



Ground Rules
League Procedures | Division Rules
(Revised 08-20-2018)

All games and procedures shall be governed by the Major League Baseball Rules and these local rules agreed to by the members and board members of this league. *Members of the League are responsible for knowing and adhering to these rules.*

Rule changes and alterations may be made to the league rules at the representative meeting or the coaches meeting as deemed necessary for the betterment of the League.

A) CONDUCT.

1. SPORTSMANSHIP & COURTESY.

Sportsmanship and courtesy are to be observed always. Remember that everyone in this organization is volunteers with the best intentions. The purpose of this League is to teach the participants sportsmanship, teamwork and fair play.

2. CHEERING.

Only positive cheering will be allowed at any game. Cheering during play such as SWING or CRESCENDO YELLING shall not be allowed once the pitcher has come to the set position. A warning by the umpire will be given with any successive incident resulting in the batter being called out.

3. SPECTATORS.

The conduct of a team's spectators shall be the responsibility of the team's manager. Managers, coaches, umpires, spectators and players shall abide by these League Rules. No spectator, manager/coach and/or player may shout any call (SAFE/OUT/BALK/etc.) that may confuse the players. After one warning the offender shall be removed from the game. Any Spectator that during play goes into the playing area may be ejected by the umpire. If a spectator refuses to leave the premises, the umpire shall instruct the manager to request the said spectator to leave. Thereafter, if the spectator does not leave, the umpire may suspend the game.

4. PROFANITY.

The use of profanity or exhibition of any unsportsmanlike conduct by any manager, coach, player, umpire or spectator before, during and after a game may result in that person being ejected. Any person ejected other than a player shall leave the premises immediately. An ejected player may remain in the team's bench. A report to the League Commissioner/Representative shall be written and submitted within 24 hours by the game umpire(s).

5. SMOKING.

Use of tobacco products are prohibited on the playing field.

6. ALCOHOL.

No alcoholic beverages are permitted on the park premises at any time

7. VANDALISM.

Vandalizing any part of the field, equipment or facility is prohibited. Violators will be punished by ejection from the game, suspension from the next game and /or removal for the remainder of the season. The League reserves the right to pursue legal means.

8. VEHICLES.

No vehicles will be allowed inside the park premises unless unloading equipment. The organizations that make up the membership of this League will not assume liability for cars parked around the playing fields, parking is at your own risk. Parking is available in Glades school parking lot. **No cars of parents, or guests of GBSL can park on 62 St or 64 St. School Board wants all guests to park in the school parking lot.**

9. QUESTIONING CALLS.

Only the manager or designated coach may approach the umpire to question a call or play. No protest can be made on a judgment call. Balls/strikes are not questionable calls.

10. COACHES IN THE DUGOUT.

In all Divisions except the (Coach Pitch), one manager and two coaches are allowed in the dugout. In the Coach Pitch, an extra Coach or Team Mom is allowed. All coaches must stay in the dugout while their team is on the field. This rule is subject to the umpire's discretion based on the coaches' behavior.

11. UNIFORMS.

Players must wear their uniform for their games. Players must be in matching uniforms. Teams must have players in matching uniforms by the start of the 3rd week of the season. Players not in matching uniforms after the 3rd week cannot play. Players on the same team cannot have the same uniform numbers.

12. PARTICIPATION.

Parents are strongly requested to participate and volunteer in League activities.

B. DISCIPLINE.

A Disciplinary Committee consists of the League representatives. For GBSL, the committee shall consist of the Executive Board and the Head Umpire.

1. UMPIRES.

The umpires are in total control of the games.

2. SUSPENSIONS.

The League's President or Baseball Commissioner has the authority to dismiss or suspend temporarily any manager, coach, umpire, spectator or player for conduct unacceptable to the League. This action may also be brought to the league Board of Directors.

3. DISMISSAL OF A PLAYER.

No player may be dismissed from a team without prior approval of the League Commissioner.

4. SUSPENSION OF A PLAYER

A manager may discipline a player by not permitting him/her to play in a game provided that the League Commissioner is advised of such disciplinary action prior to the suspension, A Manager/Coach may remove a player from a game at any time for disciplinary reasons and shall advise the umpire and opposing Manager of such removal. A disciplinary player's turn at bat will be an out for the remainder of the game.

