

GSSA Recreational Baseball Rules 2018 Final edit 2/3/2018

***** New for 2018 Season. All GSSA Recreational Baseball Leagues MUST use a USA or USSSA Stamped Bats *****

5-6u T-Ball

1. All players present must be in the batting order. If a batter becomes ill or injured During the game , their spot in the batting order will be skipped without penalty
2. Ten (10) players on defense.
3. Seven (7) runs per inning or three (3) outs for ALL innings
4. Containment on lead runner will stop play. When the runner stops and gives up effort to advance, the play is completed and stopped, If the umpire deems the play he will call time.
5. A game will consist of 1 hour 15 minutes or six (6) innings
6. Free substitution is allowed on defense.
7. An overthrow to first base allows the runner to advance one base at their discretion; but no more than one base. An overthrow to any other base will allow the runner to advance without any restriction.
8. Bunting and stealing is not allowed.
9. Catcher is required to wear a helmet
10. 21-foot foul ball arc from home plate
11. Mercy rule, 15/3 10/4 8/5

7-8u Coach Pitch

1. Fair Ball Arc: 21 foot from home plate
2. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. Including being hit by the ball.
***** Penalty:** If a coach violates this rule unintentionally a dead ball will be called. If intentional, obstruction will be called:
****First Offense:** Warning
****Second Offense:** coach cannot pitch for the rest of the game
3. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
4. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
*****Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
5. The Infield Fly Rule shall not be in effect at any time.
6. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
7. Teams may start a game with eight (8) players, the remaining positions in the batting order will be declared an out each turn at bat until arrival
8. Remaining players may be added to the bottom of the batting line-up as soon as they become available.
9. Teams may use free substitution on defense but the batting order shall remain the same. 13).
10. Bunting is NOT allowed.
11. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. a batter may exceed the 6th pitch maximum if the batter fouls off the 6th pitch, in this circumstance the

at bat will continue until the batter has batted the ball in fair territory or is deemed out for not making contact with the ball.

12. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit

13. A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

14. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for this rule.

15. run rule 15/3 10/4 8/5

9-10u Minors

1. Open Bases (leading off is allowed)

2. Each team must bat the entire lineup

3. Each player may pitch a maximum of 3 Innings per day and 6 innings per week (Monday-Sunday)

4. Games will be 6 innings; the Time Limit will be 1:20 with no new inning starting after 1:15

5. Each team must start with a minimum of 8 players, if the remaining spots in the lineup comes to bat and the batter is not present his/her spot will receive an out each time his/her spot is visited in the game.

6. run rule 15/3 10/4 8/5 7 runs per inning

7. Drop 3rd strike is an out; no opportunity to gain first base.

8. All players must play at least 1 inning on defense

11u-12u Majors

1. Open Bases (leading off is allowed)

2. Each team must bat the entire lineup

3. Each player may pitch a maximum of 4 Innings per day and 8 innings per week (Monday-Sunday)

4. Games will be 6 innings; the Time Limit will be 1:30 with no new inning starting after 1:25 must complete 3 innings

5. Each team must start with a minimum of 8 players, if the remaining spots in the lineup comes to bat and the batter is not present his/her spot will receive an out each time his/her spot is visited in the game.

6. run rule 15/3 10/4 8/5

13u-14u teeners

2. Each team must bat their entire Lineup

3. Each player may pitch a maximum of 6 innings per day and 9 innings per week (Monday-Sunday).

4. Games will be a maximum of 7 innings; the time limit will be 1:45 with no new inning starting After 1:30 – must complete 3 innings
5. Each team must start with a minimum of 8 players, if the remaining spots in the lineup comes to bat and the batter is not present his/her spot will receive an out each time his/her spot is visited in the game.
6. Run rule 15/3 10/4 8/5

Borrowed players- must be registered at para in the same age group

Tie breaker - California tie breaker

Rainout policy

Games will be called complete after three complete innings and the score will be final for the last completed inning.

Rec Baseball Field Specs

Age Pitching Distance (feet) Base Length (feet)

5u-6u T-Ball 35 50

7u-8u Coach Pitch 42 (coach pitching distance) 60

9u-10u Minors 46 65

11u-12u Majors 50 70

13u 54 80

(14u 60 90) teenagers