

GMLB League Rules

These rules supersede any other rules either published or unpublished. Any contention can be brought to the Board of Directors with written notice. Failure to comply with any of the rules may result in forfeiture pending a review of the Board of Directors.

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I. Home Team Responsibilities

- A. Will use the dugout on the third-base side.
- B. Take infield practice last.
- C. Official game scorer.
- D. Responsible for bases and scoreboard numbers.

II. Visiting Team Responsibilities

- A. Will use the dugout on the first-base side.
- B. Take infield practice first.

III. Both Teams' Responsibilities

- A. Have field raked before both teams take infield practice, if needed due to inclement weather.
- B. Exchange lineups before the game which includes at a minimum the player's last name and uniform number.
- C. Winning team prepares game write-up and delivers to the side door of The Recorder or submits electronically by 9 p.m. (Ring bell once - drop in slot). Sportsmanship should be considered in the game write-up.
- D. On field batting practice is allowed on game day up to two (2) hours before the scheduled start time of the game.
- E. The Batting Cage is available to all teams on game days up to 30 minutes prior to the start of the game and cannot be reserved.
- F. Police respective sides of the field and dugout for litter. All dugouts are to be cleaned up after every game (cups, wrappers, bottles, etc.).
- G. In case of postponement, continuation, or make-up of scheduled game teams will cooperate with the scheduler.
- H. The Manager of the team scheduled for concession duty is responsible for assigning parents to the concession stand. No game will start until the designated team staffs the concession stand. Failure to do so will result in a forfeit for the designated team.

IV. Sportsmanship and Safety Regulations

- A. No profanity will be allowed. Ejection is at the discretion of the Umpire. Repeat offenders will be referred to the Board of Directors and subject to disciplinary action.
- B. Any players using any profanity, throwing equipment or acting in an unsportsmanlike manner will be benched for the rest of the game, enforced by the Umpire. Repeated offenses will be brought to the Board of Directors for appropriate disciplinary action.
- C. A player can be benched for disciplinary reasons at the discretion of the Manager.
- D. A player whose team is involved in a game that has already started is not allowed at the concession stand.
- E. If a player has three (3) unexcused consecutive absences from practices or games, he or she may be benched at the discretion of the Manager. The Manager is required to notify the Player Agent for review.

- F. Only the on-deck batter may swing a bat to warm up and must be in front of the dugout. No other player shall be outside the dugout or playing field swinging a bat.
- G. No glass objects (bottles, jugs, etc.) or food are allowed in the dugouts or on the playing fields.
- H. No alcohol, smoking or smokeless tobacco is permitted on the facilities or during any league sponsored event.

V. Scheduling and Cancellation Rules

- A. Calendar week will be Sunday through Saturday.
- B. Games that have been postponed, continued or rained out will be rescheduled by the league scheduler. No games will be rescheduled for any other reason unless approved by the Board of Directors.
- C. Make-up games: If both teams fail to field a team on the scheduled date, both teams take a loss.
- D. Umpire will stop and clear the field if lightning occurs and delay game for 20 minutes. Game will proceed at the Umpires discretion.

VI. Coach and Manager Rules

- A. Managers will be responsible for their coaching staff.
- B. All Coaches and Managers are required to wear their team hat while on playing field.
- C. A Base Coach is a Manager or Coach on the team roster. On an emergency basis, only due to a shortage of coaches, the Manager or acting manager is allowed to designate an adult as a Base Coach.
- D. The Base Coach must stay within the coach's box. No physical contact by the base coach with the player is allowed while ball is in play.
- E. Only the Manager may protest an Umpire's call. Coaches should refer all challenges through their Manager.
- F. Harassment of Umpires will not be tolerated. Any incident will be reviewed by the Board of Directors for possible disciplinary actions.
- G. Any coach or manager outside the dugout during the game must remain within close proximity to its entrance with the exception of base coaches.

VII. Equipment Rules

- A. Regulation bats shall be two and one-quarter ($2 \frac{1}{4}$) inches or two and five eighths ($2 \frac{5}{8}$) inches in diameter and must be stamped with the USA BASEBALL logo. No BBCORE bats will be allowed.
- B. The use of "batting sticks" are prohibited due to safety concerns.
- C. First base will be a fixed double bag.
- D. All Male players must wear cups during any practices and or games.

- E. Youth catchers must wear a mask during pitcher's warm-up.
- F. Catchers must wear long model chest protector; skull and mask with throat guards and use a catcher's mitt.
- G. All players must be in complete uniform (Team hat, shirt, pants, and socks). Long sleeved shirts should not be white in color for pitchers. Shirts must be tucked in. Players not complying will not be allowed on the playing field.
- H. Only rubber cleats or sneakers will be allowed on playing field during the game.
- I. No earrings or loose jewelry will be worn during a game or practice.

