



2019
Baseball
Rulebook

Edition 3.0

8/1/2019

GSSA BASEBALL

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Section 1. PLAYING FIELD

Age Group	Pitching Distance	Base Length	Playing Field
Tee Ball	N/A	60ft	180-200ft
5/6U	N/A	60ft	180-200ft
7/8U Coach Pitch	42ft	60ft	180-200ft
9/10U	46ft	65ft	200-225ft
11/12U	50ft	70ft	225-250ft
13U 54/80	54ft	80ft	275-300ft
13-18U	60ft, 6in	90ft	300-350ft

1-1 Coach Pitch Specific Playing Field Dimensions

A. Pitching Circle: A 10 foot in diameter circle with the front edge at 42 feet measured from the back of home plate.

B. Pitching Line: A line needs to be from Pitcher's circle to safety arc.

C. Safety Arc: A line measured at 30 feet from the back of home plate down the first and third base lines. Fielders are not allowed to cross the safety arc until ball is hit.

D. Fair Ball Arc: A line measured at 20 feet from the back of home plate down the first and third base lines. Ball must go past this line when hit to be fair.

Section 2. GSSA Point Structure

Tourney	1st Place	2nd Place	3rd Place	4th & Below	Pool Win	Pool Tie
Qualifier	100	75	50	25	10	5
2X Points	400	300	200	100	50	25
Super Regional	500	400	300	200	50	25
State	1000	750	500	250	100	50
Summer Games	1500	1000	500	250	50	25
World Series	2000	1500	1000	500	100	50

Section 3. Rosters & Player Eligibility

1. Rosters

A). All teams participating in a GSSA event will need to sanction their team via our website at [GSSA](#). You will be allowed to create a team roster at the time of sanctioning your team. The online roster must be created prior to your participation in a GSSA tournament. Copies of each player's birth certificate that is listed on your roster must be available at any GSSA event, for protest purposes.

B). All rosters can consist of no more than 15 eligible players.

C). All players participating in events, tournament or leagues must be on the participation team's online roster before the start time of the event.

C-1). ALL Rosters will be frozen the morning that Tournament starts. No players can be added to that roster for that tournament. (If issue see Rule 16).

C-2). Any player additions MUST be submitted prior to first pool game in writing to Tournament Director.

D). Once a player is frozen on a team's roster, that player may NOT be listed on any other team's roster or be eligible to play for another team in a GSSA sanctioned event in the same age division unless the manager from the original team releases that player.

D-1). Any player that actively participates in a game and is not on team online roster or submitted on written timestamped email or document WILL result in team forfeit.

E). A player may become a pick-up player for another team other than his original team if the player's original team is not participating in the same event, EXCEPT in ages 8 & Under. If this team qualifies for the World Series, this player will NOT be included on this team's frozen roster, unless the player's original team releases him.

E-1). ANY Player that is on a AAA/Elite Roster, cannot play down on any A or AA team in the same age group without the Tournament Director's approval.

E-2). Any Team playing in the AA Division may not have more than (3) AAA players on their roster or they WILL be required to play in the AAA Division. GSSA Directors can/will decide if the AAA rostered players are truly AAA caliber or not. Please request approval from Directors before adding any AAA players.

F). A player who is frozen on a team's roster does not have to be released if this player goes to play for another team in another age division, provided he/she is eligible to play in another age division.

G). A player may not play on two different teams in two different divisions in the same tournament in any player pitch divisions.

H). No player can play on two different teams in two different tournaments in SAME weekend in any player pitch division. (NEW)

2. Player Requirements:

A). The season runs from August 1st – July 31st each year.

