



**ESTABLISHED SEPTEMBER 26, 2002**

**2010  
BASEBALL  
RULE BOOK**



# National Office

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# Section 01 – Guidelines and Procedures

## **Purpose:**

- (1) To seek the best competition, sportsmanship and brotherhood of coaches, players, fans and spectators alike regardless of race, religion, sex, or age. GSA is committed to providing the highest level of competition possible for all age groups. We offer 6 classifications to assure teams the ability to play other teams of their same caliber. Those 6 classifications are A – Gold, A – Silver, B – Gold, B – Silver, B – Bronze, and B – Copper.
- (2) To do our best in classifying teams to where they can be competitive and enjoy the game of Baseball. No Team enjoys being humiliated and being in a game where they are out classed. Our number one goal is to classify teams from Top traveling teams to Recreational teams in a group where each team is playing in a classification where they belong. The GSA season and ranking system runs for August 1<sup>st</sup> – July 31<sup>st</sup>.
- (3) To work with any group, league, or association that is willing to follow our guidelines and has the same interest in Baseball as we do and promotes the game of Baseball.
- (4) To support and encourage any Community, County, State, or Country in an effort to spread Baseball and get more people of all ages, (ESPECIALLY OUR YOUTH), religion, sex, or race involved.

## **Directors:**

All G.S.A. Directors will be required to sign a two year contract and at which time that two year contract will expire, the Executive Director and Assistant Executive Director will make a decision on renewing that contract at that time. However certain circumstances listed below could result in the termination of a G.S.A. Director.

- (1) Failure to furnish G.S.A. Officers with Tournament Reports, League Reports, Sanction Reports and fees in a timely manner. All Of these are expected to be reported no later than 10 days from time of event.
- (2) Involvement of another Tournament, League, or event not sanctioned by G.S.A.
- (3) Any act or involvement that discredits G.S.A. or discredits advancement, growth, reputation or well being of G.S.A. or Baseball in general.
- (4) On the other side in return of doing a good job as a Director G.S.A. will do everything possible in assisting any Director in their advancement in Baseball.

## **Rule Interpretations:**

Basic terms used in Baseball such as batter, fielder, base runner, infield fly and etc. will be basically the same as in other major Baseball Organizations. If a question comes up and can not be resolved by an umpire on the field, the Tournament or League Director will make a decision and will be required by G.S.A. to inform the Executive Director and Assistant Executive Director of their decision and a side letter will be generated to inform teams of what the ruling will be in the future should that circumstance arise again.

# Section 02 – Protests

## **Types of Protests:**

- (1) Misinterpretation of a playing rule: These must be made before the next pitch or should it be the last play of the game, be made before the umpire's leave the field.
- (2) Ineligible player: These may be made at any time. A decision will be made as soon as possible. It's not always possible to make a decision on this during the game or even before the Tournament is over. If the team is found guilty, appropriate measures will be taken.

Protests that won't be considered: Judgment decisions made by an umpire such as safe, out, balls, strikes, fair or

foul.

**Protests Fees:**

(1) Any team wishing to protest a game shall pay half the entry fee of that particular Tournament. League Teams shall pay \$75. Teams who win the protest will receive the money back.

**Protest Procedure:**

(1) The Coach or Manager of the protesting team shall notify the home plate umpire immediately of his/her intent to protest the game. Umpire shall then notify the opposing team and scorekeeper. Umpire shall also notify the League or Tournament Director immediately.

**Written Protest:**

(1) In the event the situation can not be taken care of by a League or Tournament Director a written protest should be filled out and sent in to the Area Director and it will be forwarded to the National Director. These should be sent in no later than 3 days from time of incident and contain the following information.

- (A) Date, Place, and Time of game.
- (B) Names of Umpires, scorekeepers, League or Tournament Director
- (C) Rule and section of Official rules or local rules in question
- (D) List all information pertaining to protest
- (E) List your name and any contact information of getting in touch with you.

**Protest Decisions:**

(1) Protest decisions will be looked at closely and handled in the best interest of Baseball and the Team or Teams involved.

(2) Ineligibility protest in cases where the Team or player is found to be ineligible will be handled with the team found guilty forfeiting all games played and dropped to bottom of Rankings and may risk being banned from G.S.A. for the remainder of the year. Coaches are required to have birth certificates for all players with them at each Tournament. Players who are 15 and over and have a valid Drivers license may use a driver's license in place of a birth certificate. The age cutoff is April 30. Whatever age the player is as of April 30 is the age group they may play. Players may play up in age group but never allowed to play down.

## **Section 03 – Umpires**

**Umpire Responsibilities:**

One or more umpires will be used in any G.S.A. sanctioned League or Tournament. They shall be responsible for the conduct of the game and be responsible for a decision of playing conditions on the field once the game begins or before the start of the game. They will apply these rules and maintain order and discipline on the playing field during the game.

**Uniform:**

Umpires shall wear approved G.S.A. umpire attire.

**Decisions:**

No umpire shall have the authority to question decisions made by another umpire. However umpires may consult and are encouraged to consult with each other over a questionable call. But the final decision is made by the

umpire making the call to begin with.

### **Change of Umpires:**

Teams may not request a change of umpires during or before a game. Umpires will only be changed in the event of illness or an emergency.

## **Section 04 – Equipment**

### **Bats:**

(1) The bat shall not be less than 25" nor more than 33" in length. (Exception:24" bats may be used in 4 Under, 5 Under, 6 Under, 7 Under and 8 Under play only.)

(2) The handle of the bat may have a gripping material not to exceed 16" from the knob.

### **(3) METAL BATS:**

(A) The handle of metal bats shall be no less than 3/4 " plus/minus 1/32 " in diameter and the barrel no more than 2 1/4 " plus/minus 1/32 " in diameter.

(B) A metal bat must be a safe, one- or two-piece construction of hollow aluminum or magnesium. Metal bats with "plugged" barrel ends must be manufactured so that the rubber, vinyl or other type "plug" is mechanically and permanently affixed to the bat.

(C) The knob on the handle of a metal bat must be permanently attached.

(D) The term "one-piece construction" shall be defined to include the permanently affixed plug and attached knob described above for metal bats.

### **(4) WOOD BATS:**

(A) The handle of wood bats shall be no less than 7/8 " plus/minus 1/32 " in diameter and the barrel no more than 2 1/4 " plus/minus 1/32 " in diameter.

(B) A wood bat must be a safe, solid, one-piece, rounded stick of flame treated or natural finish, hardwood construction, known as "COMPOSITE BATS"

(C) The handle of composite bats shall be no less than 3/4" plus/minus 1/32" in diameter and the barrel no more than 2 1/4" plus/minus 1/32" in diameter.

(D) A composite bat must be a safe unit of multi-material construction.

(E) The batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box. The use of the illegal bat must be protested prior to the first pitch to the next batter.

(5) Metal Bats shall not contain Timetal 15-3 Teledyne 15-333 Titanium alloy as a major property.

(6) Shall not be tampered with in any way to either add or diminish the size of the bat, from it's original manufacturer.

(7) No kind of weighted sleeves or fans or donuts will be allowed in the on-deck circle.

(8) Bats that are determined illegal by any other Baseball Association will also be illegal with G.S.A.