VIII. Roster and Lineup Rules

- A. Teams must field seven eligible players or forfeit game.
- B. All players will bat in a round-robin order.
- C. A player listed in the starting lineup must always bat in his/her original place in the batting order, but may play any position during the game.
- D. A player that has been replaced in the field may re-enter the game but must bat in the batting order in the position he/she occupied when removed.
- E. All players must be reported, before the game, to the Umpire and opposing Manager.
- F. Any lineup changes during the game must be reported to the Umpire and opposing Manager.

IX. Rules for AAA and Majors Divisions

Pitch Counts

Age*	Pitches per day
11-12	85
9-10	75
7-8	50
6	0

*A player's age is determined as of their league age at the beginning of the season. A player whose birthday falls during the season would not advance to a higher bracket.

Mandatory Rest Periods

Pitches in a game	Calendar days of rest*
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66 or more	4
51-65	3
36-50	2
21-35	1

*A calendar day begins at midnight after the game has been played. Thus, if a player throws more than 50 pitches on Monday, he or she is not eligible to pitch again until the following Friday.

Recording and Managing Pitch Counts

- A. The home team must designate an official score keeper and pitch count recorder. 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/her pitcher must be removed. Managers must confer after every half inning to confirm pitch counts.
- B. At the completion of the game Managers must confirm that the pitch counts are properly recorded for all pitchers of record during the game in both Game Books and sign the other team's book.
- C. The pitcher must be removed when they reach the pitch limit for his/her age group as noted above. The player may remain in the game at another position.
- D. If a pitcher reaches a pitch count age or mandatory rest period limit while facing a batter, they may continue to pitch until any one of the following conditions occurs:
 - a. That batter reaches base
 - b. That batter is put out
- E. In such instances any pitches thrown above the limit will not be counted. For instance, if a pitcher throws their 50th pitch to a batter and, during the course of that at-bat, also throws their 51st pitch the days of rest will be counted at the 36-50 level.

Additional Pitching Rules

- F. The intentional walk is not allowed. Catcher must stay in position behind the batter.
- G. Fast balls and "change ups" are the only legal pitches for the AAA and AA divisions. Major/70 pitchers may throw fastball, change, and breaking pitches. Pitchers will receive one (1) warning upon the Umpire determining that an illegal pitch was thrown and must be removed from pitching if any subsequent illegal pitches are determined to be thrown.
- H. If a pitcher hits two (2) batters in one inning or three (3) batters per game, he/she is to be removed as a pitcher for the duration of the game.
- I. Managers and/or Coaches are allowed two (2) trips to the mound per inning. The pitcher must be removed on the second visit. No more than six (6) visits to the mound per game.

- J. At no time can a player return to the mound as a pitcher in the same game in which the player was removed from that position.
- K. Violation of any pitching rule will result in forfeiture of the game by the offending team.

Hitting and Base running

- A. "Slashing" (fake bunt) is not allowed, and the batter will be warned by the Umpire.
- B. Any runner who does not slide into any base except first base and makes contact with the fielder who is holding the ball or is in the process of catching the ball will be called "out" at the discretion of the Umpire. The throw must be judged playable.
- C. Substitutions for an injured base runner will only be allowed if the player was injured during the game being played and will go to the last out of record.
- D. The "Speed up Rule" may be used during game play to allow a substitute base runner for the catcher of record when there are 2 outs. "Hitting and Base running Rule C" applies to determine the correct substitute base runner.

Game Play

- A. All players must play at least three (3) out of six (6) regulation innings by the home half of the fifth inning. In extra-inning games, players must play in alternate innings.
- B. Players arriving after the posted game time will bat last or not play at the discretion of the manager. Late players will not be able to play if the first batter in the lineup has gone to the plate twice unless the lateness was in direct connection to a school sanctioned event AND the Manager was pre-notified of the situation. In such cases, the player will not be subject to "Game Play Rule A". Late arrivals must be reported to the opposing team manager.
- C. The Plate Umpire may declare a game forfeited in favor of the opposing team if a team fails to appear upon the field within 10 minutes of the scheduled start time. The Umpire will call "Play Ball" at the prescribed time to begin the clock. The Umpire has discretion as to the delay being unavoidable.
- D. No new innings may start after 8p.m. For innings that start prior to 8 p.m. and continue beyond, the umpire can end the game at any time for safety reasons due to darkness.
- E. After four (4) innings of play, a team holding a twelve (12) run or more advantage is declared the winner via a "mercy". The game shall then continue without score being kept for the benefit of the learning experience of the players. Coaches are encouraged to use this time to work with players at unfamiliar positions.
- F. There will be no intentional delay of game. Delay is to be determined by the Umpire.
- G. Free substitution rule is allowed except for the pitcher.
- H. No team practice will go longer than two hours or one hour when a team has a game scheduled.

