



2016 GNCYBSA Baseball Rules

UPDATED 6/13/16

2016 GCYBSA Baseball Rules

Table of Contents

| | |
|--|------------------------------|
| <u>T-Ball - 6u (Kindergarten).....</u> | <u>3-6</u> |
| <u>Baseball/Coach Pitch - 7u (Grade 1).....</u> | <u>7-10</u> |
| <u>Baseball/Coach Pitch - 8u (Grade 2).....</u> | <u>11-14</u> |
| <u>Baseball - 9u (Grade 3).....</u> | <u>15-20</u> |
| <u>Baseball - 10u (Grade 4).....</u> | <u>21-27</u> |
| <u>Baseball - 11u (Grade 5).....</u> | <u>28-34</u> |
| <u>Baseball - 12u (Grade 6).....</u> | <u>35-41</u> |
| <u>Baseball - 13/14u (Grades 7/8).....</u> | <u>42-47</u> |
| <u>Baseball - 15-18u (Freshmen-Seniors).....</u> | <u>48-52</u> |
| <u>Additional Rules & GCYBSA Coaching and Safety Tips.....</u> | <u>53-55</u> |
| <u>Links.....</u> | <u>56</u> |
| <u>Parent Code of Conduct.....</u> | <u>57</u> |
| <u>Coach Code of Conduct.....</u> | <u>58</u> |

T-Ball - 6u (Kindergarten)

OBJECTIVES:

T-Ball division is an INSTRUCTIONAL, EDUCATIONAL, and RECREATIONAL baseball program. The primary objectives of the league is to provide players with an introduction to team sports, cooperation, and good sportsmanship. In addition coaches will teach the following basic skills: how to swing a bat, how to catch and throw a ball, and how to run the bases.

The T-ball - 6u (Kindergarten) division shall be comprised of players that are in Kindergarten or that will be 6 years old as of April 30th of this year.

GAME RULES:

Base Path:

60 feet

Pitcher's Area:

32 feet from the back of home plate. Players in the pitcher position should remain behind the 32 foot marker until the ball is put into play.

Innings:

3 innings

Time Limit:

75 minutes from scheduled start time - Play stops immediately after 3 innings or when the time limit has been met, whichever comes first.

Batting Order:

All players bat each inning. A permanent batting order is recommended, with the batting order starting where they left off from the previous game, but not required. You may rotate your batting order so that the same player does not lead off every inning.

Outs & Runs:

Outs and runs are not recorded. However, when an out is made, the batter or runner called out should return to the bench.

Team win/loss records are not recorded.

Each team bats one time through the entire lineup and takes the field each inning.

Rules Overview:

Infield fly, stealing, lead-offs, walks, strike-outs, bunts or half-swings, and sliding are NOT allowed.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Lineups:

Team lineups may be exchanged before the game, but is not required. Late players may be added to the end of the lineup and there are no outs reported for injured players leaving the game or players leaving early or missing their turn. The batting lineup will include all players on the roster regardless if playing in the field or not.

An unlimited number of substitutions are allowed on the playing field. The batting lineup does not change from the beginning of the game unless a player arrives late and is added to the end of the lineup. Each player must play at least 2 full innings of each game, and may not sit out more than 1 inning at a time.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game.

Adults on the Field:

Adults are allowed on the field of play to verbally assist fielders, but are not allowed to interfere with the play of the ball.

Game Umpires:

Base coaches will umpire 1st, 2nd, and 3rd base and help direct base runners to the next base. The coach making tee adjustments will umpire home plate.

Batters:

The coach of the batting team will make necessary tee adjustments; place the ball on the tee, and call "play ball" before allowing the batter to swing. Batters have an unlimited number of attempts to hit the ball into fair territory.

Coaches will draw a 10-foot foul arc in front of home plate before play begins. The arc should be 10 feet from the back of home plate and extend from foul line to foul line. The batter must hit the ball past the 10 foot arc and in fair territory to be considered a fair ball.

If a ball falls off the tee or is touched and falls in front of home plate, the ball is "foul" and the player will be allowed to bat again. The batter is allowed an unlimited amount of swings to hit a fair ball, regardless of the number of foul balls or strikes.

After each play, the umpire/coach at the tee will call "time" and allow the defensive team to become set prior to placing the next ball on the tee.

Base Running:

Runners advance 1 base at a time. The last batter (and any runners on base) should run all the bases (like a home run) and no attempt shall be made for an out at home plate.

Fielding Players:

Each team is encouraged to field all of its players. Players can't play the same position more than two innings. Doubling of positions in the infield is not allowed. Doubling of positions in the outfield is allowed. Depending on field size, outfielders should be positioned on the edge of

the outfield grass or stand on or behind a line drawn in the dirt by coaches at what would be considered an outfield depth position (a minimum of 20 feet behind the baselines). **Outfielders must throw the ball to a base or infielder and cannot make an out by tagging a runner or stepping on a base.** To avoid collisions, infielders should stand in front of or behind the base paths and must stay out of base paths when not fielding the ball.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game.

Catcher:

The catcher shall stand at least 10 feet behind the batter, or at the backstop, whichever is further, until the batter swings. Managers/coaches should ensure that catchers are in a safe position before the batter starts to swing at a pitch. Under GCYBSA rules and for lineup purposes only, the catcher is considered an outfielder.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field and is be responsible for bringing the batting tee.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used as necessary.

Bats:

Wooden and aluminum bats are allowed. There are no restrictions on bat drop except that the bat cannot be longer than 28 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, tee, bases, helmets, and catching gear. The equipment is the

responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS

Rain-Outs:

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball/Coach Pitch – 7u (Grade 1)

OBJECTIVES

The Baseball/Coach Pitch - 7U (Grade 1) level provides a structured league for instructional play with a focus on sportsmanship, skill development, and teamwork. The primary objectives of the league are to teach/improve the following basic baseball skills: swinging at a pitched ball, throwing, catching, base running, knowledge of baseball rules, and cooperation/good sportsmanship among a team.

The Baseball/Coach Pitch - 7U (Grade 1) league shall be comprised boys and girls in the first grade or 7 years of age as of April 30th of this year.

GAME RULES

Base Path:

60 feet

Pitcher's Mound:

A throw-down pitching rubber shall be placed 35 feet from the back of home plate. Players in the pitcher position should remain with at least one foot on the pitching rubber until the ball is put into play; the coach may stand or kneel closer to deliver the pitch.

Innings:

5 inning maximum, 3 outs or 5 run maximum per half-inning.

Time Limit:

Ninety (90) minutes from the scheduled start time.

Rules Overview:

Infield fly, lead-offs, stealing, walks or hit by pitch, bunts or half-swings are NOT allowed.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team may field a maximum of 12 players. There will be 5 players in the infield (P, 1b, 2b, SS and 3b) and up to 7 in the outfield (the catcher position is considered an outfielder).

Lineups:

Team lineups may be exchanged before the game, but is not required. Late players may be added to the end of the lineup and there are no outs reported for injured players leaving the game or players leaving early. The batting lineup will include all players on the roster regardless if playing in the field or not.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game.

An unlimited number of substitutions are allowed on the playing field. If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level. Late arriving players should be played in proportion to the inning of arrival. A player arriving after the start of the 3rd inning will be inserted into the batting order but will play in the field at the discretion of the coach.

Adults on the Field:

2 adults are allowed on the field of play to verbally assist fielders, but are not allowed to interfere with the play of the ball.

Game Umpires:

Base coaches and/or adults on the field will umpire 1st, 2nd, and 3rd base and help direct base runners to the next base. The coach who is pitching will umpire home plate and announce “play ball” after confirming that all defensive players are set and ready for the delivery of a pitch.

Batters:

Each batter will receive a maximum of 8 over or underhand pitches (including foul balls) from a minimum pitching distance of 25 feet from the back of home plate. If the 8th pitch is not put in play, the batter is out. Coaches may NOT change the number of maximum pitches (8) per player at-bat.

Base Running:

For infield hits, the runners may advance to the next base until a defensive player makes a play on the runner. For outfield hits, runners must stop at the base they are running to once the ball crosses the lines of the base paths when it is thrown back to the infield. The coach who is pitching is responsible for calling “time” and stopping the runner at the appropriate base.

Runners may not advance on any overthrow regardless of whether the ball remains in or exits the field of play.

Runners impeded by defensive players not fielding the ball will be awarded the base they are running to.

Players running out of the baseline are out if they are doing so to avoid a tag. Players running out of the baseline to avoid a collision are not out.

Runners may slide feet first to avoid collision, however, a runner will not be called out for failure to slide. Runners may not slide into a player to break up the play or in any way interfere with the fielder trying to make a play.

To ensure a timely transition between innings, a pinch runner should be inserted for the catcher if the catcher is on base with 2 outs or nearing 5 runs for the inning.

