



**Germantown Baseball League
2015 PITCH COUNT RULES**

The spirit and intent of the following rules are established to protect athletes throwing arms from over-use injuries. They are not intended to restrict a team’s ability to complete effectively, nor are they targeted towards any specific situation.

Pitch Counts

1. A pitcher may not pitch in non-GBL games while the team is participating in the end of season tournament.
2. Pitchers removed from the position may not return as pitchers within the same game.
3. The Head Coach is responsible to remove the pitcher when individual pitcher reaches the limit for his/her age group as noted below. The pitcher may remain in the game at another position.
Age Bracket:
 - A. 15-18; 105 pitches per day
 - B. 13-14; 90 pitches per day
 - C. 11-12; 80 pitches per day
 - D. 9-10; 60 pitches per day
4. **Exception:** If a pitcher reaches the limit for his/her age bracket while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - A. That batter reaches base;
 - B. That batter is put out;
 - C. The third out is made to complete the half-inning
5. All Pitchers must adhere to the following requirements:
 - A. If a player pitches 46 or more pitches in a day, two (2) calendar days of rest must be observed (see below). Example: Pitch Saturday, Rest Sunday, Monday, eligible to pitch again Tuesday. (Exception: 15/18 Division – 66 or more pitches = 2 days rest)
 - B. If a player pitches 21 to 45 pitches a day, one calendar day of rest must be observed (see #6 below). (15/18 Division -31 to 65 pitches = 1 day rest) Example: Pitch Saturday, Rest Sunday, eligible to Pitch again Monday.
 - C. If a player pitches 1 to 20 pitches in a day, no rest is required. (15/18 Division = 1 to 30 pitches = no rest required)
 - D. Pitchers may go over the allotted pitch count ONLY to finish current batter. If pitch count exceeds allotment above rules will still be in effect.

All Pitchers 14 & Under	
46 or more pitches	2 Days Rest
21 to 45 pitches	1 Day Rest
1 to 20 pitches	Available

All Pitchers in 15/18 Division only	
66 or more pitches	2 Days Rest
31 to 65 pitches	1 Day Rest
1 to 30 pitches	Available

6. A player may not pitch in back-to-back games. **Exceptions** – A player may pitch in consecutive games if:
 - A. Less than 46 pitches (<66 in 15/18) were pitched in the previous game or,

- B. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided player delivered 45 or less pitches.
- C. Required rest days have elapsed.
- D. **Back to Back Games:** If a team plays back-to-back games on the same day, the pitcher is eligible to accumulate their maximum allowable pitches.

9-10: 45 in game 1, 15 in game 2
11-12: 45 in game 1, 35 in game 2
13-14: 45 in game 1, 45 in game 2
15-18: 65 in game 1, 40 in game 2

- 7. In the event of a game that is suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of number six (6) above shall apply.
- 8. Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. A protest is called by a Head Coach only in consultation with the umpire while the umpire remains on the field (meaning the game is underway or within time limits). The umpire may choose to include the Director on Duty for clarification. Umpires can, at their discretion, revise outs/pitch count if/where a violation has occurred (with or without Director on Duty input). In the event that intentional excess pitch count occurs, the player is to be ejected from the remainder of the game and will remain in the dugout.
- 9. Additional penalties up to and including disqualification of the Head Coach from further participation may be imposed if, in the opinion of the GBL Directors and Umpires Committee: *A coach takes any action that results in flagrant violation of the GBL Code of Conduct. A coach willfully and knowingly disregards the requirements of this set of rules.*

Additional Rules

- 10. Intentional walks require four (4) thrown balls to the catcher, outside the hitting zone (No automatic walks without throwing). Balls thrown count against total pitches, and are live play (meaning: a batter can attempt to hit them while in batter’s box, pass balls are live for on-base runners).