X. Rules for Majors Division only

- A. All AAA Division call-ups to the Majors Division must be a minimum of ten (10) years old.
- B. The batter may attempt to advance to first base upon a dropped third strike providing: (1) first base is unoccupied or (2) first base is occupied with two outs. The batter will be declared out once they do not proceed towards first base and leave the dirt circle surrounding home plate.
- C. The Major 70 ft. division enforces the balk penalty. For the first three weeks of the season, the umpire shall give each pitcher in each game one warning and instruction before enforcing the balk rule. If a pitch is delivered when a balk is called, the pitch shall be counted toward the pitch count.

XI. Rules for AAA Division only

- A. Base runners shall not leave their bases until the ball has made contact with the catcher's mitt, ground, or has past the catcher. After one (1) warning the base runner will be called out.
- B. Base runners may only advance on a passed ball/wild pitch if their team holds and (8) run or more lead. A runner on third base can only advance home on a passed ball/wild pitch or an overthrow.
- C. Five (5) run rule limit applies for all innings except for the final inning. Scoring five constitutes a complete half (1/2) inning regardless of the number of outs.

XII. AAA and Majors Playoff Rules

- A. For single game series, the team with the best record is always the Home team.
- B. A regulation playoff game shall consist of six (6) innings and must be played to completion by either the Mercy Rule or the normal rules of a regulation game.
- C. The team with the best record is the home team first, then alternating the next game to visitors and back to home team if game 3 is necessary.

XIII. Rules for AA only

- A. Five pitches per hitter when coach is pitching. The coach will pitch inning one through four. The "at bat" can end in strikeout as early as three pitches, swinging strikes only, no called strikes. Batter is out if the ball isn't put in play by pitch five even if the player doesn't swing and has less than three strikes. A foul ball on the fifth pitch is the only way extra pitches are thrown. A caught foul ball with two strikes on the batter is an out.
- B. No BB, HBP, Infield Fly, Stealing, or Bunting when coaches are pitching. Coach must be at least 35 ft from home plate, edge of mound, and pitching from his/her feet, no kneeling.

- C. 4 run rule per inning is in effect during coach pitch.
- D. The players will pitch the 5th and 6th innings. The players will have the pitch count responsibilities that coincide with their age. The 4 run rule is in effect for the 5th inning. The 6th has no limit. However, if 4 runs are reached in the 6th due to excessive walks, the defensive coach may opt to have the opposing coach come in and pitch in order to give the players a chance to make plays in the field. If the pitchers are throwing strikes it is encouraged to leave them in. Pitchers 8 and under may pitch from a temporary rubber 42 ft from home plate. Pitchers 9 or older must pitch from the regulation mound.
- E. No infield fly, stealing, or bunting while players are pitching.
- F. If a team has a lead of 10 runs or more by the end of five complete innings, a mercy rule is in effect.
- G. Infielder must play on the dirt (no playing shallow in the infield grass). Outfielders must play on the outfield grass until the ball is hit.
- H. May play with 10 fielders but the extra field must play in the outfield.
- I. The catcher must wear all equipment including a catchers mitt.
- J. A batted ball that hits a coach/pitcher is considered a dead ball foul, unless intentional contact is made. The batter is then out.
- K. Once the ball is in control of an infielder in the infield, the play is over and base runners may not advance. If they are between bases they may finish the base they are advancing to.
- L. Rules not listed will follow GML/AAA rules.

XIV. Rules for Rookie Division

- A. The game will be played with a coach pitching. The coach may pitch from his/her knees if they choose. Up to two additional coaches may be on the field to assist with instruction. The coaches must begin and end the inning on the field. The player playing pitcher must be behind the coach and to one side or the other.
- B. An "at bat" will consist of 5 hittable pitches from the coach. If on the fifth hittable pitch the ball is not in play the player will hit off a tee. Upon hitting off a tee, the batter may run to first base and stay if reached safely. However, the batter will be considered an out for that innings out count. If the first batter is an out but hits safely off the tee, a double play can not end the inning. The third batter may hit and then the inning is over.
- C. Upon reaching safely, the batter now becomes another eligible base runner where they may be called out or score on subsequent plays.
- D. No BB, HBP, infield fly, stealing, or bunting.
- E. Runners will not leave a base early and may only advance after a ball is hit.
- F. All runners may advance one base only on any ball that enters foul territory on the first or third base side, or on an overthrown at 2nd base or home plate.
- G. Once the ball is in control of an infielder in the infield, the play is over.
- H. The batter may attempt an extra base hit if the ball is hit into the outfield.
- I. Coaches will do the umpiring.

J. A game will consist of 6 innings.

K. A four run rule will apply for all innings. There will be no open inning in the 6th.