Catcher:

The catcher shall stand at least 10 feet behind the batter, or at the backstop, whichever is further, until the batter swings. Managers/coaches should ensure that catchers are wearing all catchers' gear properly and are in a safe position before the batter starts to swing at a pitch. An adult should be placed behind home plate to help retrieve passed balls. Under GCYBSA rules and for *lineup* purposes only, the catcher is considered an outfielder.

Fielders:

12 defensive players are allowed on the field. Outfielders should be positioned so they do not interfere with infielders making plays. Depending on field size, outfielders should be positioned on the edge of the outfield grass or stand on or behind a line drawn in the dirt by coaches at what would be considered an actual outfield depth position (a minimum of 20 feet behind the baselines). **Outfielders must throw the ball to a base or infielder and cannot make an out by tagging a runner or stepping on a base.** Infielders should stand in front of or behind the base paths and must stay out of base paths when not fielding the ball to avoid collisions.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT**Game Balls:**

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used as necessary.

Bats:

Wooden and aluminum bats are allowed. There are no restrictions on bat drop except that the bat cannot be longer than 29 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS**Rain-Outs:**

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball/Coach Pitch - 8u (Grade 2)

OBJECTIVES

The Baseball/Coach Pitch - 8u (Grade 2) level provides a structured league for instructional play with a focus on sportsmanship, skill development, and teamwork. The primary objectives of the league is to teach/improve the following basic baseball skills: swinging at a pitched ball, throwing, catching, base running, knowledge of baseball rules, and cooperation/good sportsmanship among a team. 8U practices progress to include position training and strategies of the game in preparation for player-pitch leagues.

The Baseball/Coach Pitch - 8u (Grade 2) league shall be comprised of boys and girls in second grade or 8 years of age of April 30th of this year.

GAME RULES

Base Path:

60 feet

Pitcher's Mound:

A throw-down pitching rubber shall be placed 35 feet from the back of home plate. Players in the pitcher position should remain with at least one foot on the pitching rubber until the ball is put into play; the coach may stand or kneel closer to deliver the pitch.

Innings:

6-inning maximum, 3 outs or 5-run maximum per half-inning

Time Limit:

Ninety (90) minutes from the scheduled start time.

Rules Overview:

Infield fly, lead-offs, stealing, walks or hit by pitch, bunts or half-swings are NOT allowed.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield (P, 1b, 2b, SS and 3b) and 5 in the outfield (the catcher position is considered an outfielder).

Lineups:

Team lineups may be exchanged before the game, but is not required. Late players may be added to the end of the lineup and there are no outs reported for injured players leaving the game or players leaving early. The batting lineup will include all players on the roster regardless if playing in the field or not.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game.

An unlimited number of substitutions are allowed on the playing field. If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level. Late arriving players should be played in proportion to the inning of arrival. A player arriving after the start of the 3rd inning will be inserted into the batting order but will play in the field at the discretion of the coach.

Adults on the Field:

2 adults are allowed on the field of play to verbally assist fielders, but are not allowed to interfere with the play of the ball.

Game Umpires:

Base coaches and/or adults on the field will umpire 1st, 2nd, and 3rd base and help direct base runners to the next base. The coach who is pitching will umpire home plate and announce "play ball" after confirming that all defensive players are set and ready for the delivery of a pitch.

Batters:

Each batter will receive a maximum of 8 over or underhand pitches (including foul balls) from a minimum pitching distance of 25 feet from the back of home plate. If the 8th pitch is not put in play, the batter is out. Coaches may NOT change the number of maximum pitches (8) per player at-bat.

Base Running:

For infield hits, the runners may advance to the next base until a defensive player makes a play on the runner. For outfield hits, runners must stop at the base they are running to once the ball crosses the lines of the base paths when it is thrown back to the infield. The coach who is pitching is responsible for calling "time" and stopping the runner at the appropriate base.

Runners may not advance on any overthrow regardless of whether the ball remains in or exits the field of play.

Runners impeded by defensive players not fielding the ball will be awarded the base they are running to.

Players running out of the baseline are out if they are doing so to avoid a tag. Players running out of the baseline to avoid a collision are not out.

Runners may slide feet first to avoid collision, however, a runner will not be called out for failure to slide. Runners may not slide into a player to break up the play or in any way interfere with the fielder trying to make a play.

To ensure a timely transition between innings, a pinch runner should be inserted for the catcher if the catcher is on base with 2 outs or nearing 5 runs for the inning.

Catcher:

The catcher should be placed at a standard catching position in order to prepare for player-pitched games. Managers/coaches should ensure that catchers are wearing all catchers' gear properly and are in a safe position before the coach throws a pitch. An adult should be placed behind home plate to help retrieve passed balls. Under GCYBSA rules and for *lineup* purposes only, the catcher is considered an outfielder.

Fielders:

10 defensive players are allowed on the field. Outfielders should be positioned so they do not interfere with infielders making plays. Depending on field size, outfielders should be positioned on the edge of the outfield grass or stand on or behind a line drawn in the dirt by coaches at what would be considered **an actual outfield depth position** (a minimum of 20 feet behind the baselines). **Outfielders must throw the ball to a base or infielder and cannot make an out by tagging a runner or stepping on a base.**

Infielders should stand in front of or behind the base paths and must stay out of base paths when not fielding the ball to avoid collisions.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marking the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used as necessary.

Bats:

Wooden and aluminum bats are allowed. There are no restrictions on bat drop except that the bat cannot be longer than 29 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use

their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS

Rain-Outs:

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball – 9u (Grade 3)

OBJECTIVES

The Baseball - 9u (Grade 3) kid pitch level provides a structured league for competitive play combined with sportsmanship, skill development, and teamwork.

The Baseball - 9u (Grade 3) division shall be comprised of players that are in Grade 3 or that will be 9 years old as of April 30th of this year.

GAME RULES

Base Path:

65 feet

Pitcher's Mound:

44 feet

Innings/Time Limit/Mercy:

6 inning maximum, 3 outs or 5 run maximum per half-inning

A minimum of 4 innings shall be played, regardless of time.

Any game that is stopped due to inclement weather shall be considered official if 3 innings have been completed (2 and 1/2 innings in the event the home team is ahead at the time the game is stopped).

No 5th or 6th inning shall begin after the 90th minute of any game.

No 5th inning shall begin prior to the 90th minute of any game if the score differential is greater than 10 runs. No 6th inning shall begin prior to the 90th minute of any game if the score differential is greater than 5 runs. Any 5th and/or 6th inning that begins prior to the 90th minute will be allowed to be completed regardless of time.

Should game times become an issue (i.e. early games running too closely to/past the start time of a later game on the same field or later games running too late), the program coordinator reserves the right to, at any point in the season, institute a hard stop time of 1 hour and 45 minutes with the game score reverting to the score at the end of the last completed inning previous to the hard stop time, provided the minimum 4 innings have been completed.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

At least 4 full innings are played and no additional innings can be played due to time constraints
At least 4 full innings are played and the maximum run differential rule conditions are met

At least 3 full innings are played and game cannot be completed on the same day due to weather.

Maximum transition time between innings is 2 minutes.

Pitchers will be allowed a maximum of 5 warm-up pitches between transitions.

After 4 innings of play and PRIOR to the 90th minute of the game, managers/coaches cannot make mound visits and a pitcher may not be replaced in the middle of the inning except in the case of injury.

After 4 innings of play and AFTER the 90th minute of the game, managers/coaches may make a mound visit to replace a struggling pitcher provided: **(a)** the eligible replacement pitcher comes from the bench where he/she has been properly warmed up and can be inserted with no additional warm-up and without otherwise delaying the game (recommended) or **(b)** the eligible replacement pitcher comes from the field of play but receives no warm-up pitches (not recommended).

A pinch runner must be used for the next half-inning's catcher if that catcher is on base with 2 outs or the 5 run limit is being approached.

On fields where games are scheduled back to back, the dugout should be emptied of everything but the players and their immediate equipment needs during the last inning of play.

Playoffs:

The league program coordinator will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

Rules Overview:

Infield fly, lead-offs, stealing, or half-swings or bunts are NOT allowed. Dropped 3rd strike rule does not apply.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield (P, 1b, 2b, SS and 3b) and 5 in the outfield (the catcher position is considered an outfielder for lineup purposes). Each team will field a minimum of 8 players. If a player leaves the game for any reason other than ejection, a team may continue a game with a minimum of 8 players. If a team has less than 9 players in attendance, they may "borrow" a player(s) from the opposing team or call up players from a younger GCYBSA team. **All borrowed players must be currently registered with GCYBSA** and may not play at the pitcher or catcher positions.

For playoffs, no pick up or "borrowing" of players is allowed.

Lineups:

Team lineups should be exchanged 5 minutes prior to the beginning of the game. All players present at the beginning of a game will be included in the batting lineup. Late players may be added to the end of the lineup and will play in proportion to the inning in which they arrive. Exchanged lineups must include jersey numbers.