**(9) Official Baseball:**

**(A) The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two strips of white horsehide or cowhide, tightly stitched together.**

**(B) The ball shall weigh not less than five ounces (5 oz.) nor more than 5 and one-fourth ounces (5 1/4 oz.) avoirdupois. The ball shall measure not less than nine inches (9") nor more than nine and one-fourth inches (9 1/4 ") in circumference. A synthetic or leather covered stitched baseball made of solid cork and/or rubber weighing not less than five ounces (5 oz.) or more than five and one-fourth ounces (5 1/4 oz.) avoirdupois is also allowed.**

**(10) Gloves:**

**(A) May be worn by any fielder, but MITTS may be used only by the catcher or first baseman. The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.**

**(11) Uniforms:**

**(A) All players should wear uniforms that are alike in the same color.**

**(B) Numbers must be worn on the uniform.**

**(12) Headwear:**

**(A) Caps, Visors, or headbands are optional. But if worn should be alike in color and with bill to the front.**

**(13) Shoes:**

**(A) Shoes must be worn by all players.**

**(14) Jewelry:**

**(A) No exposed jewelry may be worn that in the umpire's judgment could be dangerous to a player/players.**

**(15) Casts:**

**(A) Cast made of plaster or other hard substance in their final form may not be worn during a game.**

**(16) Helmets:**

**(A) The batter's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic Shell. The shell shall be made of one piece construction or two pieces if they snap into a single unit similar to the one piece construction type. The helmet shall have pieces for ears and full protection for the head and temple. The padding shall be of heavy rubber or similar material. Helmets may be made with or without chin straps. However, if a snap is provided on the helmet, a chin strap must be worn. Suspension type helmets if still in use will require chin straps. Models that are designed with the side or ear pieces placing pressure under the ear will not require the chin strap unless a snap is provided on the helmet. IF A SNAP IS PROVIDED ON THE HELMET, OR IF THE HELMET WAS DESIGNED FOR AND ORIGINALLY HAD SNAPS, IT MUST HAVE SNAPS AND A CHIN STRAP MUST BE WORN.**

**(B) A player shall not remove his helmet while at bat or while running the bases. Any player batting, on deck, or on base must wear a helmet. Under no circumstances shall a player remove their helmet until in dugout. Should an umpire detect a runner (including the batter-runner deliberately removing their batting helmet during playing action, a dead ball will be called, the player will be called out, and if a force play was in order at the time of the pitched ball, the runner closest to home plate will also be called out, with no runners returning to the base occupied at the time of the pitch. No runner shall score a run when a batter-runner or runner has been declared the third out of an inning for deliberately removing their batting helmet.**

(C) An approved face guard shall be installed by the manufacturer or dealer on batter's helmet. The face guard becomes a permanent part of the helmet in regards to all rules. Approved facial protective devices must provide full coverage which will include, but not be limited to, protection to the eyes, nose, mouth and teeth, jaws and cheek bones and forehead and temple areas.

(D) **WARNING!!!!**: Manufacturers have warned that altering helmets in any way can be dangerous. Alterations of a helmet in any form, including painting, by anyone other than the manufacturer or an authorized dealer may void the warranty!

(17) Catcher's Equipment:

(A) Each catcher must wear a catcher's helmet which meets the following requirements: The catcher's helmet shall be made of Ultra High Impact Plastic or High Impact Plastic shell with a heavy rubber padding or similar material. The helmet must be of such construction so as to either be a part of the catcher's mask or to firmly attach to the mask. The mask must cover the top of the head, temple and ears. The hockey-style catcher's mask if manufactured to meet the above requirements is approved. All catcher's masks (including the hockey-style masks) must have a hard plastic throat protector, attached to the mask at all times.

(B) It is recommended that all male players wear athletic supporters.

(18) G.S.A. reserves the right to make changes or withdraw any approval or disapproval of any equipment at any time should in G.S.A.'s determination, change the game, affect the safety of participants or spectators, or creates a players performance to be more a product of the equipment, rather than their individual skill.

## **Section 05 – Players and Substitutes**

(1) Line-up cards are to be completed and submitted to the official scorekeeper and umpire before the start of the game. Line-ups need to at least include last names and jersey numbers. In the event a number is listed wrong, correct the mistake and continue with the game as long as the name is correct.

(2) Teams may start with 8 players if they do not have everyone there, providing 2 of those players are the pitcher and catcher.

(3) Teams will be allowed to substitute all players in and out of the entire game except for the base burner (BB). A substitute may come in for a starter, then the starter back in for the substitute, and substitute back in for starter and so forth and so on. Players may play anywhere defensively during the game. Once a substitute has been entered into the batting order, they may not bat again in a different position in the batting order (AND THE ORIGINAL STARTER MUST BAT IN THAT SAME POSITION IF REENTERED).

(4) Teams may start with 8 to 12 players on the line-up card. Teams may drop down one player and not be penalized. If you drop down one player, that spot in the batting order will just be skipped over. However if you drop down 2 players, then an out will be recorded every time that spot comes up in the batting order. The defensive team in that situation will be allowed to walk a player to get to that out. The minimum number of players a team will be allowed to drop down to is 8. Any less than 8 and that team must forfeit. Batting orders may consist of up to 9 defensive players, 2 (EH) Extra Hitters, and 1 (BB) for 9U through 18



Over. Batting orders for 4U, 5U, 6U, 7U, and 8U may consist of up to 10 defensive players, 2 (EH) Extra Hitters, and 1 (BB). Note: 4 Under through 8 Under may have 10 defensive players, so they may start with 8 to 13 players. Loss of the (BB) from your lineup does NOT count as dropping one player.

(5) Teams may have up to three additional players. Teams may have up to two players known as an (EH) Extra Hitter. If used they must be listed on the line-up. And teams may have one player known as (BB) Base Burner. If used the (BB) must be listed on the line-up. Please note if you choose to use a (BB) you can NOT substitute for a (BB). The (EH), (EH'S) will be on your lineup as hitters and may be substituted in a defensive position only as long as the batting order stays the same. Your (EH), (EH'S) may also be used as substitute runners at any time and for as many times as needed per inning. However, caution should be used that in the case where you should have one of your (EH), (EH'S) on base when their turn at bat comes up that batter will be called out and we will move to the next person in the lineup. The (BB) may also be used as a substitute runner at any time and for as many times as needed per inning. The (BB) may also be substituted into the game, however if you enter your (BB) into the game in a defensive or offensive position you will not have a (BB) for the remainder of the game. Once your (BB) has been listed on your lineup as your (BB) no other player during that game shall be allowed to take the place of the (BB). One thing to keep in mind is players can be swapped defensively the entire game. Starting players and substitutes have to remain in the same batting order the entire game. In other words whatever spot in the batting order that a substitute is inserted into that one spot is the only spot where the original starter and substitute can occupy. Once an EH or BB is brought into the game as a substitute runner, they can not be replaced. However, if the EH or BB is injured while being entitled to a base then and only then may the original runner replace the injured EH or BB. If this happens the injured player may not reenter into the game under any circumstances. NOTE: An EH can not start the game in a defensive position until after the first legal or illegal pitch has been made.

