “no” then it is a clean play. Umpires must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind that the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is **intent**.

#### 4.06 Sliding

Base runners are not required to slide. If a runner does slide, the slide must be legal and directly into the bag. A runner is allowed to slide in a direction away from the fielder to avoid making contact or altering the play of the fielder, but should seek to avoid malicious contact. Head first slides are prohibited, but diving back to the bag is allowed.

**PENALTY** - If a base runner slides head first, he will be called out.

**Note** - It is possible, especially at the younger age divisions that the players may stumble causing them to fall forward to the plate or base. This is a judgment call by the umpire and managers cannot argue the call.

#### 4.07 Courtesy and Pinch Runners

When there are two outs in the inning a courtesy runner can be used for the catcher of record. (*Note – this is highly encouraged to help speed-up the game*). The courtesy runner will be the last recorded out. Until an out is recorded against the offense in the game, a courtesy runner may not be used however.

**Note** - In cases where a courtesy runner may be used in the 1st inning, the manager is declaring the catcher of record for the bottom of the 1st inning. Also, due to rotation requirements, it is possible the catcher of record going into the next inning may not have played the position yet. This cannot be contested by the opposing manager. The rule is in place to allow the game to be played as quickly as possible to allow the players as many at bats as possible and avoid pace of play issues. A pinch runner is allowed anytime for a player injured while on base. The pinch runner shall be the player making the last recorded out. In the case there have been no outs recorded, then the



pinch runner shall be the last batter available in the order.

## **RULE 5.00 - The Pitchers and Pitching**

### **5.01 Pitching Limitations**

Pitchers in all pitching divisions shall adhere to the following pitching rules and limitations. Coaches exceeding pitching limits or failure to abide by the days rest chart will result in a forfeit and possible suspension.

#### **Maximum # of Pitches per Game Chart**

Age Group	Distance	Max Pitches Per Game
4U - 8U	40'	N/A
10U	46'	55 pitches
12U	50'	75 pitches
14U	54'	95 pitches

**\*Exception to Pulling Pitcher When Maximum Pitches Reached** - If a pitcher reaches the limit imposed in the above chart while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher need not be removed in the middle of an at bat due to reaching the Maximum Pitches Per Game. This Exception has no bearing on pitch counts. The number of pitches pitched is what is reported on the scorecard and the player is subject to the Days Rest Chart below based on the number of pitches thrown.

#### **Number of Days Rest Chart**

Number of Pitches	Days of Rest
85 +	5
66 - 85	4
51 - 65	3
36 - 50	2
21 - 35	1
1 - 20	None

The above chart was developed using information provided by MLB Pitch Smart, American Sports Medicine Institute, and USSSA Baseball Tournament Guidelines. With the rise in elbow and shoulder injuries in adolescent baseball pitchers, we need to take steps to prevent these injuries. Research points to overuse as the principle risk factor. Poor pitching mechanics and poor physical fitness also contribute to injury risk.

## **5.02 Pitch Count Reporting**

Pitch counts will be reported in accordance with **Section 3.04 Scorecards**, which states “Scorecards are final once signed by the managers after the game and if not signed it is assumed that the manager agrees with the umpire’s card. Any discrepancies must be addressed before teams leave the field of play. Pitch counts will be tracked by the Visiting team, and the Home team will be responsible for the scorebook and scoreboard operations. Pitch counts will be turned into to the umpire at the end of the game for reporting on the score cards. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.”

## **5.03 Warm-up Pitches**

Beginning each half inning, pitchers will throw no more than five (5) pitches to the catcher. A relief pitcher is allowed five (5) pitches. In case of an injury or an ejection, the umpire-in-chief shall allow the relief pitcher an adequate time to warm- up.

## **5.04 Intentional Walks**

An intentional walk can be granted at any time in the count by request from the manager. This applies to 9U through 14U with the four pitches needing not be thrown. Only one intentional walk per player will be allowed per game.

## **5.05 Pitchers Who Play Catcher and Other Issues**

A catcher cannot pitch if they have played the catching position more than one inning of the game, prior to entering the position of pitcher. A pitcher removed from the pitching position, who pitches more than 20 pitches, may play any position but catcher, and is not required to leave the game. Pitchers may not re-enter the game as a pitcher once they are removed as a pitcher. If two pitchers are used in an inning each pitcher will be credited with a minimum of 1 out or any outs that are recorded while they are pitching. If more than two pitchers are used in an inning each pitcher will be credited with a minimum of 1 out or any outs that are recorded while they are pitching.