If a player leaves the game for any reason, other than ejection, their scheduled at bat will be skipped and NOT declared an out. In the case of injury, the injured player may return and resume the same position in the batting order without penalty.

Batting out of order, as defined in the rules of baseball, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game, with the exception of a catcher who may play 3 consecutive innings at the same position.

If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level.

Game Umpires:

1 umpire will be provided by GCYBSA for a 9U game.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager/coach or acting manager/coach. Persons who attempt to address the umpire and are not the manager/coach or acting manager/coach are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach's participation in the umpiring of a future game.

Volunteer umpires, also known as pick-up umpires, should be used when an umpire is not present and the game will be official. Volunteer umpires will call balls/strikes from behind the pitcher.

Base Running:

Stealing is NOT allowed and base runners may NOT advance on a wild pitch/passed ball.

Sliding is required when a tag is imminent at the base the runner is advancing to. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE. A fielder may not block the path of the runner if a tag is not imminent.

Dropped 3rd strike rule does NOT apply, the batter is out.

If a ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score. If a ball is overthrown on fields where fences contain the ball, the ball remains "live" inside the fence and runners may advance at their own risk.

When play has come to a stop and the ball is being returned to the pitcher for the purpose of delivering the next pitch, base runners may not advance if the ball is overthrown.

A courtesy runner may be used for the pitcher and catcher at anytime and must be used for the catcher if they are on base with 2 outs or the 5 run limit is being approached. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

Pitching:

Pitchers are to pitch no more than 2 innings in 1 game and a maximum of 4 innings per day if 2 games are played and then must rest for 2 days (2 nights sleep). For example, if a player pitches on Monday, he/she is eligible to pitch on Wednesday. Delivery of a single pitch constitutes having pitched in an inning.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game unless removed to administer treatment for a "blood" related injury. In this case, the pitcher may return but must return no later than the next inning and may only pitch to complete the number of outs remaining at the time the pitcher was removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches in an inning or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.

GCYBSA reserves the right to use USSSA pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Any innings pitched or outs recorded during a forfeited game shall count towards the pitcher's allotted innings.

Pitchers starting an inning receive no more than 5 warm-up pitches. Pitchers brought on in relief in the middle of an inning may receive up to 10 warm-up pitches.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

A pitcher will receive a warning for the first two batters they hit when pitching. If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.

Managers/coaches are allowed 2 trips to the mound per pitcher. Managers/coaches making a 2nd trip to the mound for the same pitcher must replace the pitcher. Trips to the mound should take no more than 1 minute.

After 4 innings of play, managers/coaches cannot make mound visits and the pitcher may not be replaced in the middle of an inning except in the case of injury.

Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher's uniform must not be white.

Teams playing outside tournaments should use GCYBSA pitching rules throughout tournament play.

Bunting:

No bunting or half-swings

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wooden and aluminum bats are allowed. There is no restriction on bat drop except that the bat cannot be longer than 30 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS**Rain-Outs:**

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball – 10u (Grade 4)

OBJECTIVES

The Baseball - 10u (Grade 4) kid pitch level provides a structured league for competitive play combined with sportsmanship, skill development, and teamwork.

The Baseball - 10u (Grade 4) division shall be comprised of players that are in Grade 4 or that will be 10 years old as of April 30th of this year.

GAME RULES

Base Path:

65 feet

Pitcher's Mound:

46 feet

Innings/Time Limit/Mercy:

6 inning maximum, 3 outs or 5 run maximum per half-inning.

A minimum of 4 innings shall be played, regardless of time.

Any game that is stopped due to inclement weather shall be considered official if 3 innings have been completed (2 and 1/2 innings in the event the home team is ahead at the time the game is stopped).

No 5th or 6th inning shall begin after the 90th minute of any game.

No 5th inning shall begin prior to the 90th minute of any game if the score differential is greater than 10 runs. No 6th inning shall begin prior to the 90th minute of any game if the score differential is greater than 5 runs. Any 5th and/or 6th inning that begins prior to the 90th minute will be allowed to be completed regardless of time.

Should game times become an issue (i.e. early games running too closely to/past the start time of a later game on the same field or later games running too late), the program coordinator reserves the right to, at any point in the season, institute a hard stop time of 1 hour and 45 minutes with the game score reverting to the score at the end of the last completed inning previous to the hard stop time, provided the minimum 4 innings have been completed.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

At least 4 full innings are played and no additional innings can be played due to time constraints

At least 4 full innings are played and the maximum run differential rule conditions are met

At least 3 full innings are played and game cannot be completed on the same day due to weather.

Maximum transition time between innings is 2 minutes.

Pitchers will be allowed a maximum of 5 warm-up pitches between transitions.

After 4 innings of play and PRIOR to the 90th minute of the game, managers/coaches cannot make mound visits and a pitcher may not be replaced in the middle of the inning except in the case of injury.

After 4 innings of play and AFTER the 90th minute of the game, managers/coaches may make a mound visit to replace a struggling pitcher provided: **(a)** the eligible replacement pitcher comes from the bench where he/she has been properly warmed up and can be inserted with no additional warm-up and without otherwise delaying the game (recommended) or **(b)** the eligible replacement pitcher comes from the field of play but receives no warm-up pitches (not recommended).

A pinch runner must be used for the next half-inning's catcher if that catcher is on base with 2 outs or the 5 run limit is being approached.

On fields where games are scheduled back to back, the dugout should be emptied of everything but the players and their immediate equipment needs during the last inning of play.

Playoffs:

The league program coordinator will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

Rules Overview:

Lead-offs are NOT allowed. Infield fly rule, bunting, and stealing (after ball crosses plate) ARE allowed. Dropped 3rd strike rule does not apply.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield (P, 1b, 2b, SS and 3b) and 5 in the outfield (the catcher position is considered an outfielder for lineup purposes). Each team will field a minimum of 8 players. If a player leaves the game for any reason other than ejection, a team may continue a game with a minimum of 8 players. If a team has less than 9 players in attendance, they may "borrow" a player(s) from the opposing team or call up players from a younger GCYBSA team. **All borrowed players must be currently registered with GCYBSA** and may not play at the pitcher or catcher positions.

For playoffs, no pick up or "borrowing" of players is allowed.

Lineups:

Team lineups should be exchanged 5 minutes prior to the beginning of the game. All players present at the beginning of a game will be included in the batting lineup. Late players may be added to the end of the lineup and will play in proportion to the inning in which they arrive. Exchanged lineups must include jersey numbers.

If a player leaves the game for any reason, other than ejection, their scheduled at bat will be skipped and NOT declared an out. In the case of injury, the injured player may return and resume the same position in the batting order without penalty.

Batting out of order, as defined in the rules of baseball, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire.

Players must be rotated evenly between infield, outfield and the bench and is can't play the same position for more than 2 innings per game, with the exception of a catcher who may play 3 consecutive innings at the same position.

If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level.

Game Umpires:

1 umpire will be provided by GCYBSA for a 10U game.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager/coach or acting manager/coach. Persons who attempt to address the umpire and are not the manager/coach or acting manager/coach are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach's participation in the umpiring of a future game.

Volunteer umpires, also known as pick-up umpires, should be used when an umpire is not present and the game will be official. Volunteer umpires will call balls/strikes from behind the pitcher.

Base Running:

No leadoffs. Stealing is allowed after a pitch crosses home plate with limitations: Stealing is limited to 3 bases per half inning and stealing of home plate is not allowed. Any base runners advancing during or after a catcher's put out ATTEMPT of a steal, passed ball or wild pitch IS considered a steal. Runners will be called out if they leave a base prior to the ball crossing home plate. A steal shall be considered as follows: successfully advancing a base when the ball is not put into play.

Sliding is required when a tag is imminent at the base the runner is advancing to. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE. A fielder may not block the path of the runner if a tag is not imminent.

Dropped 3rd strike rule does NOT apply, the batter is out, but base runners may attempt to steal at their own risk.

With 1st base unoccupied, a base runner at 2nd base, may attempt to steal 3rd after a walk is issued.

Runners may not advance home on an overthrow by a catcher attempting to throw out an attempted steal.

Infield fly rule DOES apply and will be called by the umpire when appropriate.

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, (this rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair." The ball is live 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 a batted ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score. If a ball is overthrown on fields where fences contain the ball, the ball remains "live" inside the fence and runners may advance at their own risk until the ball is brought in to the infield and time is called.

When play has come to a stop and the ball is being returned to the pitcher for the purpose of delivering the next pitch, base runners may not advance if the ball is overthrown.

