

Golden Glove Baseball League

2021 Playing Rules

Playing rules not specifically covered shall follow the Official Major League Baseball Rules.

RULE 1 RECOMMENDED FIELD DIMENSIONS

<u>DIVISION</u>	<u>BASES</u>	<u>PITCHING</u>
9&under	65'	46'
10&under	65'	46'
11&under	70'	50'
12&under	70'	50'
13&under	80'	54'
14&under AA	80'	54'
14&under AAA/Major	90'	60'6"

RULE 2 EQUIPMENT

- A. All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirts with numbers that are non-duplicating at least three inches in height.
- B. Managers and coaches should wear a baseball cap with team insignia and will be properly dressed (coaches may wear coaches' shorts).
- C. While in the field, as a defensive player, caps must be worn.
- D. Protests on uniforms will not be allowed. It shall be the umpire's responsibility regarding uniform legality. Violation of the uniform rule will result in the violator being allowed to conform or be removed from the game.
- E. Metal spikes are prohibited in age divisions 12 and below. For ages 13 & 14, pitchers are not allowed to use metal spikes on the pitching mounds for games at OYB and strongly discouraged from being used for games at BVRC.
- F. The catcher must wear all appropriate protective gear: mask with extended throat guard, chest protector, shin guards, protective cup and catcher's helmet.
- G. Teams will be required to follow the USSSA Bat Regulations. It will be the coaches responsibility to bring any illegal bats to the attention of the umpire. Any bat found to be illegal will be thrown out of the game but no action that occurred with the bat will be reversed. Multiple offenses by coaches/teams could result in discipline from the league.

RULE 3 GAME RULES

- A. Age divisions 12 and below shall play 6 inning games. Age divisions 13 and above shall play 7 inning games.
- B. A team must have 8 players to start and continue a game. If a team drops below 8 players, the game will be called a forfeit.

- C. Game time will be 1 hour and 45 minutes. No new inning will begin after 1 hour and 45 minutes. Once an inning has begun it will be played to completion.
- D. If a game is tied after the 1 hour and 45 minutes, the teams will complete the current inning and if the game is still tied they will play one additional inning using the tie-breaker rule (See Rule 3 E). If the game is still tied after 1 additional inning it will be recorded as a tie in the final standings.
- E. Tiebreaker rule: If the game is tied after all innings have been completed (or at the time limit), the tie-breaker rule will go into effect. Each team will put the batter who completed the last at bat in the previous inning on second base and begin the inning with one out.
- F. For all ages, 4 innings will be considered a complete game. If a game is stopped before 4 innings because of weather, light failure or to other acts of God before it becomes complete, it will be a suspended game and will be picked up at a later date, from the exact point it was stopped.

G. MERCY RULE

RUN DIFFERENTIAL FOR ALL DIVISIONS

15 after 3 innings

12 after 4 innings

8 after 5 innings

In addition to the mercy rule above the 9U AA divisions will be limited to a max of 6 runs per inning. The mercy rule above will still be used for these divisions.

NOTE: In enforcing these rules, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning (if the home team is winning).

- H. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supercede all obstruction penalties.
Penalty: Runner shall be declared out and may be ejected at the umpire's discretion.
Note: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.
- I. At any time, the team at bat may use a courtesy runner for the current pitcher and catcher. The courtesy runner must be someone not presently in the lineup and may appear as an offensive player one time per inning. The re-entry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be substituted. If a team is using a continuous batting order, the prior player in the batting order who is not on base will be used as the courtesy runner.
- J. Each manager has a choice of the following three options for a lineup. Each manager must declare his lineup intention prior to the start of the game and must use that option for the entire game. Both managers need not use the same lineup option.

Option #1 – The standard 9 player batting order used in Major League Baseball.

Option #2 – A 10 player batting order that includes an extra hitter. There will be free defensive substitutions amongst the 10 player lineups.

Option #3 – A continuous batting order that includes all players in the batting order. There will be free defensive substitutions amongst all players in the lineup.

If options 1 or 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up. The one exception to that rule is play may begin with 8 available players without penalty. Once a 9th player arrives, the team must maintain a 9 player lineup (may not build to 10) for the duration of the game.

