



Germantown Baseball League RECREATIONAL BASEBALL RULES

GENERAL CONDUCT RULES

Rules for the Germantown Baseball League are applied in the following order of precedence:

1. This document
2. USSSA baseball rules (<http://ussabaseball.org>)
3. TSSAA High School baseball rules
4. Major League baseball rules

In all situations not readily covered, common courtesy and good sportsmanship are to take place. We want everyone to be zealous and competitive, but not at the expense of the players, parents and the City of Germantown.

All league problems, disputes, challenges, etc., shall be communicated and handled as outlined in the Germantown Baseball League (GBL) Issue Management policy, which is available at <http://gblbaseball.org>. Further, it is expected that all players and adults abide by the GBL Code of Ethics.

Players, coaches or parents shall not ride, taunt, heckle or poke fun at any member of the opposing team. This shall be considered unsportsmanlike conduct and the player(s), coach(es), or parent(s) shall be subject to removal from the game and/or ballpark. This includes (but is not limited to) catchers talking/distracting batters, runners clapping/yelling to distract pitchers, dugout players or coaches making loud noises to distract batters/pitchers, etc. The umpires have been instructed to issue a fair warning and then eject any person from the game who violates this rule. Chatter shall be allowed as long as no child is made fun of, provided the umpire has not asked your team not to chatter.

No parents (Except coaches) are allowed on the field. A maximum of three coaches are allowed on the field for this league. All coaches must be inside the dugout or directly in front of and within arm's length with the dugout fence, unless they are in the coaching box on offense.

The head coach is responsible for ensuring and communicating proper conduct from all players, coaches, and parents. No coach, player, or parent is allowed to harass, yell, argue, or intimidate the umpires or challenge calls on balls and strikes. The umpires and field directors have the authority to warn and/or eject any player, coach, or parent from the

field for harassment. Also, the head coach may be ejected after proper warning for failure to ensure proper conduct of his coaches, players, and/or parents. Any player or coach that is ejected for misconduct will also serve a minimum of one game suspension. This also includes any actions at the end of the game where ejection is not feasible due to the completion of a game. The length of the suspension may be lengthened based on the severity or previous conduct as determined by the GBL Board of Directors.

The use of all tobacco and alcohol is prohibited anywhere on the fields, dugouts, bleachers, or common areas between the fields.

GENERAL RULES OF PLAY:

BATTING ORDER, PLAYING TIME, ETC.

The batting order or line up must include all players present for a game and be given to the other team's scorekeeper prior to the start of the game. This includes the name and number of the player. No player can be added to a line up after the start of a game. This batting order must be maintained once the game has started. Any player batting out of order shall be called out in accordance with Major League Baseball Rules. If a player is not present at the start of the game but joins the team after the game has started, he will be removed from his original place in the order and placed at the end of the order, unless a call up player is being used, then the call up player will bat last and the late player shall bat next to last. The coach must inform the umpire and the opposing team of the change in order.

Each team must be able to field at least eight (8) players defensively to start the game.. One of the players must be a catcher. Offensively a team with only eight (8) players will have an automatic out when the ninth batting slot bats. This rule will also take effect if due to injury the team is left with only eight (8) players.

A team is eligible to use a "call up" player if they have less than 9 players who will be eligible to play in a game. The call up player must be a registered, active participant in GBL League Division only, and can only be called up from the age group immediately below the team needing the player. The call up player must be in the older age group of the division. (TB = 6, CP = 8, 9-10 = 10, 11-12=12, 13-14 = 14) The call up player must play the entire game as a usual player and rotation schedule is observed. The call up player may not pitch (or play the pitcher position in Coach Pitch) must bat last in the lineup.

Once a team has taken the field defensively, no player can be taken off the field during that inning except for injury or illness, except for the removal of a pitcher. Players may be shifted from one defensive position to another during the inning. All players present must play at least every other inning in the field. Failure to comply with this rule will result in an automatic forfeiture. Since this is a recreational league, it is expected that Coaches will rotate players in different defensive positions (examples are allowing players to learn and play both infield/outfield, rotating who sits out each inning, etc.).