(6) Teams will be allowed 21 players on their roster. Teams will be allowed to make changes to that roster up until 2 weeks before the State Tournament. At which time the last official roster we have on file for your team will become your team's official frozen roster. Please keep that in mind when it gets close to 2 weeks before the State Tournament. Once the roster is frozen teams will be allowed to add 2 players. You may drop as many as you like but can only add 2. Unusual circumstances may be looked at by the G.S.A. National Office or by the Advisory board. The Board and Directors will be looking all thru the year and may move teams either up or down in classification during the year in order to have the best competition possible. Once rosters are frozen no team will be moved in classification. Teams that have not played at least two GSA Tournaments at the two week period prior to the State Tournament, Region Tournament or World Tournament will not be allowed to participate in these tournaments. All Star teams who have not played at least one GSA Tournament prior to the All-Star State Tournament will not be allowed to play in our All-Star State Tournament. Please keep this in mind because there will not be any exceptions. Any player that plays in our State, Region or World Tournament has to have at least played in 2 G.S.A. Tournaments with that team during the year.

(7) All teams must be able to present a Sanctioned G.S.A. Director with either a birth certificate or valid Drivers License for proof of player's age. Should a team not be able to do this at the tournament the Tournament Director will have the right to require any information needed from players. The game will not continue until which time the coach can provide birth certificates or valid drivers license. After investigation should that Team be found to have illegal players that Team shall be banned for the remainder of the year. After investigation and the team is found to be legal and asked for birth certificates or valid drivers license again at any time during the year and can't provide them at the Tournament again this team will forfeit all games and fees for that Tournament. G.S.A. Directors may randomly ask for birth certificates or valid drivers license without a request from another team. Your responsibility as a coach is to have all documents with you at all times.

(8) A player may be released from a frozen teams roster should a parent or legal guardian request a release using the approved G.S.A. Youth release form which may be found at the National website at <http://globalfastpitch.org>. The player may be released immediately upon the coach's approval. If the coach does not approve the release the player will be released once the approved release form has been received by the State Director. Players may only be released in this manner one time during the year.

(9) An ejected player may remain in the dugout unless there is further problems in which case the Coach or parent will be asked to leave the playing field and take the player with them. Refusal to do this may also result in that team forfeiting the game. An ejected coach, parent, or spectator must leave the field and out of sight of the umpires.

(10) **Blood Rule:** A player, coach, manager, or umpire who is bleeding or who has blood on their uniform shall leave the playing field until appropriate treatment can be administered. If a team has a substitute they must be placed in the game and continue the game, and if not the player may return, if in umpire's judgment the problem is taken care of in a reasonable amount of time. Uniform rules will be waved in the case the player has to change.

## Section 06 – Playing Field

- (1) **Base Path:** Is an imaginary line, three feet on either side of a direct line between bases.
- (2) **Catchers Box:** Is the area designated by lines which are considered within the box. The catchers body and equipment are considered inside the box unless touching the ground outside the box. The catcher must remain inside the box unless a pitched ball is batted, touches the ground or plate, or passes the plate.
- (3) **Ground Rules:** There may be special rules set aside by different parks, Leagues, or Directors when there is special circumstances or obstructions.
- (4) The Double base is optional for first base. If the double base is used the runner may touch the colored, or part of the bag in foul territory. If an errant throw pulls the defensive player into the colored bag area, a defensive player may catch the ball, standing on the colored bag and it will be an out if it's called an out by the Umpire. The batter-runner can touch the white bag on an out or safe call. After running past the bag the batter-runner can come back and stand on either bag without the risk of being called out.

## Section 07 – The Game

- (1) **Balls and Strikes:** G.S.A. will have four (4) balls and three (3) strikes. You walk on the Fourth (4) ball and strike out on the Third (3) strike.
- (2) Teams that intend on intentionally walking a batter must pitch a complete at bat.
- (3) **Home Team:** The designated home team shall bat last in the inning. In Tournament play the umpire shall flip a coin twice. The umpire shall designate one team as heads and one as tails to see who makes the call. Then he will flip the coin again to see who is home team.
- (5) **Fitness of the ground:** The fitness of the ground shall be decided by the home plate umpire for Tournaments and possibly other officials during league play.
- (6) **Time:** (A) Time may be called at any time at the umpire's discretion. (B) Time will be called immediately by an umpire when an injury occurs that is bad enough in an umpire's judgment to halt play. (C) The ball is live and in play once the pitcher toes the rubber.
- (7) **Regulation Game:** (A) A regulation game consist of seven innings. The game shall be called if and when any run rules come into affect or if the home team scores more runs in six and one half innings and/or before the third out of the seventh inning. (B) In the event of inclement weather G.S.A. officials will have the right to

shorten the game in an effort to get all games in. (C) A shortened game will be considered regulation if four or more innings have been played, or if the home team scores more runs in three and one half innings or more.

- (8) **Extra Innings / Tie Breaker:** Should the score be tied after seven innings or however many innings a complete game is according to time limit. To start the next inning the visiting team shall place their last two batters at second and third. With the last batter placed on second base and the next to last batter placed on third. The home team will also do this when their turn at bat comes up and both teams will continue this until the game has been won. Teams will be allowed to substitute there (EH), (EH'S), in extra innings just as you can in regular play.
- (9) **Forfeited Games:** An umpire may forfeit a game in favor of a team not at fault in the following cases. (A) If an umpire is physically attacked by any team member or spectator. (B) If a team fails to appear on the field or is already on the field and refuses to begin a scheduled game. (C) If after a warning from the umpire a team willfully violates any of the rules. (D) If one team refuses to continue play after the game has begun. (E) If an ejected player, coach, spectator or manager does not leave playing field or follow umpires directions within a reasonable amount of time in umpire's judgment. (F) In the case of a player being ejected and that team does not have enough remaining players to continue the game. (G) An umpire or Tournament Director may forfeit a game because of unsportsmanlike conduct or making a mockery of the game. (H) If necessary Tournament directors may allow up to 15 minutes before declaring a forfeit during the first completed round of play. This 15 minute delay will be allotted to the adjusted game time. But after the first round of play, all teams are expected to be on time for their next scheduled games. (I) The score of a forfeited game shall be 7-0 in favor of the Team not at fault.
- (10) **Charged Conference:** (A) Offensive conference: There will be only one charged conference between coach/manager and or bench coaches with player per inning. No conferences will be allowed after that. (B) Defensive conference: There will only be three charged conferences between coach/manager and or bench coaches with any defensive player in the game. No conferences will be allowed after that. (C) All offensive or defensive conferences should be brief and broken up by the umpire if not in a reasonable amount of time in the judgment of the umpire. No conferences results in the removal of the pitcher.
- (11) **Infield Fly:** An infield fly is a fair ball that is popped up on the infield which in an umpire's judgment may be easily caught by an infielder. This applies when there are runners on either first and second, or first, second, and third with less than two out. When this happens the umpire shall declare, "INFIELD FLY BATTERS OUT IF FAIR". Once the ball is touched by an infielder the ball is live and runners may advance at their own risk. Should the ball be foul and not caught by a player it will only be a foul ball and a strike on the batter.
- (12) A run shall not be scored if the third out of an inning is the result of any of the following:
- (A) The batter being put out before legally touching first base.
- (B) A base runner being forced out due to the batter becoming a base-runner.
- (C) A base-runner leaving the base before a pitched ball leaves the pitcher's hand in fast pitch or hits the ground or catcher's glove in slow pitch.