A courtesy runner may be used for the pitcher and catcher at anytime and must be used for the catcher if they are on base with 2 outs or the 5 run limit is being approached. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who

made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

Pitching:

Pitchers are to pitch no more than 2 innings in 1 game and a maximum of 4 innings per day if 2 games are played and then must rest for 2 days (2 nights sleep). For example, if a player pitches on Monday, he/she is eligible to pitch on Wednesday. Delivery of a single pitch constitutes having pitched in an inning.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game unless removed to administer treatment for a “blood” related injury. In this case, the pitcher may return but must return no later than the next inning and may only pitch to complete the number of outs remaining at the time the pitcher was removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches in an inning or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.

GCYBSA reserves the right to use USSSA pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Any innings pitched or outs recorded during a forfeited game shall count towards the pitcher’s allotted innings.

Pitchers starting an inning receive no more than 5 warm-up pitches. Pitchers brought on in relief in the middle of an inning may receive up to 10 warm-up pitches.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

A pitcher will receive a warning for the first two batters they hit when pitching. If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.

Managers/coaches are allowed 2 trips to the mound per pitcher. Managers/coaches making a 2nd trip to the mound for the same pitcher must replace the pitcher. Trips to the mound should take no more than 1 minute.

After 4 innings of play, managers/coaches cannot make mound visits and the pitcher may not be replaced in the middle of an inning except in the case of injury.

Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher’s uniform must not be white.

Teams playing outside tournaments should use GCYBSA pitching rules throughout tournament play.

Bunting:

Bunting is allowed.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wooden and aluminum bats are allowed. There is no restriction on bat drop except that the bat cannot be longer than 31 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS

Rain-Outs:

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball – 11u (Grade 5)

OBJECTIVES

The Baseball - 11u (Grade 5) level provides a structured league for competitive play combined with sportsmanship, skill development, and teamwork. All rules are based on High School Federation regulations unless otherwise noted.

The Baseball – 11u (Grade 5) division shall be comprised of players that are in Grade 5 or that will be 11 years old as of April 30th of this year.

GAME RULES

Base Path:

70 feet

Pitcher's Mound:

50 feet

Innings/Time Limit/Mercy:

6 inning maximum, 3 outs or 5 run maximum per half-inning.

A minimum of 4 innings shall be played, regardless of time.

Any game that is stopped due to inclement weather shall be considered official if 3 innings have been completed (2 and 1/2 innings in the event the home team is ahead at the time the game is stopped).

No 5th or 6th inning shall begin after the 90th minute of any game.

No 5th inning shall begin prior to the 90th minute of any game if the score differential is greater than 10 runs. No 6th inning shall begin prior to the 90th minute of any game if the score differential is greater than 5 runs. Any 5th and/or 6th inning that begins prior to the 90th minute will be allowed to be completed regardless of time.

Should game times become an issue (i.e. early games running too closely to/past the start time of a later game on the same field or later games running too late), the program coordinator reserves the right to, at any point in the season, institute a hard stop time of 1 hour and 45 minutes with the game score reverting to the score at the end of the last completed inning previous to the hard stop time, provided the minimum 4 innings have been completed.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

At least 4 full innings are played and no additional innings can be played due to time constraints
At least 4 full innings are played and the maximum run differential rule conditions are met

At least 3 full innings are played and game cannot be completed on the same day due to weather.

Maximum transition time between innings is 2 minutes.

Pitchers will be allowed a maximum of 5 warm-up pitches between transitions.

After 4 innings of play and PRIOR to the 90th minute of the game, managers/coaches cannot make mound visits and a pitcher may not be replaced in the middle of the inning except in the case of injury.

After 4 innings of play and AFTER the 90th minute of the game, managers/coaches may make a mound visit to replace a struggling pitcher provided: **(a)** the eligible replacement pitcher comes from the bench where he/she has been properly warmed up and can be inserted with no additional warm-up and without otherwise delaying the game (recommended) or **(b)** the eligible replacement pitcher comes from the field of play but receives no warm-up pitches (not recommended).

A pinch runner must be used for the next half-inning's catcher if that catcher is on base with 2 outs or the 5 run limit is being approached.

On fields where games are scheduled back to back, the dugout should be emptied of everything but the players and their immediate equipment needs during the last inning of play.

Playoffs:

The league program coordinator will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

Rules Overview:

The infield fly and dropped third strike rules are in effect.

Lead-offs are NOT allowed, but stealing IS allowed after the ball leaves the pitcher's hand.

Balks will be called for instructional purposes only.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team will field a maximum of 10 players. There will be 5 players in the infield (P 1b, 2b, SS and 3b) and 5 in the outfield (the catcher position is considered an outfielder for lineup purposes). Each team will field a minimum of 8 players. If a player leaves the game for any reason other than ejection, a team may continue a game with a minimum of 8 players. If a team has less than 9 players in attendance, they may "borrow" a player(s) from the opposing team or call up players from a younger GCYBSA team. **All borrowed players must be currently registered with GCYBSA** and may not play at the pitcher or catcher positions.

For playoffs, no pick up or "borrowing" of players is allowed.

Lineups:

Team lineups should be exchanged 5 minutes prior to the beginning of the game. All players present at the beginning of a game will be included in the batting lineup. Late players may be added to the end of the lineup and will play in proportion to the inning in which they arrive. Exchanged lineups must include jersey numbers.

If a player leaves the game for any reason, other than ejection, their scheduled at bat will be skipped and NOT declared an out. In the case of injury, the injured player may return and resume the same position in the batting order without penalty.

Batting out of order, as defined in the rules of baseball, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game, with the exception of a pitcher or catcher who may play 3 consecutive innings at the same position.

If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level.

Game Umpires:

2 umpires will be provided by GCYBSA.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Persons who attempt to address the umpire and are not the manager or acting manager are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach's participation in the umpiring of a future game.

Volunteer umpires, also known as pick-up umpires, should be used when an umpire is not present and the game will be official. Volunteer umpires will call balls/strikes from behind the pitcher.

Base Running:

No lead offs. Stealing is allowed after the ball leaves the pitcher's hand. Teams are limited to 3 steals per half-inning per team.

A steal shall be considered as follows: Successfully advancing a base when the ball is not put into play by a batter.

Any base runner's advance during or after a catcher's put out ATTEMPT of a steal, passed ball, wild pitch, or dropped 3rd strike IS considered a steal. A batter who reaches 1st base on a dropped 3rd strike is not considered a steal.

Runners may not advance home on an overthrow by a catcher attempting to throw out an attempted steal.

Dropped 3rd Strike Rule does apply: In the case of a dropped 3rd strike, the batter may attempt to advance to 1st base with 0 or 1 out provided 1st base is unoccupied. The batter is not out unless tagged, thrown out at first base, or the batter leaves the batter's box with no intention of running to first base. If 1st base is occupied with less than 2 outs, the batter is out. Any base runners may attempt to advance at their own risk. With two outs, the batter may attempt to advance to 1st base whether it is occupied or not. Any force plays remain intact (i.e. the bases are loaded, and strike 3 is dropped, the catcher can pick the ball up and touch home plate for the force out). With 1st base occupied and 2 outs, the runner at first (and any other runners in force situations) will be forced to run when the batter attempts to take 1st base on a dropped third strike. This shall not be counted as a steal.

Infield fly rule DOES apply and will be called by the umpire when appropriate.

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, (this rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair." The ball is live 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 a batted ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score. If a ball is overthrown on fields where fences contain the ball, the ball remains "live" inside the fence and runners may advance at their own risk until the ball is brought in to the infield and time is called.

When play has come to a stop and the ball is being returned to the pitcher for the purpose of delivering the next pitch, base runners may not advance if the ball is overthrown.

Sliding is required when a tag is imminent at the base the runner is advancing to. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE. A fielder may not block the path of the runner if a tag is not imminent.

A courtesy runner may be used for the pitcher and catcher at anytime and must be used for the catcher if they are on base with 2 outs or the 5 run limit is being approached. Courtesy runners

may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

Pitching:

Pitchers are to pitch no more than 3 innings in 1 game and a maximum of 4 innings per day if 2 games are played and then must rest for 2 days (2 nights sleep). For example, if a player pitches on Monday, he/she is eligible to pitch on Wednesday. Delivery of a single pitch constitutes having pitched in an inning.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game unless removed to administer treatment for a "blood" related injury. In this case, the pitcher may return but must return no later than the next inning and may only pitch to complete the number of outs remaining at the time the pitcher was removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches in an inning or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.

GCYBSA reserves the right to use USSSA pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Any innings pitched or outs recorded during a forfeited game shall count towards the pitcher's allotted innings.

Pitchers starting an inning receive no more than 5 warm-up pitches. Pitchers brought on in relief in the middle of an inning may receive up to 10 warm-up pitches.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

A pitcher will receive a warning for the first two batters they hit when pitching. If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.

Managers/coaches are allowed 2 trips to the mound per pitcher. Managers/coaches making a 2nd trip to the mound for the same pitcher must replace the pitcher. Trips to the mound should take no more than 1 minute.