5. QUITTING A TEAM.

The League Commissioner must be notified within three days if a player quits a team.

6. EJECTION.

If a manager, coach, or player is ejected from a game, the ejection stands for the remainder of the game as well as the next, upcoming game. If a manager or coach is ejected twice within the same season, such individual may go before the League's Disciplinary Committee for further consideration.

C. SAFETY RULES.

1. PROTECTIVE CUPS/THROAT GUARDS.

In all divisions, catchers must wear cups and throat protectors (Built in to mask or flap), **PENALTY:** Forfeiture of the game.

2. HEAD GEAR.

All batters and runners must wear a coverall type helmet. Unless time has been called by the umpire, any player that willingly removes his/her helmet while running the bases shall be called out by the umpire. For teams in the Tball, 6U, 8U CP, 8U KP and 10U, all batters and runners shall wear the headgear with a face protector.

D. PLAYING RULES.

1. INJURY OR EJECTION.

In all divisions, if a player is injured while at bat and cannot complete his turn at bat, then the next batter in the lineup will assume the ball and strike count of the injured batter. If a player leaves the game for any reason, his subsequent turn at bat will **NOT** be an out (except for Disciplinary Reasons as stated on Section B-4).

2. PITCHERS.

A pitcher on the mound shall not wear any sweatband, batting gloves or white long sleeve undershirt under their uniform. A pitcher on the mound may not use a fielder's glove which may have white as part of it. Pitcher can have a pinch runner with 1 out. This applies from 8U to 14U.

NUMBER OF INNINGS. A player may pitch only 3 innings in a (8U KP), 4 innings (10U), 5 innings (12U) division game. For record purposes, an inning pitched will be charged once the pitcher is on the mound and the umpire has indicated that play is resumed. A pitcher in the (14U) division may pitch up to 7 innings per game. Each pitcher will be allowed eight warm up pitches upon entering the game or at the start of an inning (exception will be granted in case of an injury to the pitcher). **NO CURVE BALLS** allowed except in the (12U) Division & (14U) Division. A pitcher may be brought in to the game from the dugout (during an inning) but must be swapped with the pitcher being removed. The pitcher being removed cannot continue to play that same inning. A pitcher can pitch a maximum of 8 innings in a week. The week starts on Sunday to Saturday. If a pitcher passes innings allowed to pitch game is forfeited.

3. WARM UP.

No player may warm up a pitcher or play catcher at any time without the proper gear.

4. BATTING.

No batting practice is permitted without a batting helmet (exception is whiffle balls). On-deck batters must wear a helmet. One on-deck batter will be allowed at one time.

5. JEWELRY.

No jewelry will be worn while playing a game.

6. SLIDING, CONTACT & BASE RUNNING.

Base runners must slide to avoid contact in any base. If a runner does not slide and there is a play or contact the runner is out. Runners cannot truck the catcher in any division or jump over a player to avoid contact. If there is a collision on the play and in the judgment of the umpire, contact was excessive, a runner can be declared out and possibly ejected from the remainder of the game. No warnings need to be given previously for a player to be ejected. Any runner touched by a base coach to direct the runner while running the bases shall be declared out. A fielder cannot block a base if there is no play at the base on umpire judgment a runner will be giving an extra base. **NO head first sides at home or any other base.** Exception: pickoff plays.

7. AGE LIMITATIONS.

All registered players must play within their established age brackets. Exceptions may be granted based on medical impeding condition or player rating.

E. GAMES.

1. SCHEDULED GAMES.

Managers or Coaches cannot cancel or postpone any scheduled game if a scheduled game cannot be played. A request for cancellation must be made **verbally and by email** with the league commissioner to notify the opposing team 48 hours in advanced of the scheduled game. If notice is given after 48hrs, **the game is a forfeit.** Managers are allowed only 2 reschedule games once schedules are completed. Schedule requests must be turned in prior to schedules being completed – NO EXCEPTIONS. There are no schedule requests after April 1st for spring season. There are no schedule requests after October 1st for Fall season. -NO EXCEPTIONS- If an opposing Manager chose to except a postpone game instead of forfeit. Coach will not be able to request a forfeit after game has passed, game is need to for standing propose or if he cannot play on rescheduled date.