(D) An appeal play at any base on the runner for the third out of the inning.

(13) Run rule shall be 10 runs after 3 innings, 8 runs after 4 innings, and 6 runs after 5 innings.

## Section 08 – Pitching Regulations

(1) **LEGAL PITCHING DELIVERY:** There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

(A) **THE WINDUP POSITION:** The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitcher's rubber, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot. When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the end of the pitcher's rubber, and the other foot free, that pitcher will be considered in a Windup Position.

(B) Umpires shall be instructed that the mere fact that a pitcher is shifting his feet to deliver a pitch and is not in contact with the pitcher's rubber shall not be grounds for calling an illegal pitch, unless in the umpire's opinion the pitcher is putting the batter at a disadvantage by this action. Managers are urged, however, to instruct the pitchers in the correct and legal pitcher's position and motion so that the youngsters do not form a bad habit.

(C) **THE SET POSITION:** Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's rubber, and his other foot in front of the pitcher's rubber, holding the ball in both hands in front of the body and coming to a complete stop. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if the pitcher so elects, he shall come to Set Position before delivering the ball to the batter. **NOTE:** The pitcher need not come to a complete stop.

(D) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw.

(E) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

(F) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

(G) The pitcher shall not:

(1) Bring the pitching hand in contact with the mouth or lips while in the 6 ft. circle surrounding the pitching rubber;

**PENALTY:** For violation of this part of the rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(2) Apply a foreign substance of any kind to the ball.

(3) Expectorate on the ball, either hand or the glove.

(4) Rub the ball on the glove, person or clothing, or deface the ball in any manner.

(5) Deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course, is allowed to rub off the ball between the bare hands;

(6) Deliver a "quick" pitch.

**PENALTY:** For violation of any part of the rules above, the umpire shall (A) Call pitch a ball and warn pitcher. (B) If play occurs on violation, manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at end of play.)

(7) Have on his person, or in his possession, any foreign substance. For such infraction of this section, the penalty shall be immediate ejection from the game.

(8) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner;

**PENALTY:** If, after warning by the umpire, such delaying action is repeated, the pitcher can be removed from the game.

(9) Intentionally pitch at the batter. If, in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game.

(10) When a pitcher takes his or her position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time.

(11) If a pitcher is brought to the pitcher's mound directly from another defensive position without an opportunity to warm up or a sudden emergency causes a pitcher to be summoned into the game without an opportunity to warm up, the umpire-in-chief shall allow the pitcher as many warm up pitches as the umpire deems necessary.

(12) When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."  
**NOTE:** The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.

(13) A balk occurs when:

(A) The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.

(B) The pitcher makes an illegal pitch.

(C) The pitcher delivers the ball to the batter while not facing the batter.

(D) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate.

(E) The pitcher unnecessarily delays the game.

(F) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate fakes a pitch.

(G) The pitcher, while touching the plate, accidentally or intentionally drops the ball.

(H) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

(I) Any pitch or any action by the pitcher construed as a balk by the umpire shall be declared a no pitch. The ball is dead and no runner shall advance.

(J) Any action by the batter or any member of the offensive team, including the coaches, that, in the opinion of the umpire-in-chief, causes a pitcher to commit an illegal pitch or balk shall result in the pitch being declared a no pitch. The ball shall be dead and no runners shall advance.

(K) Tournament rules that applies to pitcher's:

(1) All members of tournament teams shall be eligible to pitch.

(2) A pitcher shall be charged with an innings pitched by the following.

(A) 1 out = 1/3 inning.

(B) 2 outs = 2/3 inning.

(C) 3 outs = 1 inning.

(3) Innings pitched in games declared no contest or forfeits shall not count against a pitcher.

(4) INNING RESTRICTIONS ON PITCHERS: Pitchers shall adhere to the following restrictions:

(A) A pitcher shall pitch no more than 7 innings per day in ages 8U – 12U. And no more than 8 innings per day for ages 13U – 14U. Ages 15U - 18U are unlimited.

(B) A pitcher shall pitch no more than 10 innings per 3 day period in ages 8U – 12U. And no more than 12 innings per 3 day period for ages 13U – 14U. Ages 15U - 18U are unlimited.

(C) Any pitcher in the 14U or younger divisions that has pitched three days in a row and has pitched more than 7 innings in the 3 day period for ages 8U – 12U or more than 8 innings per 3 day period for ages 13U – 14U must rest the 4th day.

(D) A starting pitcher may be replaced by a relief pitcher and then come back to the pitching position once during a game. Once the starting pitcher leaves the pitching position the second time they are no longer eligible to pitch in that game. They may play any other position however.

(E) - A player who is brought in to pitch from another position without benefit of sideline warm-up shall be permitted ten (10) warm-up pitches or two (2) minutes.

(F) Putting The Ball In Play - LIVE BALL:

(1) At the time set for beginning the game the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position the umpire-in-chief shall call "Play Ball".

(2) After the umpire calls "Play Ball" the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an overthrow, interference, or a home run or other fair hit out of the playing field).

(3) The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

(4) The offensive team's objective is to have its batter become a runner, and its runners advance.

(5) The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their

advance around the bases.

(6) When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

(7) When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

(8) If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

(9) The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when:

(A) A pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runners, if forced, advance.

(B) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If catcher's throw gets the runner out, the out stands. No umpire interference;

(C) A ball is illegally batted either fair or foul; runners return;

(D) A foul ball not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases.

(E) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runner hit by fair batted ball is out.

NOTE: If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced.

(F) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia and remains out of play; runners advance one base.

(10) The ball becomes dead when an umpire calls "Time." The umpire-in-chief shall call "Time".

(A) When in said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible.

(B) When light failure makes it difficult or impossible for the umpires to follow the play. NOTE: A league may adopt its own regulations governing games interrupted by light failure.

(C) When an accident incapacitates a player or an umpire.

(D) When a manager requests "Time" for a substitution, or for a conference with one of the players. When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.

(E) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. Runners advance one base, ball is dead. NOTE: If a fielder, after making a catch, steps into a bench but does not fall, the ball is in play and runners may advance at their own risk.

(F) When an umpire orders a player or any other person removed from the playing field.

(11) After the ball is dead, play shall be resumed when the pitcher takes position on the pitcher's rubber with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes position on the rubber with possession of the ball.

