

GRASSLAND BASEBALL RULES & REGULATIONS

9-10 LEAGUE

The 9-10 League is probably the most critical of all age group leagues. This is the first age group that defines whether a player will continue with baseball or drop out. The primary objective at the 9-10 League is to prepare players for advancement to the next level of play, but it is equally critical for them to receive sufficient training to ensure their safety, competitiveness and their continued desire to play baseball. Players who reach the 11-12 League level who have not received the prior benefits of sound training and teaching generally do not enjoy this competitive level of play, receive limited playing time and often decide to discontinue playing baseball. Once a player leaves the 9-10 League they should have a good understanding of the fundamentals of baseball and know "why" they are making certain plays.

The Coaches in the 9-10 League should ensure that throughout the season, and certainly by the end of the season, players on their team receive instruction on and have demonstrated the

following skills and knowledge:

1. Proper batting stance, bat position and swing execution.
2. Proper bunting technique, and understanding the difference between bunting for a base hit and a sacrifice bunt.
3. Proper base running techniques including: exploding off the base after the ball crosses the plate, when to tag up vs. going half way, proper sliding techniques, etc.
4. Proper pitching motion and "how to hold a fast ball" (pitchers only).
5. Proper catching skills (both hands).
6. How to play infield positions and proper foot work. Which foot and where to place it on the bag when receiving a throw from the infielders.
7. How to properly block a wild pitch when playing catcher (drop down vs. reaching).
8. How to properly go back on a fly ball.

9. How to execute a double play.
10. How to execute a run down - both as a runner and a fielder.
11. What can happen after a ball is caught in foul territory (runners can still advance).
12. How to use the relay man from the outfield, and understanding who the relay man is based on where the ball is hit in the outfield and where the play is to be made.
13. Covering all the bases after the pitch.

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 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 60 feet.

2.2. The pitching rubber will be 46 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 time remains before the time limit expires, 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 five (5) runs, whichever comes first.

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. All 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. GBL will provide catchers equipment (helmet with shield, chest protector and shin guards) to each team requesting them.

6.3. The umpire will provide two new baseballs for each game.

6.4. 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.

6.5. 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. No short-fielder will be allowed.
- 7.3. 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. DEFENSIVE STOPS OF PLAY

- 8.1. When a pitcher is in contact with the pitching rubber, with the ball in his possession, and the catcher is in the catchers box, all runners must be in contact with the base and cannot leave the base until the ball passes the front edge of home plate.

9. BATTING

- 9.1. Bunting is allowed.
- 9.2. 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.

10. BASERUNNING

- 10.1. A base runner who leaves a base early prior to the pitched ball passes the front edge of home plate, must return to the base previously occupied, and can do so without penalty.
- 10.2. Taunting – considered any active attempt to draw a throw – of the defensive team by a base runner once the pitcher is in possession of the ball and is on the rubber and the catcher is in the catchers box will result in the umpire calling the play dead. No base runners may advance further than the base they occupied at the time the umpire ruled the ball dead as a result of a base runner taunting.

10.3. Stealing of bases is allowed, and base runners may only leave the base they occupy once a pitch crosses the front edge of home plate.

10.3.1. Delayed stealing is not allowed if the catcher has control of the baseball in the vicinity of home plate and the forward progress of the base runner has stopped.

Definition of “vicinity” and “forward progress” shall be determined solely by the umpire(s) and should be made known to all coaches prior to the start of a game.

10.3.2. Delayed stealing is not allowed if the pitcher has control of the baseball in the vicinity of the pitcher’s mound and the forward progress of the base runner has stopped. Definition of “vicinity” and “forward progress” shall be determined solely by the umpire(s) and should be made known to all coaches prior to the start of a game.

10.3.3. A base runner may not steal a base on an overthrow from the catcher to the pitcher.

10.4. 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.

11. PITCHING RULES

11.1. 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
75	1-20	21-35	36-50	51-65	66+

11.2. If a pitcher pitches more than 21 pitches in the first game of a double header, he is not allowed to pitch at all in the second game. Additionally, a pitcher is not allowed to pitch more than 75 pitches in any day under any circumstances.

11.3. 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.

11.3.1. 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 dealt with at that time, the pitch count for that half inning will be whatever the pitching team reflects in their book.

11.4. 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.

11.5. 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.

11.6. 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.

11.7. The withdrawal of an ineligible pitcher after that pitcher is announced (on the mound warning 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.

11.8. Balks will not be called. Ball is dead. The umpire will rule "no pitch," the ball will be dead and runners may not advance if the pitcher: inadvertently drops the ball while in his delivery, or hesitates or stops his delivery before throwing a pitch.

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 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 protest able.

12.2. There is no dropped third strike.

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. 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. INTRA-LEAGUE TOURNAMENT PITCHING RULES

14.1. All regular season pitching rules (Section 11) apply to the GBL Intra-League tournament.