Note - Regardless of limits established at GYBA, coaches are cautioned to carefully monitor the number of pitches thrown by any player during the course of a game. A young player’s arms and muscles are still growing and developing. Coaches should consult with their age division’s Commissioner for guidance. In addition, coaches are cautioned about using a catcher as a pitcher in the same game for the same reasons outlined above.

# **RULE 6.00 - Sportsmanship and Ejections**

## **6.01 Zero Tolerance Policy**

Players

1. Openly disputes or argues any decision by an official.
2. Uses obscene or vulgar language and/or gestures at any time, including any swearing, even if it is not directed at a particular person.
3. Visually demonstrates any sign of dissatisfaction with an official's decision. Any time that a player persists in any of these actions, they shall be assessed a misconduct penalty. A game misconduct shall result if the player continues such action.
4. Displays unsportsmanlike behavior toward any players

Coaches

1. Openly disputes or disputes any decision by an official.
2. Uses obscene or vulgar language in a boisterous manner to anyone at any time.
3. Visually displays any sign of dissatisfaction with an official's decision with the intent of inciting the officials, players or spectators. Any time that a coach persists in any of these actions, they shall be assessed a game misconduct penalty.

## Parents/Spectators

The game will be stopped by game officials or League administrators when parents/spectators displaying inappropriate and disruptive behavior interfere with other spectators or the game. The game officials or League administrators will identify violators to the coaches for the purpose of removing parents/spectators from the spectator's viewing and game area. Once removed play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by the Board of Directors. Inappropriate behavior includes:

1. Use of obscene or vulgar language and or gestures in a boisterous manner to anyone at any time.
2. Taunting of players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence or physical violence.
3. Throwing of any object in the spectator's viewing area, player's bench directed in any manner as to create a safety hazard.

In addition, the following Codes of Conduct for parents and spectators should be adhered to:

### Parents:

1. Do not force your children to participate in sports, but support their desire to play their chosen sport. Children are involved in organized sports for their enjoyment. Make it fun.
2. Encourage your child to play by the rules. Remember, children learn best by example, so applaud the good plays of both teams.
3. Do not embarrass your child by yelling at players, coaches or officials. By showing a positive attitude toward the game and all of its participants, your child will benefit.
4. Emphasize skill development and practices and how they benefit your young athlete. Deemphasize games and competition in the younger age levels.
5. Know and study the rules of baseball, and support the officials on and off the field. This approach will help in the development and support of the game. Any criticism of the officials only hurts the game.
6. Applaud a good effort in both victory and defeat and enforce the positive points of the game.
7. Never yell or physically abuse your child after a game or practice. It is destructive. Work toward removing physical and verbal abuse in youth sports.
8. Recognize the importance of volunteer coaches. They are important to the development of your child and the sport.
9. Communicate with them and support them.
10. If you enjoy the game, learn all you can and dedicate time as a volunteer!

### Spectators:

1. Display good sportsmanship. Always respect players, coaches and officials.
2. Act appropriately; do not taunt or disturb other fans. Enjoy the game together.
3. Cheer good plays of all participants, avoid booing opponents.
4. Cheer in a positive manner and encourage fair play; profanity and objectionable cheers or gestures are offensive.
5. Help provide a safe and fun environment; throwing objects on the field can cause injury to players and officials.
6. Support the umpires and coaches by trusting their judgment and integrity.
7. Be responsible for your own safety and remain alert to help prevent accidents.
8. Respect dugouts as private areas for players, coaches and officials.
9. Be supportive after the game, win or lose. Recognize good efforts, teamwork and sportsmanship.

## Officials and Umpires

Officials and umpires are required to conduct themselves in a businesslike, sportsmanlike, impartial and constructive manner at all times. The actions of an official or umpire must be above reproach. Actions such as "baiting" or inciting players or coaches are strictly prohibited. Officials and umpires should keep in mind that they are dealing with volunteer coaches in a community program. Officials and umpires are ambassadors of GYBA and the game of baseball, and must always conduct themselves with this responsibility in mind. Arguing with an official, the use of profanity or the physical abuse of any one, on or off the field, by a player, parent, coach or fan may

be cause for ejection from a game/park. **Failure to leave the GYBA complex may result in forfeiture of the game by the team associated with the ejected party.**