Pitch Count Tracking and Reporting

- 11. Tracking of pitch counts is required to be maintained by each team within their scorebooks. At the conclusion of each inning, scorers from each team should confer on pitch counts and record in their scorebooks. Each team’s Head Coach is responsible for accurate and timely tracking, recording and reporting.
- 12. The Home team is responsible for reporting scores and pitch count information to the League Director designee. They will provide pitcher names and pitch count totals for both teams.
- 13. Directors will track and post pitch counts on GBL website.

Tournament Time of Play

14. A game is complete at the end of regulation time. A fifteen (15) minute maximum extension to complete 4 or 5 innings is allowable at the Umpire’s discretion. In the event of a tie, each team will (in order of inning rotation) place the previous inning’s last three batters in rotation on base – last on third base, second on second base, first on first base. Fourth batter and any sequential batters will face opposing team’s pitcher until one out is achieved. Runs scored from any live play apply to score. Winner determined by final score. Repeat if needed to break tie.

A. Official Game Time:

9-10: 1:20
11-12: 1:35
13-14: 1:45
15-18: 1:45

B. Slaughter rules are enforced (12 runs in 4 innings, 11 runs in 5 innings).



**Germantown Baseball League
2015 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. Any coach or person ejected must leave the park. They are not permitted to stay by or around the field. The game will not resume until the person has left the park. 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/in the dugout for this league (For T-Ball, Jr. Coach Pitch and Coach Pitch leagues four coaches are permitted on the field/inside the dugout). 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 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 and 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 nine (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/JR CP=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 is only eligible to play right field or left field and may not pitch h) and 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, CP and Jr. CP, a maximum of six (6) 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 only in 9-10 leagues and above.

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 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 ½ 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 if the continued game was the official game.

Games that are called before the completion of an official game, if replayed, 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 (3) 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, except in Coach Pitch. Please see enclosed table for Coach Pitch exception to this rule.

If at the completion of three and one half (3 ½) innings, the home team is ahead by twelve (12) or more runs, or after four complete innings the visiting team is ahead by twelve (12) 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 has 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 Rules document.

Pitchers shall have one minute of warm-up time and be limited to five (5) warm-up pitches at the start of the game and between innings. The time clock begins for pitchers as soon as the third out is made or a run limit met in the prior inning. The umpire may, in the case of a pitching change or emergency exercise discretion to allow additional warm-up pitches.

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 13/14 and older age groups. In the 9/10 and 11/12 age groups a batter may not run on a dropped third strike, the batter is out, however the ball remains a live ball for any other runners on base.

New for 2105: Courtesy runner:

In 11/12, 13/14 and 15+ leagues only: a courtesy runner may be substituted for the catcher on record but only in the event there are two outs. The courtesy runner must be the player that made the last batted out. If the last batted out was not made in that inning, the courtesy runner reverts to the player that made the last batted out the previous inning. In the event a team inadvertently places the wrong last batted out player on base, the correct player should be substituted immediately without penalty. This rule is intended solely to speed up the pace of play.

In 9/10 only, 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. Stealing of home is not allowed under any circumstances. A player on third base can only score under the following scenarios: (1) via either a base on balls, hit by pitch, or other events in which the batter is awarded first base while the bases are loaded, or (2) a ball put into play via batted ball. If a runner vacates any base he does so at his own risk and can be tagged out, even if that runner is prohibited from advancing per this rule.

For purposes of clarity: A player may not steal home upon an overthrow to the pitcher from the catcher. Additionally, when the batting team has runners on first and third, the catcher is encouraged to try and throw out the runner attempting to steal second base. Even if the catcher overthrows second and the ball rolls into the outfield, the runner on third cannot advance home, so by default, the runner that is now safe at second cannot advance to third. If there is only a runner on first, and he steals second, he may advance one base at his own risk but cannot score from third upon reaching third base safely.

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 the 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 always 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. Sliding is however mandatory at home plate if there is a potential for a "play at the plate". If there is a collision at home plate due to a runner not attempting to slide that runner will be immediately ejected from the game and any subsequent "at bats" in the order for that game will be deemed an automatic out. This is also a judgment call by the umpire as to whether there was a "play at the plate" or whether the runner made an attempt to slide.

Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball may, at the umpire's discretion 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.

Metal Cleats or "spikes" are allowed in the 15+ league only. For clarification, they are not allowed in all other divisions.

BAT RULES

Bat Rules are put into place for Player Safety. It is the responsibility of Parents, Players and Coaches to make sure that only approved Bats are used by Batters. Coaches should inspect the Batters before each game to ensure that all Bats in the dugout are approved for use. Coaches should "remove" any unapproved bats from the dugout to avoid inadvertent use.

For ages 4-14:

The bat shall be an unaltered baseball bat (not softball), with the following age specific requirements:

- All non-wood bats "MUST" meet 1.15 BPF (Bat Performance Factor) for the life of the bat and "MUST" possess a "clearly identifiable" manufacture's certification stamp. This will include 2 ¼" , 2 5/8" and 2 ¾" barrel bats.
- The diameter of the barrel of the bat shall be no larger than 2 ¾".
- BBCOR bats are legal for use in ages 4-14.
- Bats that are broken, cracked, dented or deface the ball are illegal.
- There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.
- Molded grips and Choke up knobs are illegal

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 shall be removed from the playing field. Any plays resulting from the use of an unapproved bat will be official and may not be appealed. To clarify, the use of an illegal bat does not constitute an out. The play stands and the bat must be removed from play. Failure to consistently apply these requirements will be reviewed by the league director and appropriate action will be taken for any coach violating these rules.

For ages 15-18:

- BBCOR Only:** All non-wood bats “MUST” meet BBCOR (Batted Ball Coefficient of Restitution) and “MUST” possess a “clearly identifiable” manufacture’s certification stamp.
- DROP 3 MAX :** A bat shall not weigh numerically more than, three ounces less than the length of the bat.
- The diameter of the barrel of the bat shall be **no larger than 2 5/8”**.
- Wood Bats** are allowed for use but must comply with “Drop 3” and barrel diameter limit
- Bats that are broken, cracked, dented or deface the ball are illegal.
- There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.
- Molded grips and Choke up knobs are illegal

***New for 2015 – Penalty for use of Illegal Bat Rule for 15-18 Division**

- If an Illegal Bat is found to be used while the Batter is “at bat” (has taken at least one (1) pitch and has not advanced to base), the Batter is “called out” by the Umpire.
- Illegal Bat is removed from the field of play and the dugout to avoid an inadvertent 2nd offense.
- If the use of an illegal bat is found after the batter advances to base, no penalty is applied. Illegal Bat is removed from the field of play and the dugout to avoid an inadvertent 2nd offense.

LEAGUE OVERVIEWS

	Jr. CP	CP	9/10	11/12	13/14	15-18
Time Limit (minutes)	70	80	80	95	105	105
Innings	4	5	5	6	6	7
OFFICIAL GAME						
Home Team Leading	2 ½	2 ½	2 ½	3 ½	3 ½	3 ½
Visiting Team Leading	3	3	3	4	4	4
Pitching Distance	Any	40’	45’	50’	54’	60’ 6”
Base Path Distance	50’	60’	60’	70’	80’	90’
Max Defensive Players	No Max	11	10	9	9	9
Run Limits						
First 3 Innings	5*	5*	5	5	5	5
Subsequent Innings	-	10	10	10	10	10

***For JR. CP and CP the 5 run limit applies to the first four innings.**



**Germantown Baseball League
2015 RECREATIONAL COACH PITCH BASEBALL RULES**

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

GENERAL RULES OF PLAY

BATTING ORDER, PLAYING TIME, ETC.

A maximum of six players (including pitcher and catcher) may be in the infield on defense, and the maximum of six outfielders must be positioned on the outfield grass and a minimum of thirty feet behind the base paths. The infielders must remain behind the base paths until the ball is hit. The pitcher infielder must remain farther away from home plate than the coach/pitcher until the ball is hit. Bunting or half swings intended to restrict the flight of the ball are not allowed. The infield fly rule is not used in this league.

