

GBL BASEBALL RULES & REGULATIONS

11-12 LEAGUE

As Coaches at this level, your focus will no doubt be on fielding a competitive team. Your greatest challenge will be to balance this focus with sufficient instruction/teaching of skills to ALL your players. A common complaint in past years from our coaches at this level is that players entering the 11-12 League are still unable to execute certain basic skills of the game. Each Coach in our junior leagues are being challenged to ensure that players are being taught the necessary skills, techniques and understanding of the game of baseball so that when they enter the upper leagues the players will possess the necessary fundamentals and basic knowledge to allow for a truly competitive environment. Your focus should be towards refining the skills and talents of individual players with a strong emphasis on consistency. Often the difference between an average player and a good player is the ability to consistently execute the required fundamentals. While many of your players will have been taught basic skills, what they often lack is the discipline to consistently execute them. As an 11-12 League coach, developing your players to the point where they consistently execute the fundamentals should be on the top of your priority list. Accomplishing this will provide you with a more competitive team.

LEAGUE SPECIFIC PLAYING RULES

1. NUMBER OF PLAYERS

- 1.1. If a team has at least eight (8) players at the start of a game, the coach of that team may "borrow" a defensive player from the opposing team to play in the field. The borrowed player may only play an outfield position. When and if an additional rostered player arrives, he must replace any "borrowed" defensive player.
- 1.2. If a team only has eight (8) players, an automatic out will be called each time the ninth (9th) position in the batting lineup is reached. When and if an additional rostered player arrives, he will be placed in the ninth (9th) position of the batting lineup.

2. FIELD DIMENSIONS

2.1. The distance between bases will be 70 feet.

2.2. The pitching rubber will be 50 feet as measured from the back point of home plate.

3. GAME AND INNING LENGTH

3.1. The game shall be a maximum of 6 innings, or 1:20 in length when Williamson County Schools are in session and 1:30 in length when Williamson County Schools are not in session.

3.2. If the game is tied after six complete" innings and the time limit has not expired, the teams will play extra innings. If the game is still tied after the time limit is reached the game will be scored as a tie.

3.3. An inning shall end after three outs or seven (7) runs unless coaches agree before the game to waive the limit and notify the umpires.

3.4. The Mercy Rule will be 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs any time after 5 innings.

4. PLAYING TIME

4.1. There will be free substitution of all players, excluding the pitcher. The Official Rules of Baseball shall dictate all pitcher substitutions.

4.2. No player may sit out two (2) consecutive innings on defense.

4.3. Teams will bat the roster, regardless the number of players each team has.

5. OFFICIATING AND SCORE KEEPING

5.1. In the event regular umpires do not arrive by the time a game is scheduled to start, the Home team shall supply the home plate umpire and the visiting team will supply the base umpire. The home plate umpire shall assume a position behind the pitcher. The base umpire shall assume a position to as to cover first and second bases.

6. EQUIPMENT AND BASEBALLS

- 6.1. Players must supply their own batting helmets. It is simply the decision of the parents as to where the helmet used by their son has a shield or not.
- 6.2. The umpire will provide two new baseballs for each game.
- 6.3. On rainy days or games after a rainy period, each coach should remember to bring extra baseballs and a towel to try to keep the balls dry.
- 6.4. All bats used in all leagues must comply with the USABat standard for the specified age.

7. POSITIONING OF DEFENSIVE PLAYERS

- 7.1. Defensive players will assume the standard alignment for baseball, with three outfielders, four infielders, a catcher and a pitcher.
- 7.2. Defensive players are not allowed to crowd the batter if the batter is either known or expected to be a weak hitter. Crowding will be having all infielders on the grass of the infield. This rule does not prevent infielders from playing in when a bunt is expected.

8. BATTING

- 8.1. Bunting is allowed.
- 8.2. Once the batter is in the batters box and is ready to receive the pitch, an automatic strike will be called on the batter if he steps out of the batters box without calling for and receiving timeout from the home plate Umpire. Exception: batters may step out to avoid being hit by a pitch.

9. BASE RUNNING

- 9.1. Lead-offs are allowed and base runners may steal any base at any time the ball is in play.
- 9.2. Courtesy runners may be used for the catcher when this player reaches base with two outs. The courtesy runner must be the player who made the second out of the current inning. No other player may be used as the courtesy runner.

10. PITCHING RULES

- 10.1. The league will follow a pitch count format with the sole purpose of the pitch

count rules being to save the arms of the young people playing in our league. Any interpretation of the rules of the league should err on the side of protecting the player.

Daily Max	Required Rest (Calendar Days)				
	0 Days	1 Day	2 Days	3 Days	4 Days
85	1-20	21-35	36-50	51-65	66+

10.2. If a pitcher pitches more than 21 pitches in a game is not allowed to pitch any pitches in a double header. Additionally, a pitcher is not allowed to pitch more than 85 pitches in any day under any circumstances.

10.3. Each head coach is responsible for recording the number of pitches for all pitchers on his team in his score book, and for providing team pitching information to the opposing head coach prior to the start of the game.