## Section 09 – Batting

- (1) Any batter that swings at the ball after it hits the ground or plate will be called out.
- (2) **Batting out of order:** Batting out of order is an appeal play which needs to be made by the defensive team. The defensive team forfeits its right to appeal when one legal or illegal pitch has been made to the following batter.
- (3) **Penalties for batting out of order:** Are as follows:
  - (A) If an incorrect batter is discovered before the batter completes the turn at bat the correct batter takes its place assuming any balls and/or strikes.
  - (B) If the mistake is discovered after the incorrect batter has completed the turn at bat before a legal or illegal pitch has been made to a succeeding batter the batter that should have batted is called out. If any runs scored they will not be counted. All base runners if any had advanced must return to the base occupied at the time the incorrect batter was batting. However, any outs that were made during the incorrect at bat will stand. The next batter is the player whose name follows that of the batter called out for not batting.
  - (C) If the mistake is not discovered until the next legal or illegal pitch has been made to the next batter the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored will count and the next batter shall be the one whose name follows that of the incorrect batter who has just finished batting. No one is called out for failure to bat and players missing their turn at bat have lost that turn and do not bat again until their turn comes up again in the regular line-up.
- (4) **Batting Position:** Is as follows:
  - (A) The batter must have both feet within the lines of the batter's box prior to the start of the pitch. The batter may touch the lines but no part of a foot may be outside the lines prior to the pitch.
  - (B) The batter must take a position inside the batter's box within 8 seconds after the umpire announces "PLAY BALL". If not the umpire may call a strike on the batter. No pitch has to be thrown and the ball is dead.
  - (C) The batter shall not step directly in front of the catcher while pitcher is in position to pitch. If so the ball is dead, batter is out and runners may not advance.
  - (D) Batter must request time from the home plate umpire prior to stepping out of the batter's box. It's up to the umpire as to whether time is granted or not.
- (1) **Batters will be called out:** In circumstances as follows:
  - (A) If after hitting a ball either fair or foul the batters entire foot is completely outside the lines of the batters box and on the ground at the time the ball is struck by the bat.
  - (B) If any part of a batters foot is touching home plate at the time the ball is struck by the bat.
  - (C) If a batter swings at a ball a second time in fair or foul territory.
  - (D) When the batter hits a line drive that an infielder catches and intentionally drops in an umpire's judgment. In which case the ball is dead and all runners return to the base occupied at the time of pitch.

- (E) Batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batters box or intentionally hinder the catcher while standing inside the batters box. Result is ball is dead, batter is out and all runners return to whatever base was occupied at the time.
- (F) If the batter carries the bat and reaches first base or beyond.
- (G) If a batter swings at the ball after it hits the ground or plate.
- (H) A batter shall not wave the bat or make any motion with an obvious intention of interfering with the catcher. Batter will be warned the first time and called out the second time. The ball will be declared dead and no runners may advance.
- (I) When a batter is hit by a fair batted ball while outside the batters box and advancing.

## **Section 10 – Batter - Runner**

- (1) The batter becomes a batter-runner after finishing an at bat but has not yet been put out or touched first base.
  - (A) As soon as the batter legally hits a fair ball.
  - (B) When four balls have been called by the umpire. When this happens the ball is live and the batter-runner is awarded first base.
  - (C) When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball. In this case the ball is dead and the batter-runner is awarded first base.
- (2) **Batter-Runner is out:** As follows:
  - (A) When the batter-runner runs outside the three foot lane and interferes with the fielder taking the throw.
  - (B) When the batter-runner interferes with a fielder attempting to field a ball, interferes with a fielder attempting to throw a ball, interferes with a thrown ball, or makes contact with a fair batted ball before reaching first base. In the umpire's judgment, this interference is an obvious attempt to prevent a double play. The runner causing the interference will be called out as well as the preceding runner involved in the potential double play.
  - (C) When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. In this case the batter and runner are out.
  - (D) When the batter-runner moves backwards toward home plate to avoid a tag by a fielder on intentionally gives up his right to first base by entering foul territory. In this case the ball is dead and runner/runners must return to the last legally touched base at the time the call was made.
  - (E) When the immediate preceding runner who has not yet been put out intentionally interferes with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play.
- (3) **Touching bases in legal order:**
  - (A) When a runner must return to a base while the ball is in play the runner must re-touch any bases touched previously in reverse order.
  - (B) A runner shall not run the bases in reverse order to confuse fielders or make a mockery of the game. Should this happen the ball is dead and the runner is out.
  - (C) Two runners may not occupy the same base at the same time. The runner who first legally occupied the base

shall be entitled to the base unless forced to advance. The other runner may be put out by being touched with the ball.

(D) Failure of a preceding runner to touch a base or to legally tag up on a caught fly ball and who is declared out, does not affect the status of a succeeding runner who touches the base/bases in order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of an inning no succeeding runner may score a run.

(E) No runner may return to touch a missed base or one that the runner had left too soon after a following runner has scored or once that runner leaves the field of play.

(F) When a runner leaves a base too soon on a caught fly ball the base must be retouched before advancing to other bases.

(4) Runners must return to their base under the following circumstances:

(A) When a batted ball is declared foul.

(B) When an illegally batted ball is declared by the umpire.

(C) When a batter or batter-runner or runner is called out for interference. Each other runner shall return to the last base which in the umpire's judgment was legally touched at the time of interference.

(D) Base runners will not be allowed to advance when a pitched ball hits any part of the batters person other than the bat. Once the ball hits the ground any runners may advance. However, should a ball hit the ground and then hit the batter, and in the umpire's judgment, the batter made no attempt to get out of the way, to allow the catcher to get to the ball, or intentionally blocks the catcher from getting the ball, then interference will be called on the batter and the runner/runners must return to the base. And it will be declared a dead ball.

(5) Runners will be declared out in the following cases:

(A) When a runner runs out of the base path to avoid a tag. The base path is an imaginary line three feet on either side of a direct line between a base and the runner's position at the time a defensive player is attempting to make the tag.

(B) When the ball is in play and the runner is not in contact with the base and is legally touched with the ball in the hand/hands of the fielder.

(C) When on a force play a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before reaching the base.

(D) When the runner fails to return to touch the base previously occupied or missed and is properly appealed.

(E) When a runner physically passes the lead runner before the lead runner has been put out.

(E) When the runner leaves the base to advance to another base before a caught fly has been touched by a fielder, providing the ball is returned to the base and is appealed properly.

- (F) When a runner is not in contact with a base until the pitcher releases the ball.**
- (G) When a runner fails to touch a base in order and the ball is returned to that base and is appealed properly.**
- (H) When the batter-runner overruns first base, attempts to run to second and is tagged while off base.**
- (I) While running or sliding for home plate, the runner fails to touch home plate, makes no attempt to return to it, and a fielder while touching home plate appeals properly to the umpire. Note. Once a player has entered the dugout area that player has forfeited their right to go back and re tag a base or home plate.**
- (J) When a runner interferes with a fielder attempting to make a play on a batted ball, interferes with a fielder attempting to make a throw or intentionally interferes with a thrown ball. If this interference in an umpire's judgment is an obvious attempt to break up a double play and occurs before the runner is put out the immediate succeeding runner will also be called out. If a ball ricochets off of one defensive player and another player has an opportunity to make an out the runner will also be called out if they interfere with the second player.**
- (K) When a runner is struck by a fair untouched batted fair ball while not in contact with a base.**
- (L) When a runner leaves a base to advance to the next base before a fly ball has been touched or touches some object provided that if the ball is caught and held on the base or a fielder touches the runner with the ball before the runner returns to retouch the original base.**
- (M) When a base runner jumps over a defensive player waiting to tag the runner out. If the feet go over waist high or if the defensive player is kneeling and the base runners feet go above the head of the defensive player the base runner is not only out but may be ejected from the game. If in an umpire's judgment it all happened in the spur of the moment and was not intentional the runner will just be called out.**
- (N) Should a runner intentionally kick the ball the runner shall be called out and ejected. If in an umpire's judgment it was not intentional the runner will just be called out.**
- (O) When a batter-runner fails to touch a base or bases in order while the ball is in play and the ball is legally held on the missed base or the runner is touched with the ball while off base.**