No buckets or chairs, visible cell phones or other electronic devices are allowed on the field of play during the game. A coach or bat boy/girl 18 years of age or younger must wear a double eared helmet. Only two (2) coaches are allowed outside the dugout except as noted in each respective age division. The Defensive coaches must remain on the “porch” and within arm’s reach of the dugout at all times except as noted in each age division. Failure to abide by the Zero Tolerance Policies may result in disciplinary actions against the player(s), parent(s) and/or spectator(s) involved, at the sole discretion of the GYBA Board of Directors

## **6.02 Ejections and Suspensions**

If a player is ejected from a game for any unsportsmanlike act, the following penalties will apply:

1. The ejected player is out and must leave the park and an out will be declared in the player’s position in the lineup *if* the roster drops below nine. If not, this position will be skipped without an out.
2. The ejected player will be required to sit out the next scheduled game. The required suspension can be overturned only by the V.P. of Operations and President after review of the report of the actions leading up to the suspension.

If a parent, coach, umpire or other spectator is ejected from a game for any unsportsmanlike act, the following penalties will apply:

1. The ejected party will be required to immediately leave the facility and sit out the next scheduled game. The required suspension can be overturned only by the V.P. of Operations and President after review of the report of the actions leading up to the suspension.

## **6.03 Background Checks**

All Board Members, Umpires, and coaches conducting practices and participating in league activities are required to annually pass a background check. The background checks are reviewed and approved by the Vice Presidents of each league based on pre-established criteria, subsequent to an initial review by the President. Coaches are prohibited from participating/conducting practices or team meetings until they have been cleared by the Vice Presidents.

## **RULE 7.00 - Age Specific Rules**

### **7.01 4U and 6U T-Ball**

#### **4U Rules**

1. Three offensive coaches and two defensive coaches are allowed on the field of play and there will be no umpires.
2. There will be no outs recorded and every batter in the line-up will bat one time through. At the end of the batting line-up the teams will rotate from offense to defense. Typically this will allow for 2 innings of play based on pace of game.
3. Catcher position is not required to be filled, but if they do, they must be in catcher’s gear due to potential thrown bats.

#### **6U Rules**

1. The Pitcher must be in contact with the pitcher’s plate and cannot leave the pitching circle until the ball is hit.
  - a) If the pitcher leaves the circle early, the play continues.
  - b) After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch.
  - c) If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning.
2. The Pitcher player shall throw the ball to the base while making a play on the runner unless the ball is fielded near the base line and a tag is imminent. ***An’ imminent tag play’ is generally defined as the pitcher being “a step and a reach” of the runner. This is a judgment call for the umpire and the Managers will not be allowed to contest the umpire’s ruling.*** Once the ball is fielded by another player other than the pitcher, he now becomes a normal fielder and can make all baseball plays as normal.

Note - The intent of this rule is to stop the pitcher from chasing down base batter/runner and to reinforce the skills of the game.

3. There are six (6) infielders: catcher; first, second, third base; shortstop; and the pitcher's position. The Pitcher must keep one foot in the pitching circle and no closer than parallel with the pitching plate until the ball is hit. There are four (4) outfielders who must stay in the designated outfield area, which is no closer than 30' from the infield bases. All players must play traditional positions prior to ball being put in play. This means extreme shifting of players is not allowed.
4. A batted ball that leaves the dirt circle between the first and third base line is fair. If the ball does not leave the dirt circle it is declared foul.
5. There is a 40-foot safety arc from the back tip of home plate and from the first base line to the third base line. This safety arc will not be drawn on the field. Infielders should not cross this arc until the ball is hit. It is within the umpire's judgment to determine if this rule is being violated. There is a 30-foot arc extending from the bags at first, second, and third base into the outfield. Outfielders may not cross this line until the ball is hit. This line may or may not be drawn on the field. Fielders must stay beyond the arc until the ball is hit. Outfield Coaches are to stay behind this line at all times during play.
6. The following rules are not in effect for 6u:
  - a) Infield fly rule.
  - b) Base stealing is not allowed.
  - c) Bunting is not allowed, players must take a full swing.
  - d) Intentional walks are not allowed.
7. If a base runner leaves his base before the ball is hit, the runner is out
8. Defense coaches –
  - a) American
    - i. Two (2) coaches are allowed in the outfield.
    - ii. Coaches are not allowed to enter the infield at any time unless approved by the umpire or for an injury.
    - iii. Physically assisting of any player will result in removal from the field for the remainder of the game.
  - b) National
    - i. No outfield coaches are allowed.
9. Offense Coaches – only three (3) coaches are allowed on the field – a first and third base coaches and a “batting” coach.
  - a) The Batting coach will remain near and behind the batter and will remove the tee and bat from home plate.
  - b) The Batting coach may not physically position the batter in the batter's box, draw lines or create marks or other indications to point the batter in hitting the ball in a particular direction.