B). Age Requirements (See Age Chart Below)

GREAT SOUTHERN SPORTS, LLC																
AGE CHART FOR 2019 SEASON - BASEBALL																
	2015	2014	2013	2012	2011	2010	2009	2008	2007	2006	2005	2004	2003	2002	2001	2000
JAN	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18	19
FEB	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18	19
MAR	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18	19
APR	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18	19
MAY	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
JUN	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
JUL	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
AUG	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SEP	3	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18
OCT	3	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18
NOV	3	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18
DEC	3	4	5	6	7	7	9	10	11	12	13	14	15	16	17	18

C). Age Changes based on Grade Exceptions

4U Division

Players who turn 5 prior to May 1st of the current season are not eligible unless they are in the Pre-Kindergarten. Also, any player turning 6 prior to May 1st will not be eligible. Players who are 4u are eligible for this division regardless of their grade.

5U Division

Players who turn 6 prior to May 1st of the current season are not eligible unless they are in the Pre-Kindergarten. Also, any player turning 7 prior to May 1st will not be eligible. Players who are 5u are eligible for this division regardless of their grade.

6U Division

Players who turn 7 prior to May 1st of the current season are not eligible unless they are in the Kindergarten. Also, any player turning 8 prior to May 1st will not be eligible. Players who are 6u are eligible for this division regardless of their grade.

7U Division

Players who turn 8 prior to May 1st of the current season are not eligible unless they are in the 1st grade. Also, any player turning 9 prior to May 1st will not be eligible. Players who are 7u are eligible for this division regardless of their grade.

8U Division

Players who turn 9 prior to May 1st of the current season are not eligible unless they are in the 2nd grade. Also, any player turning 10 prior to May 1st will not be eligible. Players who are 8u are eligible for this division regardless of their grade.

9U Division

Players who turn 10 prior to May 1st of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to May 1st will not be eligible. Players who are 9u are eligible for this division regardless of their grade.

10U Division

Players who turn 11 prior to May 1st of the current season are not eligible unless they are in the 4th grade. Also, any player turning 12 prior to May 1st will not be eligible. Players who are 10u are eligible for this division regardless of their grade.

11U Division

Players who turn 12 prior to May 1st of the current season are not eligible unless they are in the 5th grade. Also, any player turning 13 prior to May 1st will not be eligible. Players who are 11u are eligible for this division regardless of their grade.

12U Division

Players who turn 13 prior to May 1st of the current season are not eligible unless they are in the 6th grade. Also, any player turning 14 prior to May 1st will not be eligible. Players who are 12u are eligible for this division regardless of their grade.

13U Division

Players who turn 14 prior to May 1st of the current season are not eligible unless they are in the 7th grade. Also, any player turning 15 prior to May 1st will not be eligible. Players who are 13u are eligible for this division regardless of their grade.

14U Division

Players who turn 15 prior to May 1st of the current season are not eligible unless they are in the 8th grade. Also, any player turning 16 prior to May 1st will not be eligible. Players who are 14u are eligible for this division regardless of their grade.

15U Division

Players who turn 16 prior to May 1st of the current season are not eligible unless they are in the 9th grade. Also, any player turning 17 prior to May 1st will not be eligible. Players who are 15u are eligible for this division regardless of their grade.

16U Division

Players who turn 17 prior to May 1st of the current season are not eligible unless they are in the 10th grade. Also, any player turning 18 prior to May 1st will not be eligible. Players who are 16u are eligible for this division regardless of their grade.

17U Division

Players who turn 18 prior to May 1st of the current season are not eligible unless they are in the 11th grade. Also, any player turning 19 prior to May 1st will not be eligible. Players who are 17u are eligible for this division regardless of their grade.

18U Division

Players who turn 19 prior to May 1st of the current season are not eligible unless they are in the 12th grade. Also, any player turning 17 prior to May 1st will not be eligible. Players who are 18u are eligible for this division regardless of their grade.

D) All grade based players must have a copy of their current report card or official school ID with grade or any official government document stating the grade.

E). A player that is found to be illegal due to an age or grade violation during or after a league or tournament game, shall result in the offending team losing the game(s) and player being ejected from the tournament, team being placed last in the standings and forfeiting any awards or points.