- (P) When anyone physically assists a runner while the ball is in play. Should this happen before a ball is caught, regardless of fair or foul, a delayed dead ball will be called and runner assisting the other runner will be called out. Should it be a coach or anyone else assisting a runner that runner shall be called out. Any other runners will return to the last base touched when the call was made. If it's a fly ball and not caught and foul after the runner has been called out all other runners shall return to their original base and a strike called on the batter for a foul ball.
- (Q) When a coach near third base runs in the direction of home plate on or near the third base line while a fielder is attempting to make a play on a batted ball or thrown ball and causes the defensive player to make a throw to home plate. If the coach, in an umpire's judgment does anything else to cause confusion on the defense, the runner closest to home plate will be called out. Should no runners be on base at the time the batter will be called out. Also the coach shall be warned and should it happen a second time the same procedure will happen except the coach will be ejected from the game as well.
- (R) When after being declared out or after scoring, a runner interferes with a defensive player making a play on another runner, the runner that the play was trying to be made on will be called out. If the first runner had scored they will be called out and the run taken off the board.
- (S) When a defensive player has the ball in hand or glove and the runner remains on their feet and deliberately, with great force, crashes into the defensive player. Should this happen the runner is called out and ejected from the game and all other runners shall return to the last base touched at the time of incident.
- (T) Any vocal interference to a defensive player attempting to complete a play or a vocal act in an umpire's judgment that might cause injury. Should this happen the runner closest to home plate will be called out. Should there not be any runners on base the batter will be called out.

## **Section 11 – Youth Baseball Program**

(G.S.A. accepts no responsibility and disclaims all liability for any bodily injury or property damage to coaches, ball players, fans, or other members of the general public which arise from any G.S.A. sanctioned event or any actions of any kind of any G.S.A. Directors or Umpires whether intentional or by accident. A roster must be filled out and signed in every G.S.A. Tournament or event, and by signing that roster, you are saying you agree to this Statement. All Youth rosters will require parent or legal guardian signature if under age and players signature if not, and coach signature.)

- (1) Age cutoff for Youth will be April 30<sup>th</sup>. Whatever age the player is, as of April 30<sup>th</sup> will be the age classification they are eligible for.
- (2) Players may play up in classification, but may not play down in classification.
- (3) Anytime a player is injured in Youth, in an umpire's judgment bad enough to stop play, time shall be called immediately.
- (4) In the unfortunate situation where a player should be ejected, an umpire should not say anything to the player,

but should call time and talk with the coach and inform the coach of the ejection, and player may remain in the dugout, unless any further complications occur, at which time the umpire should call time again, and inform the coach that he/she need to go with the player and leave sight of the playing field until which time a parent or legal guardian can accompany that player.

- (5) Line-up cards are to be completed and submitted to the official scorekeeper and umpire before the start of the game. Line-ups need to at least include last names and jersey numbers. In the event a number is listed wrong, correct the mistake and continue with the game, as long as the name is correct.
- (2) Teams may start with 8 players if they do not have everyone there, providing 2 of those players are the pitcher and catcher.
- (3) Teams will be allowed to substitute all players in and out of the entire game, except for the base burner (BB). A substitute may come in for a starter, then starter back in for substitute, and substitute back in for starter and so forth and so on. Players may play anywhere defensively during the game. Once a substitute has been entered into the batting order, they may not bat again in a different position in the batting order.
- (4) A starting pitcher may be replaced by a relief pitcher and then return to the pitching position once during a game. Once the starting pitcher leaves the pitching position the second time they are no longer eligible to pitch in that game. They may play any other position however.
- (5) Teams may start with 8 to 12 players on the line-up card. Teams may drop down one player and not be penalized. If you drop down one player, that spot in the batting order will just be skipped over. However if you drop down 2 players, then an out will be recorded every time that spot comes up in the batting order. The defensive team in that situation will be allowed to walk a player to get to that out. The minimum number of players a team will be allowed to drop down to is 8. Any less than 8 and that team must forfeit. Batting orders may consist of up to 9 defensive players, 2 (EH) Extra Hitters, and 1 (BB) for 11U through 19 Over. Batting orders for 6U through 8U may consist of up to 10 defensive players, 2 (EH) Extra Hitters, and 1 (BB). Note: 6 Under through 8 Under may have 10 defensive players, so they may start with 8 to 13 players. Loss of the (BB) from your lineup does NOT count as dropping one player.
- (6) Teams may have up to three additional players. Teams may have up to two players known as (EH) Extra Hitter. If used they must be listed on the line-up. And teams may have one player known as (BB) Base Burner. If used the (BB) must be listed on the line-up. Please note, if you choose to use a (BB), you can NOT substitute for a (BB). The (EH), (EH'S) will be on your lineup as hitters, and may be substituted in a defensive position only, as long as the batting order stays the same. Your (EH), (EH'S) may also be used as substitute runners at any time and for as many times as needed per inning. However, caution should be used that in the case, where you should have one of your (EH), (EH'S) on base when there turn at bat comes up, that player on base will be called out, and we will move to the next person in the lineup. The (BB) may also be used as a substitute runner at any time and for as many times as needed per inning. The (BB) may also be substituted into the game, however, if you enter your (BB) into the game, in a defensive or offensive position, you will not have a (BB) for the remainder of the game. Once your (BB) has been listed on your lineup as your (BB), no other player during that game shall be allowed to take the place of the (BB). One thing to keep in mind is players can be swapped defensively the entire game, However starting players and substitutes have to remain in the same batting order the entire game. In other words whatever spot in the batting order that a substitute is inserted into, that one spot is the only spot where the original starter and substitute can occupy. Once an EH or BB is brought into the game as a substitute runner, they can not be replaced.
- (7) Teams will be allowed 21 players on their roster. Teams will be allowed to make changes to that roster up until 2 weeks before the State Tournament. At which time the last official roster we have on file for your team will become your teams official frozen roster. Please keep that in mind when it gets close to 2 weeks before the State Tournament. Once the roster is frozen teams will be allowed to add 2 players. You may drop as many as you like but can only add 2. Unusual circumstances may be looked at by the G.S.A. National Office or by the Advisory board. The Board and Directors will be looking all thru the year and may move teams either up or down in classification during the year in order to have the best competition possible. Once rosters are frozen no team will be moved in classification. Teams that have not played at least two GSA Tournaments at the two week period prior to the State Tournament, Region Tournament or World Tournament will not be allowed to

participate in these tournaments. All Star teams who have not played at least one GSA Tournament prior to the All-Star State Tournament will not be allowed to play in our All-Star State Tournament. Please keep this in mind because there will not be any exceptions.