PENALTY - Removal from the batters coach position

Umpires shall use their discretion as to how much of a leash coaches are provided in relation to our zero tolerance policy. Any issues with coaches shall be reported by the Umpire to the Umpire Director and the BMOD.
10. The umpire will put the ball into play in the following manner:
  - a) Have the batting coach place the ball on the tee.
  - b) Confirm the defense is ready.
  - c) State loudly, “Pitcher, pitch”.
    - i. The pitcher is required to make a pitching motion.
    - ii. The batter may swing any time after the umpire says “Pitcher, pitch” and the player pitcher makes the pitching motion.
      - a. If the batter swings prior to Pitcher, pitch the ball is dead.
    - iii. American - Batters get five (5) swings to hit the ball fair or put it in play. If the ball is not put in play as required, the batter is “out”.
    - iv. National - Batters get three (3) swings to hit the ball fair or put it in play. If the ball is not put in play as required, the batter is “out”.
11. A fielded ball cannot be rolled or bowled by any fielder to any base. If the ball is not thrown:
  - a) The runner or batter-runner will be safe.
  - b) The ball is dead, and
  - c) Other runners may advance more than one base.
12. Umpires will call “time” after each play. Time should be called as soon as the lead runner stops attempting to advance and the ball is in possession of a fielder in the infield.

13. Overthrows: On an overthrow at any base the runner may advance at their own risk but only one base. In the event of a second overthrow, *regardless of which base thrown to*, the ball is declared “dead” by the umpire and runners return to base last occupied at the time of throw.
14. Courtesy runners are not allowed, except in the case of injury.
15. If a thrown ball hits a defensive coach the play continues unless there is Coach’s Interference as defined by the rules.
16. A strike will be called if a batter measures up at the “T” when a ball is on the “T” and the coach’s hand is no longer in contact with the ball. (Not applicable for Fall Season)
17. A total of 4 coaches are allowed in the dugout/field of play during games, including dugouts.
18. A pitcher mask must be worn by the pitcher player during live play. PENALTY - Coaches not adhering to the rule will be ejected from the game.
19. A league issued tee must be used during all games. No outside tee (Tanner, etc.) will be used for games. The league will have a tee provided at each t-ball field for game purposes.

## 7.02 8U Coach Pitch

1. Teams may use either nine or ten defensive players. With ten defensive players, the 10th player is required to be in the outfield. The use of a stacked rover is not allowed.
2. A player is required in the pitcher and catcher positions.
3. There is a 40-foot safety arc from the back tip of home plate and from the first base line to the third base line. This safety arc will not be drawn on the field. Infielders should not cross this arc until the ball is hit. It is within the umpire’s judgment to determine if this rule is being violated. There is a 20-foot arc extending from the bags at first, second, and third base into the outfield. Outfielders may not cross this line until the ball is hit. This line may or may not be drawn on the field. Fielders must stay beyond the arc until the ball is hit.
4. The following rules are not in effect for 8u:
  - a) No base on balls or intentional walks.
  - b) No Hit by Pitch awarded.
  - c) Infield fly rule.
  - d) Base stealing is not allowed.
  - e) Bunting is not allowed, players must take a full swing.
5. If a runner leaves a base before the ball crosses the plate:
  - a) American – Delayed dead ball
    - i. If no out occurs on the play, dead ball and the batter returns to the plate with same count on batter and no runners advance.
    - ii. If out occurs on the play, the defense has option to let play stand or take option 1.
  - b) National – runner is out
6. Each batter is allowed five pitches or three swinging strikes. If the batter fouls the 5th pitch the batter will continue the at-bat until either: take the last pitch (strike 3), strikes out swinging or puts the ball in play.
7. A batted ball hitting the adult pitcher is declared a foul ball if, in the umpire’s judgment, the adult pitcher’s contact with the ball was unintentional. If, in the umpire’s judgment, the adult pitcher intentionally makes contact with a batted ball, the batter is out and no runners can advance.
8. Overthrows: **American League only** - On an overthrow (from an infielder) at any base all runners may advance at their own risk but may only advance one base. In the event of a second overthrow, regardless of the base, the ball is declared “dead” by the umpire and all runners will return to base last occupied at the time of throw.
9. Umpires will call “time” after each play. Time should be called as soon as the lead runner stops attempting to advance and the ball is in possession of a fielder in the infield.
10. Because teams are required to bat the roster and there is free substitution on defense. The batting order must remain the same.
11. The catcher must be properly attired, *including required protective cup* and will be located in the catcher’s box approximately four (4’) to five (5’) feet behind home plate. The catcher must be in a catchers position (i.e. cannot stand.)
12. If a player bunts or takes a half-swing, it is a foul ball. Coaches may teach a player to “square to bunt” **but the batter must ‘take’ the pitch.** The pitch will count toward the five (5) allowed and if the player strikes at the ball it will be declared strike.
13. Courtesy runners are allowed for the catcher of record with two outs in the inning only.