In 9/10 and CP, a maximum of six players (including pitcher and catcher) may be in the infield on defense, and the outfielders must be positioned on the outfield grass and a minimum of thirty feet behind the base paths.

Bunting is allowed.

OFFICIAL GAME, RAIN, SCORING, ETC.

No new inning may be started after the time limit for that league has expired. If the home team is batting when the time limit expires and is ahead or the batting team is mathematically eliminated due to run limit rule, the game will be called. A new inning begins when the third out of the bottom of the previous inning has been made. If the game is tied after the final regulation inning has been played, a new inning may be started if the time limit has not been exceeded. If the time limit has expired, the game ends in a tie.

If the schedule does not indicate otherwise, the home team is the team listed first on the schedule. The home team will occupy the dugout closest to the scoreboard. The home team is the official scorer and is responsible for noting the start of time in the scorebook as provided by the home plate umpire. It is the responsibility of the visiting team to confirm the score at the end of each inning. If a scoring dispute occurs, the visiting team must notify the head umpire before the next 1/2 inning starts. The umpires are responsible for resolving any scoring dispute before allowing play to continue. The visiting team will supply the scoreboard operator, if applicable

In case of rain, acts of God, etc., a game will be recorded as an official game if the minimum number of innings has been played for an official game. In league play if an official game is called during a partial inning the official score shall revert back to the last complete inning unless the home team has tied or taken the lead in the partial inning. If the home team has tied or taken the lead in the partial inning that score shall become the official score. In tournament play if the minimum number of innings have been played for an official game and the game is called during a partial inning the score shall revert back to the last complete inning and the game will be continued on the next available day as assigned by the league director. The continued game shall consist of one extra inning unless the score is tied at which point the game will continue until there is a winner. It shall be the responsibility of the home team to keep an accurate record of the official game. All pitching and play rules are in effect as if the continued game was the official game.

Games that are called before the completion of an official game will be replayed from the start. Innings pitched in an incomplete game will be counted as innings pitched during the week.

The home plate umpire is responsible for declaring when the time limit has expired. The scoreboard time clocks may be used during games. The scoreboard, however, is not the official clock due to potential problems, malfunctions, operator error, etc. Further, the home plate umpire has discretion to add additional time to a game due to a lengthy delay caused by injury that requires medical attention, or unforeseen stoppage of a game. The

home plate umpire must inform both coaches of a decision to add time when the incident occurs. This is not to be used to offset wasted time by coaches/parents, etc in arguments, intentional delays, or very minor injuries.

In each of the first three innings, both the visiting and home team will be allowed to score the maximum of five (5) runs per inning before three (3) outs have been made. For the fourth (4th) and subsequent innings, the visiting and home team will be allowed to score the maximum of ten (10) runs per inning before three (3) outs have been made.

If at the completion of three and one half innings, the home team is ahead by twelve (12) or more runs, or after four complete the innings the visiting team is ahead by twelve or more runs; the slaughter rule is in effect, and the game is officially recorded as a complete game. The slaughter rule will also take effect any time a team is mathematically eliminated from the possibility of winning due to run limitations. The official scorer is responsible for recording the runs scored per inning for both the visiting and home team. The scorer will notify the plate umpire when the maximum number of runs have been scored in an inning.

PITCHING

A player may not exceed the pitching limits for a game or week as outlined for each age group. This rule applies to league as well as tournament play. Pitch count rules are covered in the GBL Pitch Count and Tournament Rules document.

Pitchers may not re-enter the game as a pitcher (Exception: 15-18 league the starting pitcher may be reinserted as a pitcher one time, but not in the same inning he was removed.)

Any pitching protest regarding a violation of the above pitching rules must be filed with the head umpire immediately. When a pitcher throws one (1) pitch to a batter beyond the pitching limitations he is guilty of a violation. The offending team shall forfeit the game.

If a pitcher balks, he will receive one warning. If he balks again, the ball will be dead and base runners advance one base (9/10 league does not have balks).

Any pitcher hitting a batter with a pitch three times in a game must be removed from the mound.