After 4 innings of play, managers/coaches cannot make mound visits and the pitcher may not be replaced in the middle of an inning except in the case of injury.

Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher's uniform must not be white.

Teams playing outside tournaments should use GCYBSA pitching rules throughout tournament play. Rules are derived from USSSA rules and any plans for deviation from these rules must be approved by GCYBSA.

Balks will be called for instructional purposes only.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wooden and aluminum bats are allowed. There is no restriction on bat drop except that the bat cannot be longer than 32 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS

Rain-Outs:

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball - 12u (Grade 6)

OBJECTIVES

The Baseball - 12u (Grade 6) level provides a structured league for competitive play combined with sportsmanship, skill development, and teamwork. All rules are based on High School Federation regulations unless otherwise noted.

The Baseball - 12u (Grade 6) division shall be comprised of players that are in Grade 6 or that will be 12 years old as of April 30th of this year.

GAME RULES

Base Path:

70 feet

Pitcher's Mound:

50 feet

Innings/Time Limit/Mercy:

6 inning maximum, 3 outs or 5 run maximum per half-inning.

A minimum of 4 innings shall be played, regardless of time.

Any game that is stopped due to inclement weather shall be considered official if 3 innings have been completed (2 and 1/2 innings in the event the home team is ahead at the time the game is stopped).

No 5th or 6th inning shall begin after the 90th minute of any game.

No 5th inning shall begin prior to the 90th minute of any game if the score differential is greater than 10 runs. No 6th inning shall begin prior to the 90th minute of any game if the score differential is greater than 5 runs. Any 5th and/or 6th inning that begins prior to the 90th minute will be allowed to be completed regardless of time.

Should game times become an issue (i.e. early games running too closely to/past the start time of a later game on the same field or later games running too late), the program coordinator reserves the right to, at any point in the season, institute a hard stop time of 1 hour and 45 minutes with the game score reverting to the score at the end of the last completed inning previous to the hard stop time, provided the minimum 4 innings have been completed.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

At least 4 full innings are played and no additional innings can be played due to time constraints
At least 4 full innings are played and the maximum run differential rule conditions are met

At least 3 full innings are played and game cannot be completed on the same day due to weather.

Maximum transition time between innings is 2 minutes.

Pitchers will be allowed a maximum of 5 warm-up pitches between transitions.

After 4 innings of play and PRIOR to the 90th minute of the game, managers/coaches cannot make mound visits and a pitcher may not be replaced in the middle of the inning except in the case of injury.

After 4 innings of play and AFTER the 90th minute of the game, managers/coaches may make a mound visit to replace a struggling pitcher provided: **(a)** the eligible replacement pitcher comes from the bench where he/she has been properly warmed up and can be inserted with no additional warm-up and without otherwise delaying the game (recommended) or **(b)** the eligible replacement pitcher comes from the field of play but receives no warm-up pitches (not recommended).

A pinch runner must be used for the next half-inning's catcher if that catcher is on base with 2 outs or the 5 run limit is being approached.

On fields where games are scheduled back to back, the dugout should be emptied of everything but the players and their immediate equipment needs during the last inning of play.

Playoffs:

The league program coordinator will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

Rules Overview:

The infield fly and dropped third strike rules are in effect.

Lead-offs are allowed but limited to roughly 3 side steps from base. Stealing may occur at any point of pitcher's preparation and delivery but are limited to 3 steals per half inning/team.

Balks will be called after 1 warning is given.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team will field a maximum of 9 players. Each team will field a minimum of 8 players. If a player leaves the game for any reason other than ejection, a team may continue a game with a minimum of 8 players. If a team has less than 9 players in attendance, they may "borrow" a player(s) from the opposing team or call up players from a younger GCYBSA team. **All borrowed players must be currently registered with GCYBSA** and may not play at the pitcher or catcher positions.

For playoffs, no pick up or "borrowing" of players is allowed.

Lineups:

Team lineups should be exchanged 5 minutes prior to the beginning of the game. All players present at the beginning of a game will be included in the batting lineup. Late players may be added to the end of the lineup and will play in proportion to the inning in which they arrive. Exchanged lineups must include jersey numbers.

If a player leaves the game for any reason, other than ejection, their scheduled at bat will be skipped and NOT declared an out. In the case of injury, the injured player may return and resume the same position in the batting order without penalty.

Batting out of order, as defined in the rules of baseball, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire.

Players must be rotated evenly between infield, outfield and the bench and can't play the same position for more than 2 innings per game, with the exception of a pitcher or catcher who may play 3 consecutive innings at the same position.

If enough players are in attendance, no player shall sit out defensively twice in any game before every other player sits out at least once, and a good faith effort must be made to ensure that no player sits out disproportionately to any other player throughout the season, regardless of skill level.

Game Umpires:

2 umpires will be provided by GCYBSA.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach's participation in the umpiring of a future game.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Persons who attempt to address the umpire and are not the manager or acting manager are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Volunteer umpires, also known as pick-up umpires, should be used when an umpire is not present and the game will be official. Volunteer umpires will call balls/strikes from behind the pitcher.

Base Running:

Progressive lead-offs (defined as no more than 3 side steps off base) and free stealing (including home) are allowed. Teams are limited to 3 steals per half inning per team.

Any base runners advancing during or after a catcher's put out ATTEMPT of a steal, wild pitch, passed ball or dropped 3rd strike IS considered a steal. A batter who reaches 1st base on a dropped 3rd strike is not considered a steal.

Dropped 3rd Strike Rule does apply: In the case of a dropped 3rd strike, the batter may attempt to advance to 1st base with 0 or 1 out provided 1st base is unoccupied. The batter is not out unless tagged, thrown out at first base, or the batter leaves the batter's box with no intention of running to first base. If 1st base is occupied with less than 2 outs, the batter is out. Any base runners may attempt to advance at their own risk. With two outs, the batter may attempt to advance to 1st base whether it is occupied or not. Any force plays remain intact (i.e. the bases are loaded, and strike 3 is dropped, the catcher can pick the ball up and touch home plate for the force out). With 1st base occupied and 2 outs, the runner at first (and any other runners in force situations) will be forced to run when the batter attempts to take 1st base on a dropped third strike. This shall not be counted as a steal.

After a team has reached their 3 steal maximum for the half-inning, a base runner must attempt to return to the base they're occupying during an attempted pick-off play. Runners may advance at their own risk if the ball is overthrown. This shall not be counted as a steal.

Infield fly rule DOES apply and will be called by the umpire when appropriate.

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, (this rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair." The ball is live 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.

Sliding is required when a tag is imminent at the base the runner is advancing to. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE. A fielder may not block the path of the runner if a tag is not imminent.

A courtesy runner may be used for the pitcher and catcher at anytime and must be used for the catcher if they are on base with 2 outs or the 5 run limit is being approached. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

If a ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score.

Pitching:

Pitchers are to pitch no more than 3 innings in 1 game and a maximum of 4 innings per day if 2 games are played and then must rest for 2 days (2 nights sleep). For example, if a player pitches on Monday, he/she is eligible to pitch on Wednesday. Delivery of a single pitch constitutes having pitched in an inning.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game unless removed to administer treatment for a "blood" related injury. In this case, the pitcher may return but must return no later than the next inning and may only pitch to complete the number of outs remaining at the time the pitcher was removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches in an inning or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.

GCYBSA reserves the right to use USSSA pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Any innings pitched or outs recorded during a forfeited game shall count towards the pitcher's allotted innings.

Pitchers starting an inning receive no more than 5 warm-up pitches. Pitchers brought on in relief in the middle of an inning may receive up to 10 warm-up pitches.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

A pitcher will receive a warning for the first two batters they hit when pitching. If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.

Managers/coaches are allowed 2 trips to the mound per pitcher. Managers/coaches making a 2nd trip to the mound for the same pitcher must replace the pitcher. Trips to the mound should take no more than 1 minute.

After 4 innings of play, managers/coaches cannot make mound visits and the pitcher may not be replaced in the middle of an inning except in the case of injury.

Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher's uniform must not be white.

Teams playing outside tournaments should use GCYBSA pitching rules throughout tournament play. Rules are derived from USSSA rules and any plans for deviation from these rules must be approved by GCYBSA.

Balks WILL be called on pitchers after one warning.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wooden and aluminum bats are allowed. There is no restriction on bat drop except that the bat cannot be longer than 32 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS

Rain-Outs:

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball - 13/14u (Grades 7/8)

OBJECTIVES

The Baseball - 13/14u (Grades 7/8) level provide a structured league for competitive play combined with sportsmanship, skill development, and teamwork. All rules are based on High School Federation regulations unless otherwise noted.

The Baseball – 13/14u (Grade 7/8) division shall be comprised of players that are in Grades 7 and 8 or that will be 13 or 14 years old as of April 30th of this year.