2. MAKE UP GAMES.

Managers may agree on a make-up date. Make-up games shall be the responsibility of the host (home team) park. If a makeup game date cannot be agreed by the coaches, the league will schedule the makeup date and be played on that date. NO EXCEPTIONS. If a coach is unwilling to reschedule a game and in the event a game is needed for standing purposes – the game will be forfeited. No schedule requests are allowed for makeup's other than those dates listed on schedule request sheet.

3. OFFICIAL GAME.

Games called due to inclement weather, darkness or curfew shall be official if the number of innings played is as follows: 2.5 if the Home Team is leading and 3 innings if the visiting team is leading. Exception 14u official game 3.5 innings or 4 innings if home team is leading. If an official game is called before the completion of a full inning, the game shall revert to the status existing at the end of the previous full inning provided that the visiting team did not tie the game or take the lead which will require completion of the game (Suspended game, Major League Rule 4.12). If an official number of innings have not been played at the point of stoppage, the game will resume from that point, later. When a game is resumed, players not present at the original game may be added to the bottom of the lineup, however if the game was stopped after four full innings, no new player may be allowed to play in the resumed game.

4. NUMBER OF PLAYERS.

A team may start and play the game with **eight players** provided that all players are present. If a 9th player arrives during the game, the player may enter the game immediately and will be placed last in the batting order. **FOR 8UCP-14U DIVISIONS:** When the 9th player steps at-bat (on an 8-player team) there will be an automatic out. A player, who arrives after the completion of four innings, will not be permitted to play. **FORFEIT:** will occur if a team fails to have eight players present and 15 minutes have elapsed from the scheduled game time.

5. BATTING.

In all divisions, a team will bat all players present. A player arriving after the game has started and/or after their original batting spot has passed in the first inning with him/her not being there, will automatically be placed last in the batting order.

6. FIELDING.

In all divisions, no player may sit on the bench for two consecutive innings while their team is on defense. **PENALTY** will be forfeiture of the game. Except for injury or disciplinary ejection, no fielding substitutions may be made during the inning (Exception: pitcher removal and swapping with bench pitcher).

7. TIME LIMITS.

All divisions who play weekdays (Mon-Fri) 6:00 p.m. have a time limit of 1:30 or 6 innings. **EXCEPTION:** 10U-14U playoff games. Weekends there will be a 1:45 or 6 inning time limits for 10U to 12U divisions; 14U plays 7 innings or 2:00, whichever comes first. T-Ball is 1:00 on weekdays *and* weekends. In the event the game is tied after time has expired, they will play another inning **unless** a weeknight game may cause the game to end too late, or there is a game to follow. **There is a 10:00 PM curfew.** No new inning will start after 9:45 PM.

8. SUSPENDED GAME.

A suspended game will be picked up from the point of stoppage. The game will be played with the remaining time limit or innings, whichever came first.

9. TIME OUTS.

A manager may request time outs for valid reasons. Offensive time outs will be limited to one time out per inning.

10. DEFENSIVE VISITS.

The Manager or Coach of the defensive team will have to remove the pitcher from the pitching position on the second visit to the field in an inning if the same pitcher is on the mound. *A visit to the field is defined as requesting time to talk to any member of the defensive team.* On subsequent pitchers, the rule will be repeated. Injury shall not count as a visit to the field unless the Manager/Coach speaks to the pitcher as to instruct him on game strategy. In the 6U and 8U CP division: only one visit per inning.

11. CATCHER SPEED UP RULE.

If with 1 out, a batter who is the catcher becomes a runner, the last batter or baserunner who was put out may run for the catcher so that the catcher may put on the catching gear. The substituted runner must have been the catcher the previous inning and shall catch the complete next inning, the catcher rule is optional. If the last out was the pitcher, the prior out will run for the catcher.

12. GAME SHEET.

The Home team shall furnish the game sheet. The game sheet shall be the official batting order which shall be held by the game umpire and later turned in to the League Commissioner. Coaches must check game sheet prior to signing. You must complete games sheet players first and last names must be on game sheet with their jersey number.

13. GAME RESULTS.

Manager/Coach of the winning team shall call the result of the game to 305.274.9465.

14. TEN RUN RULES.

The ten-run rule is in effect once a game becomes official (number of innings played). The ten-run rule does not apply to Coach Pitch divisions. Knock out rule takes effect after 4 innings.

15. BALKS.

8U KP: Instructional purposes.