BASE RUNNING and FIELDING

Regular baseball rules apply in 11/12 and older age groups. Runner may take a lead and then steal at own risk in 11/12 and older age groups. Also, the batter can run on a dropped third strike under the regular rules of baseball in 11/12 and older age groups.

In 9/10, once the pitcher is on the pitching rubber and in possession of the ball, and the catcher is in the catcher's box, any runners cannot advance or leave the base. After the pitch, once the pitcher has received the ball from the catcher and is on the pitching rubber, any runner that was off base must return to the nearest base. Once the ball is pitched and

crosses the plate, runners may advance at their own risk from first or second base only. Runners may not advance from third base or attempt to steal home, unless a live ball play is being made at first, second, or third base. A runner on third base may attempt to advance to home on an overthrown ball back from the catcher to pitcher. If a runner tries to advance in the umpire's judgment before the ball passes home plate, the following rules apply:

- If he arrives safely, he is returned to the original base.
- If he or another runner is tagged out, the runner is out and any other runners return to their original base.
- If at the same time the batter hits the ball, the runner is awarded with one base more than the batter.
- If, after the umpire warns a coach about his players leaving base early, the umpire may call the runners on that team out for abuse of the rules.

On a throw by a fielder, which goes over a foul line fence or into a dugout, runners will be awarded one base in addition to the base which they were advancing. On a pick off throw by the pitcher, which goes over a foul line fence or into a dugout, runners will be awarded one base.

The infield fly rule is used in the 11/12 and older age groups.

Any base runner that intentionally collides with malicious intent into a defensive player shall be ejected from the game. The runner may also be called out if the defensive player was in possession of the ball or in the process of making a play on the runner. Malicious intent is defined as purposely attempting to take out a defensive player or prevent him from making a play. Any player simply running the bases or making a legitimate attempt to slide into a base will not be considered to be having malicious intent. While sliding is not mandatory, any player not sliding and making contact with a fielder is risking ejection if such is warranted in the umpire's opinion. This is a judgment call by the umpire.

Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball could also be ejected for malicious intent. A fielder may not block any base or base path while not in possession of the ball. The runner could be awarded the base due to obstruction anytime that he is prevented from reaching the base due to contact with a fielder that is not in possession of the ball. Once in possession of the ball, the fielder may block the base in any way that they see fit to prevent the runner from getting to the base (provided there is no malicious intent.)

In 15-18 league, teams may substitute a courtesy runner for their catcher should he become a base runner with two outs. The courtesy runner must be the player that made the last out.

EQUIPMENT

Batting helmets shall be worn at all times by the batter, on-deck batter, and all baseball runners. A player who deliberately or intentionally removes his helmet, while the ball is in play, will be immediately called out. This is a judgment call and final. The intent of this rule is to reduce the chance of an injury.

Any player warming up a pitcher must wear a facemask.

Only the GBL issued uniform and cap will be worn in league and tournament play.

Hitting practice sticks are prohibited inside the fence or field of play during games.

The umpire will give a player one (1) warning for throwing a bat. If the warned player throws his bat again, he will be automatically called out and a dead ball exists.

Each team will supply one new game ball for each game.

In the CP (7-8) league big barrel bats will not be approved. Only 2 1/4" barrel bats (often labeled "Approved for play in Little League") should be used. In the 9/10 league the bat size must be 2 5/8" or smaller. Appeals as to whether a bat is approved should be made to the home plate umpire **before** the bat is used. The offensive coach should not pitch to any batter using an unapproved bat. Should an unapproved bat be discovered during a game it should be removed from the playing field. Any plays resulting from the use of an unapproved bat will be official and may not be appealed.

League Overviews

	CP	9/10	11/12	13/14	15-18
Time Limit (min)	80	80	105	105	105
Innings	5	5	6	6	7
Official Game					
Home Team Leading	2½	2½	3½	3½	3½
Visiting Team Leading	3	3	4	4	4
Pitching Distance	40'	45'	50	54'	60'6"
Base Path Distance	60'	60'	70'	80'	90'
Max Defensive Players	11	10	9	9	9
Run Limits					
First 3 Innings	5 ¹	5	5	5	5
Subsequent Innings	10	10	10	10	10

¹ For CP the 5 run limit applies to the first four innings.