



RULES – GBWAA MAJOR LEAGUE (Ages 11 & 12)

GENERAL:

1. All Bronco League Baseball Rules apply, except where specific exceptions in this document are made.
2. 9 players will be used in the field of play. All available players will bat. Every player will play at least 3 innings in the field.
3. A team must start and play the game with a minimum of 8 players. Call-ups from the lower league (Minor) are permitted, as follows:
 - A. Shall bat last
 - B. Cannot pitch.
 - C. Cannot already have a game scheduled at the same time.
 - D. Must play at least the first 2 innings in the event the ninth player arrives.
4. No player may play for more than one team.
5. Free substitutions for any and all positions with the exception of the “pitcher” (once removed, he may not pitch again in the same game).
6. The distance from the front of the pitching rubber to the tip of home plate is 48 feet. Base paths are 70 feet.
7. The Infield Fly Rule **IS IN EFFECT**.

Definition of an Infield Fly: An Infield Fly in fair territory (excluding a line drive and attempted bunt) which can be caught by an infielder with ordinary effort. The Infield Fly is only in effect when first and second bases or all bases are occupied with less than two outs. The pitcher, catcher or any outfielder who is stationed in the infield when the ball is caught shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball is catch able, the umpire shall immediately declare an “Infield Fly” for the benefit of the runners. The ball is live and the runners may advance at their risk of the ball being caught, or they must tag up after the ball is touched, the same as a fly ball. The batter is automatically out when the Infield Fly is declared.

8. No protests allowed (the umpire’s decision is final). Any mistakes in the rule interpretation must be settled before the next pitch, by discussion with the umpire. **Only the manager (or his designee) can call time to discuss a situation with the umpire.**
9. No rules can be waived between teams.
10. A. Home Team is responsible for the following:
 1. Supply two new game balls.
 2. Pay the umpires.B. Away Team is responsible for the following:
 1. Provide at least two ADULTS to open, work, close and collect money at the concession stand.
11. One umpire is required to start each game.

12. Rainouts must be rescheduled **PROMPTLY**. The home team manager will call the Scheduling/Field Time Coordinator to schedule a field, call the Umpire Director to schedule the umpires and the opposing manager to notify him of the rescheduled game.
13. Games should not be postponed if a team does not have a sufficient number of players. Teams must use call-ups in the event of a shortage of players. If an extreme problem causes a postponement, the team's manager **MUST** contact the Vice President of Baseball for approval. 48 hours of notice must be given to the opposing manager and umpires.
14. Throwing of any equipment in anger will result in a TEAM WARNING. The next occurrence will result in an OUT and possible ejection of that player.
15. **A manager is responsible for the actions of his players, coaches and unruly parents. If a manager is ejected, he must leave the field completely in a timely manner.**
16. All players must remain in the dugout or bench area. Only the on-deck batter or a dressing catcher is an exception to this rule.
17. Defensive substitutions (including moving fielders to different positions) excluding the pitcher, must be made between innings, unless an injury forces a player to leave a game. If a player leaves the game in the middle of an inning, he must then sit out the next inning. If a player is bleeding, he must leave the field of play.
18. No metal cleats are permitted. All boys who are catching must wear an athletic cup and supporter. It is recommended that all boys wear athletic cups and supporters furnished by their parents.
19. Bats must be USA Baseball approved.

PRE-GAME RESPONSIBILITIES:

1. Team line-ups must be exchanged and the ground rules will be reviewed prior to the game.
2. Teams should notify each other on the eligibility of pitchers and innings available for that game.
3. The home team manager will be responsible for preparing the field for play and his team will occupy the first base dugout.
4. The visiting team manager will be responsible for coordination of the concession stand.

PITCHING:

1. A pitcher may pitch a maximum of 2 innings per game/ per day. (60 pitches max)
2. If a pitcher pitches 2 innings, 1 calendar day of rest is necessary before pitching in another game (one thrown pitch in an inning equals 1 inning pitched).
3. There is no rest needed if 1 inning is pitched.
4. The pitcher must be removed after the second trip to the mound in the same inning by either a manager or coach. Crossing the foul line by a manager or coach for the purpose to communicate with the pitcher counts as a trip to the mound.
5. A pitcher hitting 2 batters in one inning or 3 in a game must be removed.
6. A player may pitch a maximum of 8 warm-up pitches between innings.

7. No intentional walks are permitted.
8. A pitcher may NOT receive a ball with his foot on the rubber from any position player. First offense is a warning, second is a called ball on the batter.
9. No balks will be called but can cause a dead ball situation (i.e. fingers to the mouth in order to teach).
10. The rest rule will be waived between the last regular season game and the first playoff game. Once the first playoff games starts, the regular rest rules will apply.
11. These rules pertain to inter-league play as well as the GBWAA in-house games.

STEALING & BASE RUNNING:

1. The ball will be in play at all times unless the pitcher has the ball with one foot on the rubber or time out has been called by the umpire.
2. Play at any base the runner must slide **OR AVOID CONTACT**. Should the runner not slide but avoid contact without going out of the baseline, the play will stand as called by the umpire (safe or out). Should **any contact** be made without a slide or avoiding contact and a play is made on the runner, the runner is **OUT**. Any intentional contact may result in the runner being ejected from the game (umpire's discretion). Contact is a judgment call made by the umpire.
3. ***No headfirst sliding unless returning to a base. Penalty – The runner is OUT.***
4. A courtesy runner for the catcher is encouraged when there are two outs to speed up the game. The courtesy runner must be the last "batted" out.
5. A chalk line will be put down at 8 feet from each base. The right foot may be touching the line, this is the maximum lead a runner can take. (runners can advance at any time the ball is in play)
6. A foul **tip** that is caught by the catcher is a live ball and the runners can advance at their own risk.

COMPLETION OF GAME:

1. 6 innings constitutes a complete game.
2. The 10 run rule is in effect after 3½ innings if the home team is ahead. If the home team is behind, the home team will bat in the bottom of the fourth inning.
3. Extra innings – Game tied after 6 complete innings of play will continue for one additional inning. If the game remains tied after 7 complete innings, the game shall end in a tie.
4. Should the game end before 6 complete innings, the game shall be considered legal if 3½ innings are completed if the home team is ahead or 4 complete innings if the visiting team is ahead.
5. Suspended Game – If the game is tied after 4 complete innings of play, the game will be continued from the exact point, which the game was stopped at a later date. The pitchers of record may continue in a rescheduled game provided the rest requirements are met.