9U / 10U: During the first 2 weeks, a warning will be issued. Rule will be enforced on the third week - *no mater number of games played.*

12U / 14U: No warnings issued.

16. COACHES MEETING.

Prior to the start of the season, a meeting will be held for Managers/ Coaches to review these playing rules. **Meeting is mandatory.** Coaches can input their opinions on any ground rule / vote on any rule changes.

17. PROTESTS.

A protest MUST meet criteria stated under the Major League Rule Book. A protest cannot be filed based on an umpire's judgment call or balls/strikes. You must inform the umpire of your protest at the time of occurrence. You must then write your protest on the back of the official game sheet. **If you are protesting a player, it must be done at the beginning of the game or when player arrives.**

18. DISTANCES.

The following distances are in effect:

DIVISION	PITCHING	BASES
T-Ball	N/A	55 ft.
6U Coach Pitch	N/A	55 ft.
7U Coach Pitch	N/A	60 ft.
8U Coach Pitch	N/A	60 ft.
8U/9U Kid Pitch	40 ft.	60 ft.
10U Kid Pitch	46 ft.	65 ft.
12U Kid Pitch	50 ft.	70 ft.
14U Kid Pitch	54 ft.	80 ft.

19. BUNTING

No **Butcher Boy** allowed in any division. If batter shows bunt, he must bunt.

Semillitas (T-Ball)

1. Games are 3 innings
2. Division time limit is 1:00
3. Soft t-ball baseball will be used. **NO OTHER BASEBALL IS ALLOWED.**
4. Teams will bat 6 batters regardless of outs, except in the last inning. In the last inning, teams will bat entire lineup. If a team has less players, they will bat the same amount as the team with greater number of players.
5. T-ball ONLY - **NO COACH PITCH ON THIS DIVISION.**
6. If a player is tagged out or is forced out at a base, then the player goes to the dugout and does not stay on the base.
7. Score keeping is optional.
8. Player at bat will have 6 swings to hit ball off tee.
9. There is no stealing or leading on bases. One foot must be on the base.
10. Player which is on the pitching mound must remain within the circle around the pitching mound. Player must wear a face mask or a batting helmet with face mask.
11. A team may elect to play with a catcher. The catcher must wear a batting helmet with mask or a catcher mask. He must also wear a catcher's torso protector.
12. Games will have an umpire. Umpires are in total control of the game.
13. The team in the field can have coaches in the field with them to help position the players. Coaches **MUST** complete background checks.

14. Line 100 feet from the back of Home plate shall be marked on the playing field (OR the grass line between the clay infield and grass outfield if approximately 100 feet). Any ball that hits on the line or past the line in the air shall be declared an automatic Home Run. Any other ball hit past the 100-foot line on the ground will be an automatic Double, with runners advancing two bases, regardless if it was touched by a member of the defensive team. The ball is dead once the ball passes the 100-foot line.
15. A clearly defined chalk line to be known as the In-Play Line shall be marked in the playing field. It will consist of a segment of a circle with a 15-foot radius to be drawn from the back of Home plate and intersecting both foul lines. Any batted ball that does not reach the In-Play line will be considered a swing and a foul ball.
16. Runners on the bases cannot advance on an overthrown ball. Example: Batter hits ground ball to shortstop, shortstop fields and throws to first base, however ball goes past first baseman and rolls to fence; runner stays on first base and does not advance to second base.
17. On deck batter must wear batting helmet.
18. Teams must fill out game sheet.
19. The infield fly will not be in effect.
20. Once the ball is hit runners can only advance one base. Unless it's a home run or a ground rule double. Example runner on first ball hit to short stop runner on first advances to second only. (T-ball Major division only) When an outfielder releases the ball play will stop. There will be lines between the bases if runner is passed the line. Runner advances to next base. Release point is Umpire Judgment and cannot be argued.
21. When batting 6 batters or entire lineup. Defensive player must touch a base or home plate to stop play.
22. There will be flat cones next to infield positions, so players know where to stand and a line of cones to first base.
23. Defensive players must be at their positions. Players cannot form an arc in front of home around the pitcher. Player cannot move up to make a play at home.
24. Purpose of this division is to teach the players and prepare them for 5/6U division.
25. Outfielders must be positioned behind the outfield chalk line.