If option 3 is used, and for any reason a player must be removed from the game, an out will not be recorded for that spot in the order. If a player is at bat and injured and has to be removed from the game, the next player in the batting order will assume the count of the player who was removed. Player(s) arriving after a team has begun batting will be added to the bottom of the batting order.

- K. In all age divisions, starting players may re-enter once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be taken out of the game and is ineligible for the remainder of the game (This rule applies to options 1 and 2 from Rule H).
- L. There are no mandatory playing time rules for this league.
- M. Intentional-walks will be an automatic base with no pitches thrown by the pitcher. An intentional walk will be given to the batter when the manager of the defensive team asks for such from the umpire.

RULE 4 PITCHING

- A. The following pitching limitations will apply for all Golden Glove Games.
 - Ages 9-10 – Max of 3 innings per game**
 - Ages 11-12 – Max of 4 innings per game**
 - Ages 13-14 – Max of 5 innings per game**
- B. A pitcher may not re-enter the pitching position once they have been removed from that position.
- C. A pitcher must be removed from the pitching position on a 2nd trip to the mound by the coach or manager in the same inning.
- D. Every out recorded by a pitcher equals 1/3 of an inning pitched.
- E. If a pitcher is discovered to be over the inning limit the pitcher will be immediately removed from the game and the game will resume without protest. The coach of the offending team will be subject to a one game suspension for violating the rule and endangering the safety of the player.

RULE 5 SPORTSMANSHIP

- A. All players and coaches will be expected to behave in a sportsmanlike manner at all times.

- B. Any player, coach, or parent/fan, whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the umpires or field supervisory staff.
- C. Foul or abusive language will not be tolerated under any circumstances.
- D. Cursing or throwing equipment may result in an ejection at the discretion of the umpire.
- E. The playing of music will be limited to prior to the start of the game and in between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that doesn't disturb other fields. League officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields.
- F. No bat boys or girls will be allowed. The batter coming to the plate, another rostered player wearing a batting helmet, or a coach will get the bat back to the dugout.

RULE 6 COACH OR PLAYER EJECTIONS

- A. If a player is ejected from a game, they must sit out the remainder of that game plus the following game. Additional penalties may be assessed as deemed by the League.
- B. If a Coach is ejected they must leave the complex immediately and will be suspended for the next game. Coaches may wait in the parking lot for the game to end to pick up a player (s) who may be playing in the game.

RULE 7 PROTEST

- A. All rule protests must be made before the next pitch is thrown, or within 24 hours if the rule violation occurred on the last play of the game (including illegal players). Coaches are not allowed to protest judgment calls. All protests will be ruled on by a committee of league officials.
- B. A protest fee of \$25.00 must be submitted with the official protest form. The fee shall be returned only if the protest is upheld.

RULE 8 PLAYER ELIGIBILITY

- A. Teams will be allowed to use only players from their official Golden Glove League roster. If a team does not have enough players to play a game they may add guest or substitute players with the following restrictions.
 - Players must come from the age group below and be registered on a Golden Glove roster. 9U teams may use players from other 9U Golden Glove teams but must follow all other substitute rules.
 - The player should wear his permanent team's uniform and the coach should inform both the umpire and opposing coach that he is using a guest player.
 - The player may not pitch or catch and must bat last in the order.
 - The maximum number of players a coach can invite is two.Using a player that does not meet these criteria will be grounds for an immediate forfeit. The illegal player must be brought to the leagues attention with 24 hours of the completion of the game for a forfeit to be issued.
- B. Players may be on multiple rosters but they must be in different age groups.

- C. Players may not transfer from one roster to another once the season has begun.
- D. The final date a new player may be added to a team roster is Friday, May 31st.

RULE 9 DETERMINING FINAL LEAGUE STANDINGS

- A. Final League standings will be based on the first 14 games played by each team. Any games played beyond 14 will not be counted towards the final standings for each team. Tied games will be included in the final standings.

Rule 10 Inclement Weather Lines

Games played at the BVRC Complex – 913-685-6099 Ext 2

Games played at Olathe Youth Baseball Fields – 913-643-3131