GAME RULES

Base Path:

80 feet

Pitcher's Mound:

54 feet

Innings/Time Limit/Mercy:

7 inning maximum, 3 outs or 5 run maximum per half-inning.

A minimum of 5 innings shall be played, regardless of time.

Any game that is stopped due to inclement weather shall be considered official if 4 innings have been completed (3 and 1/2 innings in the event the home team is ahead at the time the game is stopped).

No 6th or 7th inning shall begin after the 90th minute of any game.

No 6th inning shall begin prior to the 90th minute of any game if the score differential is greater than 10 runs. No 7th inning shall begin prior to the 90th minute of any game if the score differential is greater than 5 runs. Any 6th and/or 7th inning that begins prior to the 90th minute will be allowed to be completed regardless of time.

Mercy rule applies if one team has a lead of at least 16 runs after 4 innings.

Should game times become an issue (i.e. early games running too closely to/past the start time of a later game on the same field or later games running too late), the program coordinator reserves the right to, at any point in the season, institute a hard stop time of 1 hour and 45 minutes with the game score reverting to the score at the end of the last completed inning previous to the hard stop time, provided the minimum 5 innings have been completed.

Maximum transition time between innings is 2 minutes.

Pitchers will be allowed a maximum of 5 warm-up pitches between transitions.

After 5 innings of play and PRIOR to the 90th minute of the game, managers/coaches cannot make mound visits and a pitcher may not be replaced in the middle of the inning except in the case of injury.

After 5 innings of play and AFTER the 90th minute of the game, managers/coaches may make a mound visit to replace a struggling pitcher provided: **(a)** the eligible replacement pitcher comes from the bench where he/she has been properly warmed up and can be inserted with no additional warm-up and without otherwise delaying the game (recommended) or **(b)** the eligible replacement pitcher comes from the field of play but receives no warm-up pitches (not recommended).

A pinch runner must be used for the next half-inning's catcher if that catcher is on base with 2 outs or the 5 run limit is being approached.

On fields where games are scheduled back to back, the dugout should be emptied of everything but the players and their immediate equipment needs during the last inning of play.

Games are considered official and the score after the last complete inning is recorded when one of the following conditions occur:

At least 4 full innings are played and the mercy rule is applied

At least 5 full innings are played and no additional innings can be played due to time constraints

At least 5 full innings are played and the maximum run differential conditions are met

At least 4 full innings are played and game cannot be completed on the same day due to weather.

Playoffs:

The league program coordinator will determine the playoff schedule and format and reserves the right to change any GCYBSA regular season rule during the playoffs.

Rules Overview:

The infield fly, dropped third strike, and balk rules are in effect.

Progressive lead-offs and free stealing is allowed.

Infield practice is not allowed on the infield prior to the game. You may take infield practice in foul territory.

Players:

Each team will field a maximum of 9 players. Each team will field a minimum of 8 players. If a player leaves the game for any reason other than ejection, a team may continue a game with a minimum of 8 players. If a team has less than 9 players in attendance, they may "borrow" a player(s) from the opposing team or call up players from a younger GCYBSA team. **All borrowed players must be currently registered with GCYBSA** and may not play at the pitcher or catcher positions.

For playoffs, no pick up or "borrowing" of players is allowed.

Lineups:

Team lineups should be exchanged 5 minutes prior to the beginning of the game. All players present at the beginning of a game will be included in the batting lineup. Late players may be added to the end of the lineup and will play in proportion to the inning in which they arrive. Exchanged lineups must include jersey numbers.

If a player leaves the game for any reason, other than ejection, their scheduled at bat will be skipped and NOT declared an out. In the case of injury, the injured player may return and resume the same position in the batting order without penalty.

Batting out of order, as defined in the rules of baseball, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire.

Players must play at least 4 full innings and must be rotated evenly between infield and outfield.

Game Umpires:

2 umpires will be provided by GCYBSA.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire's decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Persons who attempt to address the umpire and are not the manager or acting manager are subject to ejection from the area of the field at the umpire's discretion. Managers are responsible for the conduct of players, parents, and fans.

Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach's participation in the umpiring of a future game.

Volunteer umpires, also known as pick-up umpires, should be used when an umpire is not present and the game will be official. Volunteer umpires will call balls/strikes from behind the pitcher.

Base Running:

Progressive lead-offs and free stealing (including home) are allowed.

Dropped 3rd Strike Rule does apply: In the case of a dropped 3rd strike, the batter may attempt to advance to 1st base with 0 or 1 out provided 1st base is unoccupied. The batter is not out unless tagged, thrown out at first base, or the batter leaves the batter's box with no intention of running to first base. If 1st base is occupied with less than 2 outs, the batter is out. Any base runners may attempt to advance at their own risk. With two outs, the batter may attempt to

advance to 1st base whether it is occupied or not. Any force plays remain intact (i.e. the bases are loaded, and strike 3 is dropped, the catcher can pick the ball up and touch home plate for the force out).

Infield fly rule DOES apply and will be called by the umpire when appropriate.

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, (this rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair."

The ball is live 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.

Sliding is required when a tag is imminent at the base the runner is advancing to. If a runner does not slide and a tag is imminent the runner is out. Players must slide feet first going into bases, but can slide head first if returning to a base. NO HEAD FIRST SLIDING ALLOWED INTO HOME PLATE. A fielder may not block the path of the runner if a tag is not imminent.

A courtesy runner may be used for the pitcher and catcher at anytime and must be used for the catcher if they are on base with 2 outs or the 5 run limit is being approached. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

If a ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score.

Pitching:

Pitchers are to pitch no more than 4 innings in 1 game and a maximum of 7 innings per day if 2 games are played and then must rest for 2 nights. For example, if a player pitches on Monday, he/she is eligible to pitch on Wednesday. Delivery of a single pitch constitutes having pitched in an inning.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game unless removed to administer treatment for a "blood" related injury. In this case, the pitcher may return but must return no later than the next inning and may only pitch to complete the number of outs remaining at the time the pitcher was removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches in an inning or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.

GCYBSA reserves the right to use USSSA pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Any innings pitched or outs recorded during a forfeited game shall count towards the pitcher's allotted innings.

Pitchers starting an inning receive no more than 5 warm-up pitches. Pitchers brought on in relief in the middle of an inning may receive up to 10 warm-up pitches.

Intentional walks are NOT allowed. A pitcher must make an effort to throw 4 hittable pitches towards the plate to a catcher who is in a normal catching position. Catchers cannot stand to the side of home plate and receive four intentionally thrown balls from the pitcher.

A pitcher will receive a warning for the first two batters they hit when pitching. If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.

Managers/coaches are allowed 2 trips to the mound per pitcher. Managers/coaches making a 2nd trip to the mound for the same pitcher must replace the pitcher. Trips to the mound should take no more than 1 minute.

After 5 innings of play, managers/coaches cannot make mound visits and the pitcher may not be replaced in the middle of an inning except in the case of injury.

Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher's uniform must not be white.

Teams playing outside tournaments should use GCYBSA pitching rules throughout tournament play. Rules are derived from USSSA rules and any plans for deviation from these rules must be approved by GCYBSA.

Balks WILL be called on pitchers after one warning.

Home Team:

The home team sits on the third base side of the field and is responsible for bringing bases and measuring/marketing the necessary field distances.

Away Team:

The away team sits on the first base side of the field.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wooden and aluminum bats are allowed. Bat drop must not exceed -9 and the bat may not be longer than 36 inches, the barrel cannot exceed 2 ¾ inches in diameter, and cannot exceed the 1.15 bat performance factor.

Batting Helmets:

All players who are batting, running, or on deck must wear a helmet. Players cannot take their helmet off until they have returned to the dugout. GCYBSA will provide helmets with facemasks to each team. That face mask is not to be removed under any circumstance. A player may choose to use his/her own personal helmet. Personal helmets are not required to have face masks, but should meet standard safety requirements. Any player choosing to use their own helmet must do so at their own risk. Personal helmets may not be shared with other players.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, scorebooks, measuring tape, bats, balls, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players may wear shorts, pants, sweatpants, or baseball pants. Sneakers, baseball, or soccer cleats are the recommended footwear. Metal cleats, sandals, or boots are not allowed for players or coaches.

CANCELLATIONS

Rain-Outs:

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Baseball - 15u-18u (Freshmen-Senior)

OBJECTIVES

The Baseball - 15u-18u (Freshmen-Senior) level provides a structured league for competitive play combined with sportsmanship, skill development, and teamwork. All rules are based on High School Federation regulations unless otherwise noted.

The Baseball – 15u-18u (Freshmen-Senior) division shall be comprised of players that are Freshmen, Sophomores, Juniors and Seniors in High School and will be 15, 16, 17 or 18 years old as of April 30th of this year.