5 / 6U Division – Coach Pitch

1. BATTING

Each batter will be allowed a total of eight pitches (with no more than three of the hitting tee). If a team has less players than the opposing team, they will bat the same number of batters as their opponent. Offensive team can score 6 runs or 3 outs. The last inning or 6th inning, team must get 3 outs. Last inning will be 6th or when there are 15 minutes remaining in the game. Last inning is open three outs must be made. The visiting team can only score or go up if winning by 12 runs in the open inning. EXAMPLE: If the visiting team is leading, they can only score 12 more runs. If the visiting team is losing, they can only go up by x runs needed to tie the game & go up by 12. If the home team is losing, they can score as many runs needed to win the game if 3 outs are not made.

2. IN PLAY LINE

A clearly defined chalk line to be known as the In-Play Line shall be marked in the playing field. It will consist of a segment of a circle with a 15-foot radius to be drawn from the back of Home plate and intersecting both foul lines. Any batted ball that does not reach the In-Play line will be declared a strike on the batter.

3. AUTOMATIC PLAY LINE.

Line 100 feet from the back of Home plate shall be marked on the playing field (OR the grass line between the clay infield and grass outfield if approximately 100 feet). Any ball that hits on the line or past the line in the air shall be declared an automatic Home Run. Any other ball hit past the 100-foot line on the ground will be an automatic Double, with runners advancing two bases, regardless if it was touched by a member of the defensive team. The ball is dead once the ball passes the 100-foot line except on the last batter where there is no AUTOMATIC DOUBLE, play is live.

4. PLAY STOPS.

Play stopped when an outfielder attempts to throw the ball (ball must leave the hand) or when an infielder throws the ball back to the adult pitcher, or time is called by infielder. Once the defensive player attempts to throw the ball near the base (and reaches), the ball is dead. Runners advance if at the time of the throw, they are past the 15-foot line in front of each base.

5. LAST BATTER.

The team batting shall advise the umpire and opposing manager/coach when their last batter comes up to bat. On the last batter, the ball is live (Exception being the Automatic Home Run). A defensive player may step on any base for the force out or run the ball in and step on Home plate. A force out can be done at any base or home plate otherwise the play continues. No runs can score on a force out.

PENALTY: If the last batter is not announced and bats the ball, the batter shall be called out and no runs will score.

6. PITCHER.

The defensive pitcher must remain with at least one foot inside the circle to be drawn around the pitcher's plate. Circle is to be of a four-foot radius. Pitcher must wear a mask (face protector) always.

GBSL Baseball & Softball League

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7. ADULT PITCHER.

The designated adult pitcher must pitch overhand from behind the In-Play line. If the designated pitcher is accidentally hit by a batted ball, the pitch will be done over and will not count toward the batter. Runners will return to their bases.

8. RUNNERS.

Runners are not allowed to take leads and therefore must remain in contact with the base until the ball is batted. Coaches may not touch runners to direct them in their base running. **Penalty:** The runner will be called out.

9. COACHES.

Only three defensive coaches may stand behind the 100-foot line to assist the defensive team.

10. DEFENSIVE PLAYERS.

A team can play with eight players. All players present must play and bat. Infielders shall take their proper positions with the remaining players to be positioned in the outfield, at least 10 feet behind the bases (15 ft. line). Any outfielder in front of the 15-foot line who makes a play on the ball for an out- runner will be declared safe.

11. GAMES.

All games shall be 5 innings or 1 hour and 30 minute's time limits. Once the three-out rule begins, games will be 6 innings. Games called due to inclement weather will be considered official if three innings have been played or four innings played under the three out rules.

12. BUNTS.

Bunting is **not** permitted.

13. CATCHER'S RULE.

A team may elect to play with a catcher if they have less than 11 players. If you have 11 or more players you must have a catcher. The catcher must wear a batting helmet with mask or a catcher's mask. He must also wear a catcher's torso protector. A throw at the catcher for the purposes of getting a runner out will keep the ball live until thrown to the adult pitcher or defensive player calls time in the field of play.

14. INFIELD FLY.

The infield fly will **not** be in effect in 6U CP.