Section 4. Uniforms & Equipment

1. Uniforms:

A. Teams must have matching uniforms in the Spring. Players must each have a unique jersey number, no two players on same team can have the same number. For the Fall, teams can have non-matching jerseys as long as approved by Tournament Director.

B. If the Tournament Director deems the players dress to be inappropriate, the player can be removed from the game until he conforms to the requirements.

2. Catcher:

The catcher must wear the following protective gear:

A). Head Protector

B). Chest Protector

C). Protective Cup

D). Shin Guards

E). Protective Mask with Throat Guard

***** Catchers MUST use a Catcher's Mitt (NO EXCEPTIONS) *****

3. Bats:

A. Baseball bats **ONLY**.

B. All bats produced of wood that are not altered or defective are legal.

C. BBCOR certified bats are legal unless otherwise banned by the NFHS Association.

D. 7U – 12U: Bats must be stamped 1.15 BPF or have a certified BESR rating imprint. No restrictions on the weight/length ratio for non-wood bats. USA Stamped bats are allowed.

E. 13U ONLY: Bats can be Drop 5 (-5) **[For 54/80 ONLY]** and/or BBCOR (-3), for 60/90.

F. 14U – 18U: Can use non-wood bats but they must be BBCOR certified and have a weight/length ratio of -3.

G. Any game played with 60/90 mound/base dimensions will use only BBCOR -3 Bats, this includes all 13u-18u games played on a 60/90 field

3-1. Bats Banned for play in GSSA Baseball

A. The following bats are not allowed in GSSA Baseball. The Re-Tooled versions are allowed and must have ORANGE end cap and ORANGE R in the Model Number.

SKU	Name	SKU Dropdown Values
WTDXCBR 2129-17	2017 CF Zen Balanced (-8) 29"/21 oz	WTDXCBR 2129-17 - 2017 CF Zen Balanced (-8) - 29"/21 oz
WTDXCBR 2230-17	2017 CF Zen Balanced (-8) 30"/22 oz	WTDXCBR 2230-17 - 2017 CF Zen Balanced (-8) - 30"/22 oz
WTDXCBR 2331-17	2017 CF Zen Balanced (-8) 31"/23 oz	WTDXCBR 2331-17 - 2017 CF Zen Balanced (-8) - 31"/23 oz
WTDXCBR 2432-17	2017 CF Zen Balanced (-8) 32"/24 oz	WTDXCBR 2432-17 - 2017 CF Zen Balanced (-8) - 32"/24 oz
WTDXCZ 1828-17	2017 CF Zen SL 2 3/4" (-10) 28" /18 oz	WTDXCZ 1828-17 - 2017 CF Zen SL 2 3/4" (-10) - 28" /18 oz
WTDXCZ 1929-17	2017 CF Zen SL 2 3/4" (-10) 29" /19 oz	WTDXCZ 1929-17 - 2017 CF Zen SL 2 3/4" (-10) - 29" /19 oz
WTDXCZ 2030-17	2017 CF Zen SL 2 3/4" (-10) 30" /20 oz	WTDXCZ 2030-17 - 2017 CF Zen SL 2 3/4" (-10) - 30" /20 oz
WTDXCZ 2131-17	2017 CF Zen SL 2 3/4" (-10) 31" /21 oz	WTDXCZ 2131-17 - 2017 CF Zen SL 2 3/4" (-10) - 31" /21 oz
WTDXCZ 2232-17	2017 CF Zen SL 2 3/4" (-10) 32" /22 oz	WTDXCZ 2232-17 - 2017 CF Zen SL 2 3/4" (-10) - 32" /22 oz
WTDXCZ 1929-17F1	2017 CF Zen Zero Dark 2 3/4" (-10) 29" /19 oz	WTDXCZ 1929-17F1 - 2017 CF Zen Zero Dark 2 3/4" (-10) - 29" /19 oz
WTDXCZ 2030-17F1	2017 CF Zen Zero Dark 2 3/4" (-10) 30" /20 oz	WTDXCZ 2030-17F1 - 2017 CF Zen Zero Dark 2 3/4" (-10) - 30" /20 oz
WTDCCBZ17V	Custom 2017 CF Zen 2 3/4" (-10)	WTDCCBZ17V - Custom 2017 CF Zen 2 3/4" (-10)
WTDCCBR17V	Custom 2017 CF Zen Balanced (-8)	WTDCCBR17V - Custom 2017 CF Zen Balanced (-8)