- (8) All teams must be able to present a Sanctioned G.S.A. Director with either a birth certificate or valid Drivers License for proof of players age. Should a team not be able to do this at the tournament, the Tournament Director will have the right to require any information needed from players, then continue the game until which time the coach can provide birth certificates or valid drivers license. After investigation, should that Team be found to have illegal players that Team shall be banned for the remainder of the year. After investigation and the team is found to be legal and asked for birth certificates or valid drivers license again at any time during the year and can't provide them at the Tournament again, this team will forfeit all games and fees for that Tournament. G.S.A. Directors may randomly ask for birth certificates or valid drivers license without a request from another team, so it's important that you have them with you as a Coach.
- (9) A player may be released from a frozen teams roster should a parent or legal guardian request a release, using the approved G.S.A. Youth release form which may be found at the National website at <http://gsafastpitch.org> The player may be released immediately upon the coach's approval. If the coach does not approve the release, the player will be released once the approved release form has been received by the State Director. Players may only be released in this manner one time during the year.
- (10) Catchers must wear an approved mask, protective helmet, chest protector, and shin guards. Any player warming up a pitcher within the confines of the ball park shall wear approved head protection and an approved mask.
- (11) Any player batting on deck or on base must wear a helmet. Under no circumstances shall a player remove their helmet until in dugout. Should an umpire detect a runner (including the batter-runner deliberately removing their batting helmet during playing action, a dead ball will be called, the player will be called out, and if a force play was in order at the time of the pitched ball, the runner closest to home plate will also be called out, with no runners returning to the base occupied at the time of the pitch. No runner shall score a run when a batter-runner or runner has been declared the third out of an inning for deliberately removing their batting helmet. Chin straps are also recommended.
- (12) Infield Fly begins in 10 Under.
- (13) Leading off begins in 10 Under.
- (14) Balks are enforced in 11 Under and above.
- (15) Run rule will be 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.
- (16) GSA will have 4 Under - 18 Under age groups, with all having A- Gold, A - Silver, B - Gold, B - Silver, B - Bronze, and B - Copper Classifications.
- (17) No players will be allowed to play in two age divisions in the same Tournament. A player may play in two age divisions just not in the same Tournament.
- (18) **Definitions:**
- (A) **Altered Bat** - A bat is considered altered when the physical structure of the legal bat has been changed. Examples of altering a bat are: Replacing the handle of a metal bat with a wooden or other type handle or inserting material inside the bat. A flare or cone grip is considered an altered bat. A sting stopper and Color bat Identifiers are acceptable. Should a player be caught using an altered bat, the ball is dead, batter is out, no runners may advance, and the batter is ejected from the game.
- (B) **Appeal Play**: An appeal must be made before the next legal pitch, or before all defensive players have left fair territory and on their way back to the dugout. On the last play of the game an appeal may be made before the umpires leave the field. The pitcher may then remain in contact with the rubber or step off the rubber while announcing which runner and base is being appealed. All the pitcher needs to do, is announce to the home plate umpire which runner and which base is being appealed. And the home plate umpire shall make the call, if it is the home plate umpires call to make. If not, the home plate umpire shall point to the field umpire to make the call.

- (C) **Ball Rotation:** A pitcher shall have a choice of balls at the start of each half of the 1st inning, providing that both balls do not get put into play in the first half of the inning. If both balls get put into play in the 1st half of the inning, then the ball used last should be returned to the pitcher's circle. Each inning afterwards the pitcher may request use of the other ball, providing it's in the umpire's possession. Then that ball shall be used until which time, it is either batted or thrown out of play.
- (D) **Base Path:** A direct line between bases and runners at the time a defensive player is attempting (or about to attempt) to tag a runner.
- (E) **Base Runner:** A player on the team at bat, who has finished their turn at bat, and who has reached first base and has not been put out.
- (F) **Batter hit by pitch:** A legally or illegally pitched ball that hits the batter's body or clothing, without the batter attempting to swing at the pitch. The umpire shall award first base to the batter struck by the pitch. All runners forced to advance shall advance one base. However, in an umpire's judgment, a batter makes no attempt to avoid getting hit by the pitch, or the umpire calls the pitch a strike, the batter getting struck by pitch will be disregarded. The ball is dead and the pitch is either called a strike or ball.
- (G) **Batter's box:** The area in which the batter shall take a stance getting ready to hit. The batter must have both feet inside the box prior to the pitch. The drawn lines are to be considered inside the box.
- (H) **Batter-Runner:** A player who has finished their turn at bat, but has not been put out or touched first base.
- (I) **Batting order:** Is the official line-up of the offensive players, listed in order of each one's turn at bat. Line-up cards should also include the player's defensive position, and their jersey number. If used, the (EH) or (EH'S), and (BB) have to be listed.
- (J) **Blocked ball:** A live ball that is touched, stopped, blocked, or handled by a person not involved in the game. A ball which touches any object that is not considered part of the official equipment or playing area. A blocked ball is not called when a live ball strikes a base coach unintentionally or umpire unintentionally. The ball will be considered live. Should any part of offensive equipment cause a blocked ball, all runners must return to the last base touched when the ball became blocked. The ball is dead.
- (K) **Blood Rule:** Applies to a player, coach, or umpire who is bleeding or has blood on his uniform and treatment is required.
- (L) **Bunt:** Is a fair ball in which the batter does not take a full swing to hit the ball, but instead holds the bat in such a manner as to tap the ball into fair or foul play. An attempted bunt, that rolls foul on the last strike is an out.
- (M) **Catcher's Box:** Is the area designated by lines which are considered within the box. The catcher's body and equipment are considered inside the box unless touching the ground outside the box. The catcher must remain inside the box unless a pitched ball is batted, touches the ground or plate, or passes the plate.
- (N) **Dead Ball:** Happens when ball is not in play, and not considered in play again until the pitcher has the ball in their possession and the umpire has announced "PLAY BALL".
- (O) **Ejection:** Happens due to an incident which requires that player, coach, manager, or fan to be removed from the game. In the umpire's judgment may result in that person being asked to leave the park, or out of sight. Any player who has been ejected and shows back up in the game, will constitute a forfeit.
- (P) **Fake Tag:** Is a fielder who's actions are those of a fielder with the ball, although this fielder does not have the ball, or is not about to get the ball. And any slowing by a fielder of a runner's progress in an umpire's judgment. Should this happen, any runners on base will be awarded the next base, and defensive team warned if happens again, a forfeit will be called.

- (Q) **Illegally Batted Ball:** Occurs when a batter's entire foot is completely out of the batter's box, on the ground, when they hit the ball fair or foul. Occurs when any part of the batter's foot is touching home plate when ball is hit. Occurs when batter hits the ball with an illegal bat. Should any of these happen, the ball is dead and batter is called out, and any runners return to their original base.
- (R) **Interference:** Is the act of an offensive player or team member which impedes or confuses a defensive player will attempting to make a play. If this happens, in an umpire's judgment, vocal interference may be called.
- (S) **Sacrifice:** Occurs when, with no more than one out, a bunt or fly ball enables a runner to score. In either case the batter-runner would be put out before reaching first base, or would have been put out if the hit would have been fielded without an error.
- (T) **Strike Zone:** The strike zone is that space over any part of home plate which is between the batters chest and the batters knees, when a natural batting stance is assumed.
- (U) **Squeeze:** Is a play in which the runner advances towards home plate from third base following the release of a pitched ball. The batter bunts the ball, permitting the runner to score.