7 / 8U Division – Coach Pitch

1. Coach Pitch will pitch from the circle around the pitching mound.
2. Player who is on the pitching mound must remain within the circle around the pitching mound. Player must wear a face mask or a batting helmet with face mask.
3. Batter will be pitched 6 pitches. Batter does not have to swing at all the pitches. If batter swings at 3 pitches and misses he is considered out. If the last pitch out of the 6 is a foul, batter will get one more pitch. If batter fouls the ball, he will receive another pitch until he swings and misses, or ball is in play.
4. The 3-out rule is in effect.
5. If the defensive team cannot get the 3 outs, the offensive team can score only 6 runs in an inning. The last inning is open: three outs must be made (open inning will be based on 6 innings *or* time). The open inning will be done with 20 minutes left in game time. Visiting team can only go up if winning by 12 runs in the open inning. EXAMPLE: If the visiting team is leading, they can only score 12 more runs. If the visiting team is losing, they can only go up by x runs needed to tie the game & go up by 12. If the home team is losing, they can score as many runs as needed to win the game if 3 outs are not made.
6. When an outfielder throws the ball to their cutoff man and he calls time, the play will stop. If an infielder throws the ball to the pitching coach, the play stops. If the infielder throws the ball to a base to make an out, the ball is live until infielder calls time.
7. There will be a line between 1st, 2nd and 3rd to home plate. If the base runner passes the lines when the ball is considered dead, the runner will be awarded the next base. If the runner does not pass the line, the runner will need to return to the base were the runner was originally.
8. If a ball in the air hits the grass, it is considered a live ball. If fielder contacts the ball, it is a live ball. If the fielder catches the ball, the batter is out. A ball on the ground to the grass is considered a live ball. There are no automatic home runs or ground rule doubles.
9. Ten (10) players may play on defense, with a mandatory four (4) outfielders. There shall be free defensive substitutions.
10. The catcher must wear a catching gear. A throw at the catcher for the purposes of getting a runner out will keep the ball live until time is called by the player with the ball in hand on the field of play.
11. All players must bat in the batting order.

12. Once the ball is thrown into the pitcher's circle area or when an infielder holds the ball while in the infield (the infielder may not ask for time out while standing in the outfield grass area or beyond the chalk in larger fields) and asks for "Time Out", all runners must return to the nearest base. A chalk line will be used between the bases to aid the umpire in determining if a player advances / returns to a base once the ball is dead. If the runner is more than half way to the next base, he may continue to that base. If he is not, he must return to the previous base. Time must be called in the field of play.
13. Play stops when 6 runs are scored, EXCEPT for the last/ open inning – refer to #5.
14. All pitches from coach pitching **must** be overhand.
15. The inning is over once a team gets three (3) outs or the offensive team scores 6 runs (this is for all innings played, except open inning). You then will start the next inning from where you left off in the batting order.
16. 15 Run Rule applies after 3 innings.
17. Outfield defensive player line: an outfielder can make a play if he starts behind the line.
18. Time limit is 1:30 or 6 innings
19. The infielder holds hands up with the ball = time
20. All other MLB rules will apply.
21. Infield fly rule is **not** in effect
22. One (1) bunt per inning is allowed.
23. There will be a 10' radius line in front of the plate. A batted ball must reach this line, or it is considered a foul ball. A bunted ball does not have to reach this line to be considered fair.
24. There will be no intentional walks.

8 / 9U Division - Kid Pitch

1. RUNNERS.

A runner at third may lead no more than 15 feet until the ball leaves the pitcher's hand.

PENALTY: Runner is automatically out. No runner may score from third unless he is either:

- 1) Forced
- 2) Advanced by a batted ball. A bunt does not constitute a batted ball.
- 3) There is a pickoff play at any base by any member of the defensive team EXCEPT the catcher.
- 4) The pitcher, once on the mound with the ball, charges at any base runner and leaves the protection of the mound (a four-foot radius circle drawn around the pitcher's plate). **NOTE:** a fake throw does not constitute a pickoff play,

A runner at third base must be within 15 feet (a drawn line) of third base when the pitcher receives the ball back from the catcher. If the pitcher receives the ball back from the catcher and returns to the mound, and the runner has not gotten back behind the 15-foot line, the runner shall be declared out.

A batter will be called out should the catcher drop the third strike.

2. INTENTIONAL WALKS.

A batter can be pitched to as part of an intentional walk. Managers can also tell the umpire and send the batter to first base.