2017 CF Zen -10 2 3/4" WTDXCZ-17 – All Inline (Pictured Below), Zero Dark (Pictured Below) Custom bats vary in color and are not pictured below.

2017 CF ZEN -10 2 3/4" WTDXCZ-17 BASEBALL BAT - INLINE (INCLUDING ZERO DARK MODELS) PICTURE BELOW (CUSTOM MODELS NOT PICTURED AS THEY VARY IN COLOR)



2017 CF ZEN -8 2 5/8" WTDXCBR - 17 BASEBALL BAT - INLINE MODELS PICTURED BELOW (CUSTOM MODELS NOT PICTURED AS THEY VARY IN COLOR)



***** Penalty for Illegal Bats (NEW)** – the bat will be removed from the playing field by the umpire and delivered to the Tournament Director until the tournament is finished. The manager of the team will be REMOVED from the game for FAILING to ensure his/her team is properly equipped. If the illegal bat is discovered after the end of the play, and the play results in the batter/runner safely reaching first base, the batter/runner will be declared out and all runners must return to the last base legally occupied prior to the play. No run may score on this play. Any out that resulted on the play will stand.

4. Baseballs:

A. GSSA will provide baseballs. Foul Balls need to be returned to the proper playing field.

5. Footwear:

A. 5u – 12U: NO METAL SPIKES

B. 13U – 18U: METAL SPIKES ALLOWED (Metal spikes will not be allowed on portable mounds)

Section 5. Pitching

1. Pitching Criteria:

A. Once any pitcher is replaced on the mound he MAY NOT re-enter to pitch again in the same game.

B. Pitchers cannot wear any lightly colored sleeve on throwing arm that may distract batter vision.

C. Umpires will track innings pitched on the GSSA Umpire cards by thirds of an inning. Once coaches sign that card, it is official and will be used for protests.

MAX NUMBER OF INNINGS PER DAY: (9U-12U) = 6 TOTAL, (13U-14U) = 7 TOTAL.

ONE DAY TOURNAMENT- MAXIMUM TO PITCH PER PLAYER

9U – 12U: 6 Innings or 18 outs
13U – 14U: 7 Innings or 21 outs

TWO DAY TOURNAMENT – MAXIMUM TO PITCH PER PLAYER:

9U – 12U: 8 Innings or 24 outs
13U – 14U: 10 Innings or 30 outs

THREE DAY TOURNAMENT – MAXIMUM TO PITCH PER PLAYER:

9U – 12U: 10 Innings or 30 outs
13U – 14U: 12 Innings or 36 outs

FOUR DAY TOURNAMENT- MAXIMUM TO PITCH PER PLAYER:

9U - 12U: 14 Innings or 42 outs
13U - 14U: 16 Innings or 48 outs

15U-18U will have unlimited pitching regardless of the length of the tournament

Section 6. Game Play

1. Pool & Bracket Play

A). Pool Play Games: A flip of a coin between the two teams determines the home team for each game.

B). Bracket Play Games: The highest seed is home team, including the Championship Game.