GAME RULES

Base Path:

90 feet

Pitcher's Mound:

60 feet and 6 inches

Innings/Mercy:

7-inning maximum, 3 outs or 6-run maximum per half-inning

5 inning minimum

Mercy rule applies if one team has a lead of 19 runs after 4 innings, 13 runs after 5 innings, or 7 runs after 6 innings.

Games are considered official and the score after the last full inning is recorded when one of the following conditions occur:

At least 5 full innings are played and time limit was not reached due to uncontrollable circumstances.

The Mercy rule conditions are met

At least 4 full innings are played and game cannot be completed on the same day due to weather.

Transition time between innings should be no more than 2 minutes.

Time Limit:

None

Rules Overview:

The infield fly, dropped third strike, and balk rules are in effect.
Progressive lead-offs and free stealing is allowed

Players:

Each team will field a maximum of 9 players. Each team will field a minimum of 8 players. If a player leaves the game for any reason other than ejection, a team may continue a game with a minimum of 8 players. If a team has less than 9 players in attendance, they may “borrow” a player(s) from the opposing team or call up players from a younger GCYBSA team. **All borrowed players must be currently registered with GCYBSA** and may not play at the pitcher or catcher positions.

For playoffs, no pick up or “borrowing” of players is allowed.

Lineups:

Team lineups should be exchanged 5 minutes prior to the beginning of the game. All players present at the beginning of a game will be included in the batting lineup. Late players may be added to the end of the lineup and will play in proportion to the inning in which they arrive. Exchanged lineups must include jersey numbers.

If a player leaves the game for any other reason, but an ejection, their scheduled at bat will be skipped and NOT declared an out. In the case of injury, they may return and resume the same position in the batting order without penalty.

Batting out of order, as defined in rules of baseball, is an appeal play and will be considered an out if the opposing team successfully appeals to the umpire.

Players must play at least 4 full innings.

Game Umpires:

2 umpires will be provided by GCYBSA.

The umpire will determine if a game should be called for weather, darkness, or time limit. If, in the judgment of the umpire, a team attempts to stall/delay a game in order to affect the outcome of the game, the umpire shall declare a forfeit against the offending team. This is a judgment call and is not subject to protest.

Criticism of any umpire’s decision will NOT be tolerated. Managers and coaches MUST back the umpire decisions at all times. Both team managers should assist the umpire in immediately by stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Persons who attempt to address the umpire and are not the manager or acting manager are subject to ejection from the area of the field at the umpire’s discretion. Managers are responsible for the conduct of players, parents, and fans.

Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach’s participation in the umpiring of a future game.

Volunteer umpires, also known as pick-up umpires, may be used upon agreement of both managers. If both managers agree to play with a pickup umpire, the game will be official. Volunteer umpires will call balls/strikes from behind the pitcher.

Base Running:

Progressive lead-offs and free stealing is allowed

Dropped 3rd Strike Rule does apply: In the case of a dropped 3rd strike, the batter may attempt to advance to 1st base with 0 or 1 out provided 1st base is unoccupied. The batter is not out unless tagged, thrown out at first base, or the batter leaves the batter's box with no intention of running to first base. If 1st base is occupied with less than 2 outs, the batter is out. Any base runners may attempt to advance at their own risk. With two outs, the batter may attempt to advance to 1st base whether it is occupied or not. Any force plays remain intact (i.e. the bases are loaded, and strike 3 is dropped, the catcher can pick the ball up and touch home plate for the force out).

Infield fly rule DOES apply and will be called by the umpire when appropriate.

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, (this rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied. When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair." The ball is live 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.

Sliding is recommended when a tag is imminent at the base the runner is advancing to.

A courtesy runner may be used for the pitcher and catcher at anytime and must be used for the catcher if they are on base with 2 outs or the 5 run limit is being approached. Courtesy runners may also be used for a player who is injured while at bat or running bases. If utilized, the courtesy runner shall be the batter who made the last out. The same courtesy runner may not be used more than once per half inning. If a second courtesy runner is required, the batter who made the second to last out shall be used. Courtesy runners should be ready to enter the game when the pitcher or catcher is at bat or on base.

If a ball is overthrown and out of play, the runner(s) are awarded the base they are advancing towards plus 1 base (1+1) even if it allows a runner to score.

Pitching:

Per week limits - 1 game: 21 outs; 2 games: 36 outs; 3 games: 45 outs; 4 games: 54 outs.

Delivery of a single pitch constitutes having pitched an out.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may return to the pitching position but cannot return in the same inning as being removed. Coaches should use discretion regarding innings pitched if a player throws an excessive number of pitches or complains of a sore arm. A pitch count is recommended, but not required. Do not overuse your pitchers.

GCYBSA reserves the right to use alternative pitching rules for playoff games.

The following pitching rules apply for games that are suspended and then resumed after the night break (the next day or another day). The portion of the game played before suspension will count as being played on the scheduled day and the portion of the resumed game will count as being played on the resumed day.

Any innings pitched or outs recorded during a forfeited game shall count towards the pitcher's allotted innings.

Pitchers starting an inning receive 5 warm-up pitches, relief pitchers may receive up to 10 warm-up pitches.

Balks will be called on pitchers (one warning will be given during the 1st 2 weeks of the season).

Intentional walks are allowed. The manager will inform the umpire and the batter will be awarded 1st base without pitches being thrown.

A pitcher will receive a warning for the first two batters they hit when pitching. . If a third batter is hit by the same pitcher, they will automatically be removed from the pitching position and allowed to play any other position allowed under the lineup rules stated above.

Managers/coaches are allowed 3 trips to the mound per pitcher. Upon the third visit and thereafter, the manager/coach must remove the pitcher on each visit. Trips to the mound should take no more than 1 minute.

Other than prescription eyewear, pitchers may not wear sunglasses and any long sleeve shirt worn under a pitcher's uniform must not be white.

Teams playing outside tournaments should use GCYBSA pitching rules throughout tournament play. Rules are derived from nationally recognized rules-any plans for deviation from these rules must be approved by the GCYBSA.

EQUIPMENT

Game Balls:

An age-appropriate baseball will be provided by the league and used in games. Each team should supply one new game ball for each game. Additional balls from practice bags may be used if necessary.

Bats:

Wooden and aluminum bats are allowed.

Bat drop must not exceed -3 and cannot be longer than 36 inches, the barrel cannot exceed 2 $\frac{3}{4}$ inches in diameter, and must have a BESR certification stamp.

Batting Helmets:

Helmets are required to be worn by all players that are batting, running, or on deck. Players are not to take the helmet off until they have returned to the dugout. Helmets must be worn by any player coaching a base.

Team Gear:

GCYBSA supplies each team with an equipment bag containing a first-aid kit, ice packs, scorebooks, measuring tape, bats, balls, tee, bases, helmets, and catching gear. The equipment is the responsibility of the team coach and is to be returned to the equipment manager at the end of the season.

Uniforms:

All players must wear GCYBSA issued team jerseys and hats during games. Players must wear baseball pants. Baseball cleats are the recommended footwear and sandals, or boots cannot be worn by players or coaches.

Metal cleats are allowed.

CANCELLATIONS:**Rain-Outs:**

The weather line, 734-394-5489 will be updated at 4 p.m. daily, by 8 a.m. for 9 a.m. Saturday games and by 10 a.m. for 11 a.m. Saturday games.

Make-Up Games:

The GCYBSA Program Coordinator will determine the dates/times of any make-up games.

[Back to top](#)

Additional Rules & GCYBSA Coaching and Safety Tips

1. Each coach is given medical information along with their team roster. Parents are encouraged to remind coaches and other parents of important medical conditions, allergies, and other necessary information.
2. Parents and players should consult the website www.gcybsa.com for information on rainouts or field changes, generally for weather issues the Canton Sports Center Weather Hotline is also used 734-394-5489. However, not all fields are governed by CSC Weather Hotline. The weather hotline may suggest that games are delayed; GCYBSA starting times are never delayed by announcement on the hotline. In weather situations, the hotline or website will indicate your instructions for the evening. It may indicate that all games are cancelled, 8pm games are cancelled, or specific games at a particular location are cancelled. It should not be assumed that because games are cancelled in one location or specific time slot that all games are cancelled for that evening. Unless specifically advised, always assume that you should show up at the field at the scheduled game time. If games are rained out, then practices are cancelled as well.
3. Thunder and lightning: the umpire will suspend play when lightning is sighted. At locations without lightning detection equipment, play will not be resumed until a minimum of 30 minutes has passed since the last sighting. Good judgment should be used when determining if any weather-related conditions compromise safe play.
4. There will be no throwing of the bat. Batters will receive two warnings, on the third offense the batter is out and runners on base will not advance. If a batter is called out for throwing the bat 2 times in a single game, they will not be allowed to bat for the remainder of the game.
5. Only one on-deck player is allowed, and must be in the designated on-deck area. For safety purposes use of weighted bats, weighted sleeves, weighted doughnuts, and use of multiple bats to warm up in the on-deck area is prohibited in all T-ball and Coach-Pitch Leagues.
6. It is recommended that an assistant coach serve as the "Dugout Manager". All equipment including bats and helmets will be kept in the dugout area. Non-players, other than managers and coaches, are not permitted in the dugout area. If all of the approved managers/coaches cannot attend a specific game, it is the manager's responsibility to call the commissioner PRIOR to the game to obtain PRE-APPROVAL for substitute managers/coaches. Each team should ensure that the dugout is cleaned up before the team leaves.
7. Just in case, it is suggested that coaches bring ALL equipment to EVERY game.
8. It is recommended that T-Ball coaches hold a player's bat until the ball has been safely placed on the tee and is ready to be put into play.
9. If a player opts not to wear the provided helmet w/ facemask then he/she must purchase his/her own, and wear it at his/her OWN RISK. It may not be shared with other players on the team. Use of ANY equipment not provided by the GCYBSA is worn at a player's OWN RISK and should not be shared with other players under any circumstances.