3. OUTFIELDERS.

A team may play with 4 outfielders positioned no closer than 15 feet behind the bases.

4. BALKS.

NO Balks allowed.

5. Base Stealing

A runner on base must have one foot on the base prior to pitcher setting on pitching mound. Once the pitcher is on the mound, the runner can take a three-step lead. Runner can steal once pitcher releases the ball and is in the catcher's glove.

6. GAME TIMES.

Games are 1:30 time limit.

7. Throwback to pitchers.

When the catcher throws back to the pitcher ball is dead.

9 / 10U Division

1. BASE STEALING.

A runner at third base cannot steal home on the pitch (straight steal of home). The runner may lead off third base but must hesitate on the pitch before scoring on a passed ball. If the runner attempts to steal home on the pitch, the runner shall be declared out.

2. OUT FIELDERS.

Only 4 outfielders are allowed in the outfield.

12U Division / 14U Division

1. BASE STEALING.

A runner at third base may steal home on the pitch provided that the batter **DOES NOT SWING** at the pitch. **PENALTY:** runner is called out. (A bunt or check swing is not considered a full swing) The pitch shall be considered a “no pitch”.

2. CLEATS.

Only in the Midgets (12U) and Juvenile (14U) Division will players be given the choice to wear metal spikes.

Rules.

The following rules apply: GBSL Baseball Ground Rules, League Special Rules and MLB rules.

BIRTH CERTIFICATES.

If birth certificate is requested, Birth certificate must be submitted within 24 hours or player **cannot** play. Managers or coaches should have a binder with child birth certificate and picture.

PLAYERS.

A player on a team must play in **half** the games to be eligible to play in the playoffs. Any player not found on the original roster or did not meet the required number of games - will not be allowed to play in the playoffs. Failure to abide this rule will result in a forfeit – NO EXCEPTIONS.

ROSTERS.

All teams must turn in a completed roster **before** start of the season. Rosters are limited to 15 players. If you do not turn in roster to the league, we will use the game sheets from the first 3 games you played. NO EXEPTIONS. If a team plays with a player not on the roster sheet, the game will be forfeited.

PLAYOFFS.

Playoffs start at the end of the regular season. Coaches need to advise parents. **No schedule request accepted.**

BACKGROUND CHECKS AND ID CARDS.

All Coaches, Managers, Assistant Coaches or Volunteers **MUST** complete a background check via the GBSL website. ID card will be given once background check is performed. You must have this ID to be on the field for games or practices. Per Miami Dade county ordinance and Shannon Melende Act. NO EXECPTIONS.

LEAGUE FORMS.

All league forms including registration forms, roster sheets, and coach's information form **MUST** be turned in by your third game or games will be **forfeited** until ALL documents are turned in. **It's the coach's responsibility to collect these forms and turn them in.**

BATS.

Bats **must** have USSSA stamp as shown below. If you use a bat without the USSSA stamp, hit will not count.



PARKING.

No vehicle will be allowed inside the park premises, unless unloading equipment. The organizations that make up the membership of this league will not assume liability for cars parked around the playing fields, parking is at your own risk. Parking is available in Glades Middle School teacher parking lot located on 94th avenue and between 62nd street and 64th street. No parent or guest of GBSL is permitted to park on 62nd street or 64th street per Miami Dade School Board Rules- everyone must park in school parking lot. If car of guest or parent is parked on 62nd street or 64th street, umpire can and will stop game until the car moves or game will be forfeited. If a team continues to be warned, the game will result in a forfeit. Miami Dade Public Schools does not allow us to open any side gates; we do not have keys to open any side gates. No Miami Dade teacher or employee is not allowed to open the gates surrounding 62nd street, 64th street or 97th avenue. You will need to notify the league office and request for drop-off of any elderly or Handicap via golf cart to the playing fields. Under no circumstance can a player, parent, or coach jump the fence around 62nd street, 64th street or 97th avenue. First an offense warning will be issued, second offense: suspension will be given, third offense: the game will be forfeited. Fourth offense: team will be removed from the league.

TRASH.

All coaches are responsible to keep the dugouts and stands clean after games.

Please make sure all the trash is picked up from your dugout and stands after *each* game.

Note:

If these ground rules are not followed, the league can forfeit games and suspend coaches, parent's and guests. *Any game rules not followed will result in a game forfeit.*