OFFICIAL GAME, RAIN, SCORING, ETC.

In each of the first four (4) 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 fifth (5th) 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 (4) 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 has been scored in an inning.

PITCHING

A dead ball circle will be provided around the pitching rubber. The coach uses this dead ball area to stop play and to initiate pitches. In the event that a circle is not provided, the umpire will designate an imaginary dead ball area. A coach pitcher must pitch from inside the dead ball circle. His entire body must be inside the circle until the ball is released. Once the ball is hit, the coach pitcher must move into foul territory and out of the way of the play. If this coach pitcher is hit with the ball directly from the bat, the play is "dead" and base runners must return to their base, while the pitch is replayed. If a

pitcher or any coach intentionally interferes or catches a batter ball, interference will be ruled and the batter called out. In this case, runners would also return to their Batters will receive a maximum of seven (7) pitches. On the seventh pitch, the batter will be declared out if the bat is swung or not, unless it is hit into fair play. If the ball is hit into foul territory on the seventh pitch, the batter will be allowed one additional pitch. This is the final pitch and the batter will be declared out if the pitch is not hit into fair territory.

BASERUNNING and FIELDING

No leading off or stealing will be allowed. Runners can only advance on hit balls. On an overthrow to first base after a hit ball, a runner may only advance one additional base at his or her own risk, regardless of the subsequent action on the overthrow. This means that a batter on a hit and overthrow to first, may only proceed to second base at their own risk. Likewise, a runner starting on first base could only advance to a maximum of third base on a hit ball and overthrow to first baseman. Other overthrows are live balls and runners proceed at their own risk. On a throw by a fielder that goes out of play over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing. Play is considered terminated and the ball dead when any defensive player possesses or controls the ball inside the dead ball circle. (Exception: If a batted ball is hit directly into the dead ball circle and fielded, the defensive player may elect to attempt to make a play on the batter or runners.) Once the play is dead in the circle, runners must return to their last base, unless they are more than halfway to the next base. This is a judgment call by the umpires and is final. Once any defensive player has possession in the dead ball circle as noted above, play is stopped and cannot be re-initiated.

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 may, at the umpire's discretion, 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 will 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.)



**Germantown Baseball League
2015 RECREATIONAL JR. COACH PITCH BASEBALL RULES**

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

GENERAL RULES OF PLAY

BATTING ORDER, PLAYING TIME, ETC.

A maximum of six players (including pitcher and catcher) may be in the infield on defense. Any additional players on the team shall play in the outfield and must be positioned on the outfield grass and a minimum of twenty feet behind the base paths. The infielders must remain behind the base paths until the ball is hit. The pitcher infielder must remain farther away from home plate than the coach/pitcher until the ball is hit. Bunting or half swings intended to restrict the flight of the ball are not allowed. The infield fly rule is not used in this league.

OFFICIAL GAME, RAIN, SCORING, ETC.

A game shall consist of four (4) innings. In each of the 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. In the last inning, each team will still be given the maximum of five runs. If a team cannot score enough runs to tie or win the game in the last inning, it is up to the respective coaches to decide if that last inning will be played. The league would prefer the game continue to allow additional opportunities for each player. If at the end of four (4) innings the game is tied, the game shall end in a tie.

PITCHING

A circle will be provided around the pitching rubber. This is provided merely as a guide for a coach to determine where to stand to pitch. A coach may pitch standing up or kneeling either inside or outside the pitcher's circle. Although left to the coach's discretion, to the extent possible, the coach should try to stand or kneel inside the pitcher's circle. Each batter will receive up to seven pitches to bat the ball into the field of play. If the batter is unable to put the ball into the field of play after the seventh pitch they are considered out. If on the seventh pitch the batter hits a foul ball, the batter will be given one additional pitch which must be hit into the field of play or the batter is out. To be considered a hit, a batted ball must go beyond the grass cut out at home plate or if there is no grass cut out, a minimum of 5 feet.