10. Coaches should make sure their equipment bag is clean and includes all provided equipment before returning it at the end of the season.
11. **There is no smoking, no alcohol and no pets allowed at any GCYBSA practice or game.**
12. NO PRACTICING BEFORE THE GAME ON THE INFIELD. You may take infield practice in foul territory.
13. Call-Ups: If you know that you will be short players for a game, please contact the League Director to have players called up from a lower league. Called up players cannot pitch, must not play more than any team player and must bat last. Games will not be rescheduled for lack of players. The only exception is a school event that affects half the team. Borrowed players must be currently registered GCYBSA players.
14. Jewelry/Casts: Breakaway rope necklaces may be worn. Exposed neck chains (other than the breakaway rope type), watches, bracelets, and earrings, and all exposed items that may be hazardous or cause possible injury may not be worn during the game. Medical alert ID bracelets or necklaces are allowed but must be taped. If the above infraction occurs the umpire can call time-out, and issue one warning to the offending player to remove/tape down the item in question. Prosthesis may be worn. Any metal that is part of a brace must be covered.
15. No fans are allowed to sit directly behind home plate unless these are the only bleachers available.
16. Home Plate Obstruction Rule: the runner approaching home plate with the catcher waiting for the ball MUST slide into home plate rather than collide with the catcher and try to make him drop the ball. Any runner failing to abide by this rule will be declared out. There should be no intentional collisions at home plate or any other base, this ruling is made at the umpire's discretion. In addition, the catcher must not block the base path unless he has the ball in his possession; catchers failing to abide by this rule will result in the runner being declared safe.
17. Base coaches must be 12 years of age or older. If team members are base coaching, they must wear a helmet.
18. Value of awards and material gifts to individual players must not exceed \$5.00. No award shall be made to players on the basis of comparable skills and accomplishments.
19. Solicitation or fundraising by the GCYBSA players in or out of uniform is prohibited, except for fund raising projects under adult supervision. Such projects must have the Board of Directors approval.
20. For insurance purposes, any practices or games outside the Plymouth-Canton School District or communities must be approved by the GCYBSA Board of Directors.
21. No head coach may resign and appoint a parent coach without notifying the GCYBSA.

22. Any player who is bleeding or has an open wound or blood on any part of their body or clothing may not participate in practice or a game until appropriate treatment has been administered, body part covered, clothing removed etc.

23. Incident reports are available online at www.gycbsa.com under "Available for download". An incident report should be carried by each coach at all times. Incident reports must be completed for injuries obtained while at a team function and returned the following day to the Program Coordinator. Incident reports should also be used for coach, parent, player, and umpire issues that involve any type of conflict, behavior issues, etc. Ejected players, coaches, parents should be reported by following day to Program Coordinator gycbsa@canton-mi.org.

24. Managers shall be responsible for the appearance and conduct of their coaches, players, and players' parents on and off the ball field. The managers MUST back the decisions of the umpires at all times, both team managers should assist the umpires in immediately stopping any spectator criticism. The ONLY person who may address the umpire is the manager or acting manager. Any coach who is ejected from a game is subject to disciplinary action by the league, which may include, but is not limited to, the possibility of the ejected coach's participation in the umpiring of a future game. Please be sure to remind parents of the code of conduct.

25. All managers, coaches, players, spectators, etc. should respect the fields, facilities, parking areas, and other property of all practice and game locations. Continued cooperation with the rules will guarantee use of the facilities in the future.

26. The GCYBSA reserves the right to restrict players from playing and/or from playing certain positions for reasons of health and/or safety.

27. Coaches/managers, parents, players, family members, and umpires should all be familiar with the GCYBSA Code of Conduct. If parents or managers have a concern with vocal parents, opposing managers, game tactics, or some other matter that needs brought to the attention of GCYBSA, please contact the league director as soon as possible to discuss the situation. The GCYBSA is available to help resolve any issues in which the Code of Conduct may be violated as quickly and confidentially as possible.

[Back to top](#)

Links

Greater Canton Youth Baseball and Softball Association:

www.gcybsa.com

United States Specialty Sports Association:

www.ussabaseball.org

<http://www.ussabaseball.org/Forms/2003-04%20Baseball%20Rules.pdf>

Michigan USSSA:

<http://www.miusssa.com/index.html>

National Federation of State High School Associations:

<http://www.nfhs.org/web/2006/08/baseball.aspx>

Modell's:

www.modells.com

[Back to top](#)

GCYBSA ~ PARENT CODE OF CONDUCT

I will remember that children participate to have fun and will place the emotional and physical well-being of my child ahead of the personal desire to win. I will inform the coach of any physical disability or ailment that may affect the safety of my child and others. I will learn the rules and policies of the league. I pledge to be a positive role model for my child by showing respect, courtesy and positive support for players, coaches, umpires, and opponents at all practices and games. I will not engage in ANY unsportsmanlike conduct, verbal, physical, or gestures that take away from a positive sports experience. I will not encourage any behaviors or practices that would endanger the health and well-being of all children. I will teach my child to treat other players, coaches, umpires and spectators with respect regardless of race, creed, color, sex, or ability. I will do my very best to make youth sports fun. I will promote a sports environment for my child that is free from drugs, tobacco and alcohol and I will refrain from their use. I understand that if I fail to abide by the code of conduct I will be subject to disciplinary action which could include warnings, suspensions, forfeits, or termination of participation in the GCYBSA.

[Back to top](#)

GCYBSA ~ COACH CODE OF CONDUCT

All coaches will read and follow the rules of USSSA along with any written rules adopted or added by GCYBSA. The selection of managers and coaches is in the jurisdiction of the GCYBSA and its League Commissioner and Managers

A head coach must be a leader. All head coaches must recognize that they hold an important position and responsibility in a program that deals with a sensitive and formative period of a child's development. He/she must have understanding, patience, and the ability to work with the children. The coaches must be aware that the attainment of exceptional athletic skills or the winning of games and championships are secondary; and the teaching of good sportsmanship, team work, honestly, loyalty and respect is of primary importance.

All coaches will conduct themselves in a sportsman like manner. The head coaches will take responsibility for the actions of themselves, assistant coaches, parents, spectators and players at any league function.

No profanity or misconduct (i.e. fighting, throwing equipment, verbal or physical abuse) is permitted at any event sponsored by GCYBSA.

Judgment calls of an umpire must not be questioned. The head coaches MUST show, by example, that they respect the judgment and position of authority of the umpire, and at the same time, instill in their players a respect for authority of adult leaders in the league. The head coach must exercise a leadership role, but at the same time leave the game in the hands of the players. The head coach must, within USSSA and GCYBSA in-house rules, provide an opportunity for every player to take part in every game.

The head coach must also encourage players at every opportunity. The head coach must know the playing rules set forth by the GCYBSA recreational league or travel league and be able to interpret them correctly.

Any manager, player, parent or coach ejected from a game must leave the park immediately. After receiving the umpire's/coach report that someone has been ejected, the league director shall conduct an investigation of the occurrence and determine if further disciplinary action is warranted. GCYBSA must be informed within 24 hours of ejection. An incident report must be filed. A coach, player or parent ejected from a game must sit out at least one game after the offense. Failure to report incidents may result in dismissal. Coaches should contact GCYBSA if any issues arise in the program that runs contrary to the purpose of GCYBSA.

Any use of alcohol, drugs, or tobacco by managers or coaches at any practices or games will not be tolerated.

The head coach must also be aware that the Board of Directors, by the power vested therein and within the GCYBSA by-laws, has the power to remove any manager from his/her position if his/her actions are viewed as detrimental to the team or the well-being of the league or association. The head coach does have the right to a hearing before the board in such cases as outlined in these by-laws.

[Back to top](#)