C). Tie Breaker: Games can end in a tie in POOL PLAY but NOT in ELIMINATION GAMES! In Elimination games, IF the game is still tied after regulation play the California tie-breaker will be utilized by placing the last batted out on 2nd base to start the inning with 1 out. Tie Breakers for seeding purposes in Pool Play are as follows:

1. Record
2. Head to Head (Two Teams Only)
3. Total Runs Allowed
4. Run Differential (Max of 7)
5. Total Runs Scored

*** If after all these delimiters are factored and teams are still tied, then we will use Points ***

*** If neither team has earned any points, we will flip a coin ***

D). In Double Elimination formats, the higher seed will be the HOME team throughout until they are eliminated twice.

2. Game Time:

The official game time will begin immediately following the plate meeting between the coaches and officials. The start time is to be recorded on the front of the umpire card and initialed by each team's head coach.

A). 7U – 8U: 6 innings or 1:15. (May be shortened during the Fall)

B). 9U – 12U: 6 innings or 1:30. (May be shortened during the Fall)

C). 13U – 18U: 7 innings or 1:45. (May be shortened during the Fall)

D). There will be no Time Limit on a Championship game during the Spring Season, Fall Season Championship games will be played full time limit.

E). When time limit is up with home team batting & home team is ahead, the game is over regardless of score. We will NOT complete the inning. The Final score is the score at the end of the time limit. Umpires will keep official time.

F). All teams MUST be ready to play 30 minutes prior to scheduled game time.

3. Official Game:

In the event of weather, field conditions, or any other situation that causes a game to be stopped and not continued, the game will be considered an official game: *****

A. Game will be considered OFFICIAL, if the teams have played 3 1/2 innings with the Home team winning.

B. There must be 4 complete innings if the Home Team was losing after 3 1/2 innings.

C. If a game is stopped after the 4th inning, the winner will be determined based on the last inning both teams completed an equal number of times at bat.

D. Postponed or delayed games can be continued.

*** Once a game has been completed each teams head coach will sign the umpire card, once the card has been signed the card is complete and the recorded score and pitching are ruled final. (if both coaches sign the card in negligence and a recorded score/IP is recorded the coaches must then approach the Tournament Director.

Tournament Directors have the authority to forfeit a game, rule a game complete, or suspend a game depending on circumstances and/or at the Tournament Directors discretion.

4. Batting / Slash Bunting

A. 7u-12u ONLY: Slash Bunting is illegal. Attempting to slash bunt will result in the batter being out and no pitch being recorded, any baserunners will presume the base occupied at the time of the pitch. The ball does not have to be contacted for the batter to be called out for slash bunting. See below for slash bunt definition.

A. Slash Bunt: The act of showing bunt and in attempt to deceive the defense, pulling the bat back and swinging at the pitch.

5. Batting Order:

- A. Bat 9-straight (Can use DH in the 9u – 18u ONLY)
- B. Bat 10/Play 9 with an EP (**Extra Player**).
- C. Bat the entire lineup (Continuous batting order). Free defensive and pitching substitutions still apply.
- D. Starting players may re-enter the game once. Starting pitchers may not re-enter as a pitcher.
- E. Once a substitute has entered the game and been removed, he is no longer allowed to play that game.

6. Line-ups:

- A. Teams can start the game with 8-players provided they take an out for the ninth player.
- B. If the lineup drops below eight players, the game is declared a suspended game and is ruled a forfeit by the tournament director.
- C. If a 9-18U Team is batting their entire lineup and a player gets hurt, sick or ejected they will not take an out for that player until they fall below 9 players. If any team is batting 10, playing 10 or batting 10, playing 9 with an (EP) they will take an out when they fall below 10 players.

7. Slide Rule: 7U – 18U:

- A. Head First slide is **NOT** allowed in these divisions when player is wearing a helmet with a face guard unless returning to the bag due to a pick off from the Pitcher or Catcher.

PENALTY: Player WILL be called out

** Players **NOT** wearing this type of helmet may slide head first. **

8. Courtesy Runner:

- A. For the Pitcher and Catcher **ONLY & ONCE** they reach base!
- B. The courtesy runner must be a legal sub not currently in the game, includes starters that have been substituted for but are eligible for re-entry.
- C. If batting your entire roster, the courtesy runner **MUST BE THE LAST BATTED OUT!** If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base.