14. The Pitcher player must have both feet in the circle around the pitchers plate and no more than even with (parallel) or behind the pitchers plate.

15. Pitcher player cannot leave until the ball is hit.

a. If the pitcher leaves the circle early, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or accepting a no-pitch.

b. If this occurs a second time by the same pitcher, that player is removed from the pitching position for the remainder of that inning.

c. If it occurs any time after that by the same player, they will be removed from the pitching position for the remainder of the game.

16. Adult pitcher (coach):

a. Must be in contact with the pitching rubber to start the pitch.

b. May only take one step to throw the pitch.

c. May not pitch while kneeling.

d. May not *coach* at any time before, during or after a play, and is responsible for vacating the field of play once the ball is put in play, and clearing the bat from the home plate area.

Note - Words of encouragement shall not be construed as coaching. The pitching coach should make all comments loud enough to be heard so as to remove all doubts and concerns of coaching.

PENALTY - If, in the umpire's judgment the adult pitcher is coaching, the umpire may first discontinue any and all comments from the adult pitcher. If the adult pitcher is unable to refrain from coaching, the umpire will remove the adult pitcher from the position the remainder of the game.

17. A total of 4 coaches are allowed in the dugout/field of play during games, including dugouts.

18. A pitcher mask must be worn by the pitcher player during live play. PENALTY - Coaches not adhering to the rule will be ejected from the game.

### 7.03 9/10U Kid Pitch

1. Balks:

a. Only one warning per game, per player will be allowed.

b. **Fall Season Rules D2**, balks do not apply because runners are subject to closed bases therefore no balks.

Umpires and coaches should work together to review proper technique.

c. Immediate dead ball. No option to take the results of the play.

2. Pitching:

a. A pitcher must be removed from the mound after hitting 3 batters in a game.

**b. A new pitcher entering the game must face 3 batters before substitution.**

3. Sliding:

a. Head first slides are not allowed but diving back to the bag is legal. Head first slides is an automatic out.

4. Base Runners:

a. **Fall Season Rules D2**, runners must remain in contact with the base until pitch crosses the plate (closed bases).

Penalty: If the runner leaves early a "team" warning will be issued. The second occurrence will result in the runner being called out by rule and does not have to be tagged out. Also, batter will not be allowed to advance to first on a dropped 3rd strike.

5. Coaches

a. A total of 3 coaches are allowed in the dugout/field of play during games, including dugouts.

#### 7.04 11/12U Kid Pitch

##### 1. Pitching:

- a. A pitcher must be removed from the mound after hitting 3 batters in a game.
- b. Balk is an immediate dead ball. No option to take the results of the play.
- c. A new pitcher entering the game must face 3 batters before substitution.

##### 2. Sliding:

- a. Head first slides are not allowed but diving back to the bag is legal. Head first slides is an automatic out.

##### 3. Rules of the Game:

- a. All teams will play by Spring 2025 Centex Rules when playing interleague play with other Centex partners.

##### 4. Coaches:

- a. A total of 3 coaches are allowed in the dugout/field of play during games, including dugouts.

#### 7.05 13/14U Kid Pitch

##### 1. Pitching:

- a. A pitcher must be removed from the mound after hitting 4 batters in a game.
- b. Balk is an immediate dead ball. No option to take the results of the play.
- c. A new pitcher entering the game must face 3 batter before substitution.

##### 2. Sliding:

- a. Head first slides are not allowed but diving back to the bag is legal. Head first slides is an automatic out.

##### 3. Rules of the Game:

- a. All teams will play by Spring 2025 Centex Rules when playing interleague play with other Centex partners.

##### 4. Coaches:

- a. A total of 3 coaches are allowed in the dugout/field of play during games, including dugouts.