BASERUNNING and FIELDING

No leading off or stealing will be allowed. A batter or baserunner will only be allowed to advance one base on a ball hit into the infield at their own risk. For any ball that goes into the outfield, the

batter/base runner may continue to advance until the play is deemed dead. A play is deemed dead after the ball is under complete control of the defensive team within the confines of the infield. This is a judgment call by the umpire and is final. There will be no advancement on overthrows regardless of the base or situation.

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 may, at the umpire's discretion, 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 will 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.)



**Germantown Baseball League
2015 T-BALL RULES**

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

GENERAL RULES OF PLAY

The Tee-Ball League is for 4, 5 and 6-year-old boys and girls. The primary goal of the league is to teach the fundamentals of baseball and to have fun. These rules are only provided as general guidelines. The most important part of the game is to make sure the kids are learning and having fun.

A maximum of six players (including pitcher and catcher) may be in the infield on defense. Any additional players on the team shall play in the outfield and must be positioned on the outfield grass and a minimum of ten feet behind the base paths. The infielders must remain behind the base paths until the ball is hit. The pitcher/infielder must remain farther away from home plate than the coach/pitcher until the ball is hit. Bunting or half swings intended to restrict the flight of the ball are not allowed. The infield fly rule is not used in this league.

The catcher at all times must be wearing a catching helmet or batting helmet and be against the backstop during at-bats. The catcher may attempt to make plays on runners at home plate but **MUST NOT** block the plate or the base path without possession of the baseball.

No one or two players can be placed at pitcher's mound and/or first base for the entire game. Each coach should rotate players in these and all positions. Each game shall last a maximum of three (3) innings or one hour.

The batting team will be allowed one (1) adult at home plate, first base and third base. The fielding team will be allowed two (2) adults located behind the base paths, only. The batting team coach can tell the runner when to run, but cannot touch the runner, or the runner will be out.

BASERUNNING and FIELDING

No leading off or stealing will be allowed. A batter or base runner will only be allowed to advance one base on a ball hit into the infield at their own risk. For any ball that goes into the outfield, the batter/base runner may continue to advance until the play is deemed dead. A ball that is hit past the base paths into the outfield will stay "in play" until the ball crosses back inside the base paths into the infield. The ball does not have to be touched once it is in the infield to stop play. (Ball crossing base paths stops play, even though the ball may be overthrown and roll off the field.)

Coaches may call "Time" to regroup and/or instruct the players. "Time" will only last two minutes.

The batter, on-deck batter and runners will have a batting helmet on at all times.

HITTING

Each team will bat all players each offensive inning. Once all players from a team have batted that half inning is over and the other team shall bat. The score shall not be kept. A player who is called out may remain on the base at the coaches' discretion, however it is encouraged to have kids not stay on base to teach them the game of baseball. After first inning, the line-up will be reversed. The line-up may not be changed during the game. Late arriving players may be added to the bottom of the line-up.

The "T" will sit IMMEDIATELY behind home plate. For a "hit" to count, the ball must go at least five (5) feet beyond home plate in fair territory, otherwise it is considered "a strike". A batter shall be given ample opportunity to bat a ball in play. Batters should not be called out on strikes. However, excessive attempts to bat a ball into play should be avoided in order to not hold up play. If a player can't, in a reasonable amount of time, put the ball into play the batter's coach can declare him out on strikes. Each player will be allowed 3 balls pitched by the coach. If after three balls, the player does not get a hit, regardless of where the balls were pitched by the coach, the ball must be put on the tee and hit by the player. If the player swings and misses the ball, it may be placed on the tee and another attempt to hit the ball will be allowed until the ball is put into play. An adult will place the ball on the Tee. Adult supervision is important around home plate.

A coach may touch the player to position him while he is in the batter's box. He may also adjust the Tee height and instruct the player at any time. No fielder may intentionally, or be coached, to roll a ball to a base or another player. (This technique does not aid the player in learning the true fundamentals of baseball). Each Coach has the option to remove the batting tee for any batter and pitch in any safe manner from any distance, to the batter, as long as he does not hold up play. All above rules remain the same,