

1. Continuous batting order.
2. Ten players in the field.
3. Game time limit Ninety (90) minutes or Six (6) innings. Starting time to be confirmed with umpires and managers before the first pitch and logged in the press box score book.
4. Five (5) runs or Ten (10) batters per inning. Play stops when an out is made or a catch is made and home plate is touched. There are no walks with the tenth batter. After the Ninth (9<sup>th</sup>) pitch on the Tenth (10<sup>th</sup>) batter the hitting teams coach will throw one pitch to the batter. If the batter does not swing it is a strike Three (3) and the at bat is over.
5. All new pitching rules apply see official rule book. Pitch count must be tracked and recorded every inning in the press box score book. Each team shall carry a pitch log and must be signed by the opposing manager after each game. Pitching logs are to be kept at all times by the manager. Failure to comply or any doctoring of the pitch log will result in a One (1) game suspension. The opposing team manager can request to see your pitch log.
6. Any manager and/or coach ejected from a game will also be suspended for the next game played. While suspended they are not allowed on GTLL property to included but not limited to Parking lot, complex, outfield, stands of adjacent diamond and/or any adjacent area. Player (S) ejection from a game, also results in suspension for the next game played. Player (S) ejection resulting from cursing, throwing equipment and fighting. Sportsmanship is expected by everyone.
7. All player (S) manager, coach and fan (S) are subject to removal from the team if behavior continues.
8. UNIFORMS: Every team must have the white pants which are belted or unbelted baseball pants, no pinstripe. Hats to be worn by all players (except Catcher). No additional markings for hats or jerseys. No individual team (S) may have any alterations of the required uniform (IE. warm up jackets) or any extra special agreements with sponsors.
9. Must slide or avoid contact rule apply. Plowing over a player is an instant ejection.
10. SPEED-UP RULE: Catcher on base with Two (2) outs MUST be removed from base and replaced with the last batted out. Not required for tournament games.
11. Infield rule applies all season. (see rule book)
12. Ground and warning rules to be issued prior to each game by the umpires. Confirm starting time and have it recorded in the press box score book.
13. Each team MUST have one adult in the press box to keep score and pitch count.
14. Both teams are responsible for prepping the field prior to the game. Both teams are responsible for prepping the field after the game is over. (when it's the last game of the night).
15. No more than Three (3) Adults including the manager in each dugout.
16. Two (2) visits to the field by any manager or coach, Third (3<sup>rd</sup>) visit to the field and the pitcher must be removed. (See rule book)
17. Umpire (S) calls are FINAL. The strike zone cannot be questioned. ANY ABUSE of umpire (S) will result in ejection.

18. Bunting is allowed all season.
19. NO stealing home until after May 7<sup>th</sup>.
20. Batters will start with a 1 ball and 1 strike count until after May 7<sup>th</sup>.
21. Manager to sign umpires work ticket after each game no exceptions.
22. Manager to sign opposing teams pitch log after each game no exceptions.
23. Time Limit: 1 hour 30 minutes – NO inning shall begin after this time limit expires!
24. Pre Game Infield: Each team will be provided an opportunity for 7 minutes of infield, visitors will take field 15 minutes prior to game start time, immediately followed by home taking the field 8 minutes prior game time. If a team fails to take field at appropriate time infield **MUST** be cut short so ground rules begin at 1 minute before game time.
25. Pitchers Warm-up: New Pitchers should get not more than 8 pitches Returning Pitchers should get not more than 5 pitches if the catcher (or another player with a catcher's mask) is not immediately out the umpire will start counting down pitches.
26. Run Limit: Little League International Rule; Minor League Baseball is limited to 5 runs per inning, except for the final DECLARED inning.
27. Final Declared Inning: The sixth inning is automatically a final declared inning, otherwise an umpire must declare the final inning if there is less than 20 minutes left at the start of an inning. If the umpires fail to declare final inning prior to the first batter of the inning there is still a 5 run limit. Yes, if final inning is declared with 20 minutes on clock and the 5th inning takes 19 minutes the **GAME IS OVER!** Likewise if an inning begins with 21 minutes on the clock and the inning takes 22 minutes there will be **NO INNING** with unlimited scoring.
28. Time Outs: Offensive time outs are limited to **ONE** per inning. These time outs do **NOT** rollover. If you call time out to speak to your first batter, you will **NOT** be given time out again.
29. Defensive time outs all count as a mound visit whether you speak to your pitcher or not. Two visits in one inning or three visits per pitcher you **MUST** replace the pitcher.
30. Infield Fly Rule: Infield fly rule is in affect when you have less than two outs and have runners on first and second. A routine fly ball is hit within fair territory of the infield. Umpire should announce Infield Fly batter is out **IF FAIR!** KEEP in mind it must be a fly ball that would routinely be caught at this level. Runners may advance at their own risk; if ball is caught runners must tag up.
  - Georgetown Community Little League (GTLL) reserves the right to alter, change and interpret all rules.
  - GTLL can and will change and/or alter rules without prior notice when the Board of Directors believes it is in the best interest of GTLL.
  - By accepting any position within GTLL you acquiesce to these rules and the Board of Directors decisions and will do everything in you power to ensure they are followed by all.
  - All managers, coaches and adults that come in contact during a game and/or practice with players will have a volunteer application filled out and on record.
  - **THE MANAGER OF A TEAM IS RESPONSIBLE FOR THE ACTIONS OF ANY CHILD OR ADULT ASSOCIATED WITH SAID TEAM.**
  - GTLL reserves the right to take any action needed to resolve any rule violation, code of conduct and any action deemed detrimental to said organization.
  - Saving clause; GTLL reserves the right to take action needed to solve a problem even if a rules violation does not exist or is not covered by rules, code of conduct and/or any reasonable behavior except by or in connection with sportsmanship or organizations involved in sports, community, and/or society in general.
  - GTLL can and/or will without prior notification remove any adult and/or child they deem necessary for any reason, and exact discipline at any time for the sole benefit of GTLL.