9. Mercy Rule:

- A). 15 runs after 3 innings – ALL GAMES INCLUDING CHAMPIONSHIP GAME
- B). 8 runs after 4 innings – ALL GAMES INCLUDING CHAMPIONSHIP GAME

10. Illegal Player:

- A. Will be an immediate forfeit of game.

11. Protest:

- A. If a team protests, the manager must notify the home plate umpire, the umpire will get the tournament director to the field to address the protest. The protest fee is \$100 cash. The fee is returned if the protest is ruled in favor of the protesting team. Judgment calls cannot be protested.

Section 7. Sportsmanship

1. Coaches Sportsmanship Code Ethics:

- A. If a coach is ejected for any reason there will be 3 levels of penalties.
 - 1. 1st Ejection: Coach will be suspended the next game at the tournament.
 - 2. 2nd Ejection: Coach will be suspended 3 Games.
 - 3. 3rd Ejection: Coach will be suspended indefinitely – suspension will be decided by the State Director. **“NO EXCEPTIONS”**

*** If ejection is in the finals, the suspension will be applied at the next tournament.

- B. Tournament Director and/or UIC can override this rule by letting the manager coach in his/her next game if Director/UIC so chooses.

2. Player Code of Ethics:

- A. Any Player ejected for any reason is suspended the next game at the tournament. NO EXCEPTIONS. If it is in the finals, the suspension at the next tournament will be decided by the State Director.

3. Fan Code of Ethics:

A. If an umpire has a problem with a fan or parent, the umpire should see the manager of appropriate team and have the manager handle the situation. If the manager fails to handle the situation, then the umpire should get the tournament director to handle the situation.

Section 8. Rain Out Policy & Refunds

1. Rain Out Refund Policy:

If tournament shortened or cancelled due to weather, the following refund policy is in effect: For Any Event.

- A). No games: 100% refund
- B). 1st game started: 50% refund
- C). 2nd game started: 0% refund

*** All gate fee refunds are at the discretion of the tournament director.

2. Refund Policy at Time of Tournament:

A). If any tournament is completely cancelled due to weather, each team will be issued a FULL refund unless it is a World Series event.

B). All GSSA World Series events are – NON-REFUNDABLE EVENTS, regardless of when a team drops out or when and if the event is cancelled. This is our WORLD SERIES POLICY with NO EXCEPTIONS!

3. Refund Policy before Tournament:

A). Any team that withdraws from a scheduled tournament once the Schedule is published forfeits their entry fee and will ONLY be allowed to Pre-Pay for any future GSSA Tournaments.

4. Refund Policy after Tournament:

A). If a Team pulls out of a tournament after pool play (unless this is arranged with GSSA prior to the start of the tournament), the team is not eligible to participate in future GSSA events until a penalty equal to the tournament fee is paid to GSSA. Only extreme circumstances will be considered for waiving this penalty.

B). Teams that Double Book in two tournaments will not be added to the GSSA schedule for the upcoming week.

Section 9. State & World Series Tournament Qualifications

1. State Tournament

A. Teams must play in at least three (3) GSSA Qualifying Tournaments and one GSSA Super Regional Tournament of choice throughout the year to qualify for any of the GSSA State Tournaments.

2. World Series Tournament

A. Teams must play in one of the offered GSSA State Tournaments to be eligible for the GSSA World Series.

B. World Series Team Entry Fee MUST be paid online in FULL no later than 30 days prior to start date.

3. Free World Series Berths

A. Teams that win GSSA Super Regional Tournaments and receive a FREE, Paid berth to a GSSA World Series MUST secure the date they plan to play with a \$100 deposit. The \$100 deposit will be refunded once the World Series tournament begins

Section 9. Umpires

1. Umpire Membership

A. All umpires must pay the annual umpire membership fee to officiate with GSSA Sports.

Additionally, umpires will be able to purchase insurance as well as GSSA umpire apparel at the annual umpire clinic.