**4U, 5U, and 6U T – Ball Rules are as follows:**

- (1) The game will consist of 5 innings or the time limit.
- (2) An offensive coach shall pitch. The defensive pitcher (player) must be behind the pitcher's rubber.
- (3) Batters will receive 5 pitches or three swings whichever comes first. No walks.
- (4) There will be a maximum of 7 runs or 3 outs per inning.
- (5) Teams must bat all players on roster and use 10 defensive players. Teams may begin a game with 9 players if that is all they have.
- (6) No more than six may take a position on the infield before the ball is batted.
- (7) There will be a 15 foot Fair Ball Arc from the back tip of home plate and from the first base line to the third base line. The ball must pass this line to be considered a Fair ball.
- (8) There will be a 30 foot Safety Arc from the back tip of home plate and from the first base line to the third base line. Infielders must stay behind this line until ball is hit.
- (9) There is no infield fly rule, base stealing, or bunting. Base runners will be called out for leaving the base before the ball is hit.
- (10) An offensive coach (pitching) and a defensive coach (in outfield) are allowed on the field plus a first and third base offensive coach. At no time will a coach be allowed to touch a player while play is going on.
- (11) Run Rule will be the following: 15 runs after 3 innings, 12 runs after 4 innings, 10 runs after 5 innings.
- (12) Umpires will call time as soon as all runners have stopped trying to advance.
- (13) Runners may advance one base on an overthrow. And then time will be called. Once an overthrow has occurred, no more than one base will be allowed. If a thrown ball hits a coach, play will be stopped and runners advance one base.

**6U, 7U, and 8U Coach Pitch Rules are as follows:**

- (1) Teams may use either nine or 10 defensive players. One player must play the pitching position, and one player must play the catching position. If you choose to play 10 defensive players, four players must

play the outfield positions.

- (2) There will be a 30 feet safety arc from the back tip of home plate and from the first base line to the third base line. Fielders must stay behind the arc until the ball is hit.
- (3) There will be a 10 feet diameter circle around the middle of the pitching rubber. The pitcher must remain in the circle until the ball is hit. If the pitcher leaves the circle before the ball is hit, the offensive team has the option of taking the result of the play or choosing a no pitch. If the pitcher leaves the circle early again, the coach will be told he or she must talk with the player about not doing this again. If the player does it a 3<sup>rd</sup> time, they will have to be removed from the pitching position. They will not have to be removed from the game.
- (4) Batters will receive 6 pitches or 3 strikes. If the batter fouls the sixth pitch, he or she will be allowed to continue hitting until they put the ball in play or strike out. No Walks.
- (5) There will be a maximum of 7 runs or 3 outs per inning.
- (6) Teams must bat all players on roster.
- (7) If a fair batted ball hits a coach pitcher and is declared unintentional by the Umpire it will be declared a foul ball. Should the Umpire declare the coach intentionally got hit, the batter is out, and no runners may advance.
- (8) Umpires will call time after every play in which the ball will be dead. Time will be called as soon as the lead runner stops attempting to advance. Time will be called if the runner has stopped but is trying to draw a throw from a defensive player. Time will be called when an infielder has possession of the ball and the runner has stopped advancing.
- (9) No bunts or half swings are allowed. This will be declared a strike on the batter.

**6U, 7U, and 8U Coach Pitch Rules are as follows:**

- (1) There will be a 30-foot safety arc from the back tip of home plate and from the first base line to the third base line.
- (2) The front of the pitching machine is set at forty-six feet in a straight line directly toward second base.
- (3) There will be a box that extends five feet to either side of the pitching machine and five feet behind the pitching machine. This mark is considered a safety mark for the player playing the pitching position. The player playing this position is not able to cross this mark until the ball is batted.
- (4) Pitching Machine Speed Recommendations are 34 – 38 MPH for 6U & 7U and 40 -44 MPH for 8U.
- (5) Batters will receive 6 pitches or three strikes. If the batter fouls the sixth pitch, he or she will be allowed to continue hitting until they put the ball in play or strike out. No Walks.
- (6) There will be a maximum of 7 runs or 3 outs per inning.
- (7) Teams must bat all players on roster.
- (8) A fair batted ball that hits the pitching machine is declared a dead ball.
- (9) Umpires will call time after every play in which the ball will be dead. Time will be called as soon as the lead runner stops attempting to advance. Time will be called if the runner has stopped but is trying to draw a throw from a defensive player. Time will be called when an infielder has possession of the ball and the runner has stopped advancing.
- (10) Teams must bat all players on roster.
- (11) Teams may use either nine or 10 defensive players. One player must play the pitching position, and one player must play the catching position. If you choose to play 10 defensive players, four players must play the outfield positions.

**8U Player Pitch Rules are as follows:**

- (1) Teams will consist of nine defensive players with 3 outfielders.
- (2) There will be no balks called.
- (3) No leading off. Players must stay on base until ball crosses the plate.
- (4) No infield fly rule.

(5) No advancement on 3<sup>rd</sup> strikes.

**9U Special Stealing Rules are as follows: (This may apply to certain classifications only.)**

- (1) There will be a 8 – 10 foot mark (depending on classification) placed off of 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base.
- (2) Runners may take a lead, but will not be allowed to cross the mark until the ball crosses home plate. The runner is allowed to steal when the ball crosses home plate.
- (3) If the runner crosses the mark before the ball crosses the plate, the runner will be placed back on the base and a dead ball called the 1<sup>st</sup> time. The coach will be notified that any time the runner does it again during the game, he or she will be called out.

**(A) The following is suggested pitching distances and base paths. Note: There may be times at certain parks where it's not possible to use these dimensions, but in all cases possible this is what should be used.**

Age Division	Pitching Distance	Base Distance	Mound Height	Fence Distance
4 & Under	40 Ft.	55 Ft.	0 inches	150 Ft.
5 & Under	40 Ft.	55 Ft.	0 inches	150 Ft.
6 & Under	40 Ft.	60 Ft.	0 inches	180 Ft.
7 & Under	40 Ft.	60 Ft.	0 inches	180 Ft.
8 & Under	40 Ft.	60 Ft.	0 inches	180 Ft.
9 & Under	46 Ft.	65 Ft.	4 inches	200 Ft.
10 & Under	46 Ft.	65 Ft.	4 inches	200 Ft.
11 & Under	50 Ft.	70 Ft.	4 inches	250 Ft.
12 & Under	50 Ft.	70 Ft.	4 inches	250 Ft.
13 & Under	54 Ft.	80 Ft.	4 inches	300 Ft.
14 & Under	54 Ft.	80 Ft.	4 inches	300 Ft.
15 & Under	60 Ft. 6 inches	90 Ft.	6 inches	350 Ft.
16 & Under	60 Ft. 6 inches	90 Ft.	6 inches	350 Ft.
17 & Under	60 Ft. 6 inches	90 Ft.	6 inches	375 Ft.
18 & Under	60 Ft. 6 inches	90 Ft.	6 inches	375 Ft.

Age cutoff is April 30. Whatever age the player is as of April 30 is the age group they may play.  
Players may play up in age group but never allowed to play down.