



RULES – GBWAA MINOR LEAGUE (Ages 9 & 10)

GENERAL:

1. All Little League Baseball Rules apply, except where specific exceptions in this document are made.
2. 10 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 (Rookie) 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.
 - E. Shall not play more than 2 infield innings.
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 46 feet. Base paths are 60 feet.
7. The Infield Fly Rule **IS NOT 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. The Home Team is responsible for the following:
 - A. Supply two new game balls.
 - B. Provide at least two ADULTS to open, work, close and collect money at the concession stand.
 - C. Pay the umpires.
11. One umpire is suggested at the start of 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. No games will 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 division commissioner.
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.
20. A team may score no more than 4 runs in any of its first 5 innings. Unlimited runs are permitted in the 6th or in the extra 7th inning.

PRE-GAME RESPONSIBILITIES:

1. Pre-game warm-ups should be held in the outfield and/or batting cage to avoid interference with field preparations.
2. Team line-ups must be exchanged and the ground rules will be reviewed prior to the 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. (50 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. Pitchers shall use a 2 seam, 4 seam and change up pitch option only.
9. 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.
10. No balks will be called but can cause a dead ball situation (i.e. fingers to the mouth in order to teach).
11. The rest rule will be waived between the last regular season game and the first playoff game. Once the first playoff game starts, the regular rest rules will apply.
12. These rules pertain to inter-league play as well as the GBWAA in-house games.

STEALING & BASE RUNNING:

1. Stealing and leads are permitted **AFTER THE BALL HAS CROSSED THE PLATE**.
2. Stealing home is not allowed. (once the catcher or pitcher has control the play will be considered over)
3. Leaving the base early is not permitted. The violation follows the Little League Rule Book and are as follows:

The violation of one runner shall affect all other base runners:

- A. If the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and he is out, the play stands. If the runner is safe, he will return to the base occupied before the pitch was made.
 - B. Should the batter hit the ball and a play is made on the runner and he is out, the play stands. If the runner is safe, the runner or runners must return to their original respective base(s) or to the unoccupied base nearest the one that was left. Under no circumstances will the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire shall determine the base value of the hit.
 - C. Should the batter bunt or hit a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first safely, each runner shall advance one base, except the runner on third who shall be removed from the base without a run being scored. **NO OUT IS RECORDED**.
4. 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.
 5. 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.
 6. No headfirst sliding unless returning to a base. Penalty – The runner is **OUT**.
 7. 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.

8. The batter cannot run after a dropped 3rd strike by the catcher but 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.