10.3.1. Coaches are encouraged to talk to one another in-between innings as to the pitches pitched in the preceding half inning. If there is a discrepancy, it is up to the non-pitching team to dispute the pitch count of the pitching team. Such a dispute must take place during the change of innings and the dispute will be resolved by the head umpire after discussing with the two scorekeepers the pitches of the last half inning. The decision by the head umpire is final. If the dispute is not mentioned or dealt with at that time, the pitch count for that half inning will be whatever the pitching team reflects in their book.

10.3.2. Coaches must email commissioner immediately after each game with score and pitch count of their team.

10.4. Any attempt to change pitcher's information in a score book will result in an immediate one (1) game suspension for both the head coach and the impacted pitcher(s). Any coach with two incidents of trying to change a score book will be removed from coaching for the duration of the season.

10.5. If a pitcher throws one pitch past the maximum number of pitches allowed, the game will be a forfeit. This must be appealed by the opposing manager, and may be appealed at any time after the maximum number of pitches is reached.

10.6. There will be no re-entry of pitchers. If a pitcher is removed from the mound or does not throw the first pitch of a new inning after pitching the previous inning, that pitcher cannot return to the mound for the remainder of the game. The second trip to the mound by a coach in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game AS A PITCHER ONLY. If the game is suspended and is to be completed at a later date, that player still may not pitch. This must be appealed by the opposing manager, and may be appealed at any time during the game after the illegal pitcher has thrown a pitch.

10.7. The withdrawal of an ineligible pitcher after that pitcher is announced (on the mound warming up), but before a ball is pitched, shall not be considered a violation.

Coaches are urged to avoid unnecessary incidents and mistakes, and if possible should address the use of an illegal pitcher prior to the start of an inning.

11. BALK RULES

11.1. GAA will follow the Official Rules of Baseball regarding what actions constitute a balk. The ORB balk rule is as follows:

11.1.1. If there are base runners, a balk occurs when:

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

11.1.1.2. The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;

11.1.1.3. The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;

- 11.1.1.4. The pitcher, while touching the plate, throws or feints a throw to an unoccupied base, except for the purpose of making a play;
- 11.1.1.5. The pitcher makes an illegal pitch (e.g. a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate);
- 11.1.1.6. The pitcher delivers the ball to the batter while not facing the batter;
- 11.1.1.7. The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate
- 11.1.1.8. The pitcher unnecessarily delays the game;
- 11.1.1.9. The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch;
- 11.1.1.10. The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- 11.1.1.11. The pitcher, while touching the plate, accidentally or intentionally drops the ball;
- 11.1.1.12. The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
- 11.1.1.13. The pitcher delivers the pitch from the Set Position without coming to a complete stop.

11.1.2. Penalty: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base in which case the play proceeds without reference to the balk. When balk is called if pitch is delivered it will be considered neither a ball or strike unless the pitch is ball four (4). (Source: Official Baseball Rules)

11.2. Application of Balk Rule: All balks will be called at the umpire's discretion.

11.2.1. It is not the intent of the GAA to permit unlimited balks, however consideration must be given to the fact there are many ways a balk can occur and this is the first age level where balks will be called. The intent of this rule is to instruct pitchers on what constitutes a balk. Umpires are to use their best judgment in determining if the pitcher's actions were an actual attempt to deceive, or an inadvertent mistake.

11.2.2. Balk calls are judgment calls, and as such cannot be protested.

11.2.3. "Hidden Ball Trick": Pitcher may not be on mound without the ball. If the pitcher is on any part of the mound without the ball, a balk will be called and runners advanced per the Official Rules of Baseball.

12. CATCHING

12.1. Catchers may not talk to batters. They may, however, "chatter," but not in a fashion that could reasonably be determined to be designed to impact the batter. The first such incident will result in a warning. Second and all subsequent incidents will result in the batter receiving an automatic walk. This is a judgment call, and is not protestable.

12.2. The dropped third strike rule is in effect. The batter may attempt to reach first base - and base runners may attempt to advance - if the catcher drops a pitch on the third strike, there is a passed ball or there is a wild pitch.

12.2.1. If the batter gives up any attempt to reach first on a dropped third strike - such as walking to or entering the dugout area - he will be called out and no play needs to be made.

12.3. A foul tip, as defined by the Official Rules of Baseball, that is caught by the catcher on a third strike will be an out.

13. INFIELD FLY RULE

13.1. The infield fly rule shall apply in all games - no exceptions. As stated in the Official Rules of Baseball, the infield fly rule is:

13.1.1. An infield fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

13.1.2. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly, if Fair."

13.1.3. The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul ball.

13.1.4. If a declared Infield Fly is allowed to fall untouched to the ground, and becomes foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third bases, it is an Infield Fly.

14. GAA INTRA-LEAGUE TOURNAMENT PITCHING RULES

14.1. All regular season pitching rules (Section 10) apply to the GBL Intra-League tournament.