B. All tournaments will be played under GSSA Rules. All umpires must register and complete the GSSA umpire clinic each fall.

7U & 8U Coach Pitch Specific Rules

1). Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

2). Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

3). Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

A). The pitching coach must have at least one foot touching the pitching circle until the pitch process is completed

B). The pitching coach shall not verbally or physically coach while in the pitching position

C). The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

***** Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called. If a coach violates this rule before the ball is pitched:**

A). First Offense: Warning

B). Second Offense: Removal of coach as the pitcher for the remainder of the game.

4). The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

5). Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

6). The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

***** Penalty: The play continues. After the play has ended, the offensive team has the**

option of taking the result of the play or no-pitch.

- A). First Offense: Warning;
 - B). Second Offense: Removal of player from the pitching position for the rest of the game.
- 7). Defensive coaches are not allowed on the field of play and must coach from the dugout.
- 8). The Infield Fly Rule shall not be in effect at any time.
- 9). The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 10). Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
- A). Official Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 11). Teams may use free substitution on defense but the batting order must remain the same.
- 12). Bunting is NOT allowed.
- 13). The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. a batter may exceed the 6-pitch maximum if the batter fouls off the 6th pitch, in this circumstance the at bat will continue until the batter has batted the ball in fair territory or is deemed out for not contacting the ball.
- 14). A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 15). Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 16). A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
- 17). A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

18). Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.

19). When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

20). When a batted ball hits the Pitching Coach, the following shall apply:

A). If in the umpire’s judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

B). If in the umpire’s judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

6U, 7U, 8U Machine Pitch Specific Rules

1). Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

2). Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

3). Pitcher’s Safety Box: There is a safety box that extends five feet to either side of the pitching machine and five feet behind the pitching machine. This is considered a safety mark for the player playing pitcher. The player playing pitcher is not allowed to cross the mark until the ball has been batted.

4). Pitching Machine Distance: The front of the pitching machine is to be set at forty-six feet from home plate in between home plate and second base.

5). Pitching Machine Speeds

A). 6U & 7U | 34 – 38 MPH

B). 8U | 40 – 44 MPH

6). The catcher shall receive the pitch in the catcher’s box in a normal baseball manner. If in the umpire’s judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams’ manager will be ejected.

7). Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders must stay behind the baselines.

8). The defensive player listed as pitcher shall not leave the pitching box until the ball is hit.

***** Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.**

A). First Offense: Warning;

B). Second Offense: Removal of player from the pitching position for the rest of the game.

9). Defensive coaches shall not be allowed on the field of play and must coach from the dugout.

10). The Infield Fly Rule shall NOT be in effect at any time.

11). The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

12). Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.

A). Official Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

13). Teams may use free substitution on defense but the batting order shall stay the same.

14). Bunting: is NOT allowed.

15). The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

16). A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

17). Intentional Walk: A player may only be Intentionally Walked once per game by announcement from the defensive team.

18). Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

19). Courtesy Runner: Is for the catcher only. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy

runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

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

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

22). When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

23). When a batted ball hits the Pitching Machine, the following shall apply:

A). A batted ball that hits the pitching machine during an at bat is declared a dead ball and ruled a single. All Runners advance (1) base.

4U, 5U, 6U T-Ball Specific Rules

1). Fair Ball Arc: There shall be a twenty (15) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

2). Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate. This is considered a safety mark for the player playing pitcher. The player playing pitcher is not allowed to cross the mark until the ball has been batted.

3). Innings Played: All games are 5 innings.

4). Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

5). The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

A). First Offense: Warning;

B). Second Offense: Removal of player from the pitching position for remainder of the game.

6). Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

- 7). The Infield Fly Rule: shall NOT be in effect at any time.
- 8). The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 9). Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
 - A). Official Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 10). Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
- 11). Teams may use free substitution on defense but the batting order shall remain the same.
- 12). Stealing: is NOT allowed.
- 13). Bunting: is NOT allowed. "PLAYERS MUST TAKE FULL SWINGS".
- 14). Intentional Walk: is NOT allowed.
- 15). Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- 16). Courtesy Runner: is NOT allowed.
- 17). A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 18). Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
- 19). When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

GSSA Recreational Baseball Rules

***** All GSSA Recreational Baseball Leagues MUST use USA Stamped Bats *****

5-6u T-Ball

1. All players present must be in the batting order. If a batter becomes ill or injured During the game, their spot in the batting order will be skipped without penalty
2. Twelve (12) players on defense.
3. Six (6) runs per inning or three (3) outs for ALL innings
4. Containment on lead runner will stop play. When the runner stops and gives up effort to advance, the play is completed and stopped, If the umpire deems the play he will call time.
5. A game will consist of 60 minutes or six (6) innings; mercy rule will be fifteen (15) runs after three (3) complete innings or ten (10) runs after four (4) complete innings.
6. Free substitution is allowed on defense.
7. Once the batter has entered the batter's box the coach will NOT be allowed to line the batter up, 1 offensive coach is allowed to be in the hitting area but may not touch the batter to line him up
8. Three (3) strikes is an out. A foul ball will be counted as a strike. If the batter hits a foul ball on the third (3rd) strike they will continue to bat. Only on a complete miss of the ball and the tee (3rd) strike will be a strikeout. If the batter strikes the tee while swinging, it will be a foul ball. The ball must be on the tee before each swing.
9. The runners may not advance once the infielders have attempted to throw the ball to the pitcher or umpire at a play's conclusion
10. One defense coach may be positioned in foul territory at least twelve (12) feet past first (1st) and third (3rd) base to instruct the defensive players.
11. All over thrown balls will be considered live and the runners) can advance until they are contained or give up the effort to advance to the next base. Balls entering dead ball areas will be dead and runner(s) will be awarded bases as to the rule book states.
12. The pitcher must be in contact with the pitching rubber/behind the pitching rubber while keeping both feet in the pitching circle until the batter makes contact with the ball. If the pitcher is not in the correct position, the team on offense can take the results of the play or bat again. It is the judgment of the umpire if the pitcher was in the correct position.
13. Bunting and stealing is not allowed.
14. Catcher is required to wear a catcher's mask....chest protector and shin guards are optional

7-8u Coach Pitch

1. Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
2. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
3. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
 - The pitching coach must have at least one foot touching the pitching circle until the pitch process is completed
 - The pitching coach shall not verbally or physically coach while in the pitching position
 - The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

***** Penalty:** If a coach violates this rule after the ball is pitched, obstruction will be called. If a coach violates this rule before the ball is pitched,

****First Offense:** Warning

****Second Offense:** Removal of coach as the pitcher for the remainder of the game.

4. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.
5. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
6. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

*****Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

****First Offense:** Warning;

****Second Offense:** Removal of player from the pitching position for the remainder of the game.

7. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
8. The Infield Fly Rule shall not be in effect at any time.

9. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
10. Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
 - Official Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
11. Teams may use free substitution on defense but the batting order shall remain the same. 13).
12. Bunting is NOT allowed.
13. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. a batter may exceed the 6 pitch maximum if the batter fouls off the 6th pitch, in this circumstance the at bat will continue until the batter has batted the ball in fair territory or is deemed out for not making contact with the ball.
14. A player may only be Intentionally Walked once per game by announcement from the defensive team.
15. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
16. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
17. A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
18. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
19. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
20. When a batted ball hits the Pitching Coach, the following shall apply:
 - If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

9-10u Minors

1. Open Bases (leading off is allowed)
2. Each team must bat the entire lineup
3. Each player may pitch a maximum of 2 Innings per games and 4 innings per week (Monday-Sunday)
4. At the plate meeting head coaches will agree on allowing either 9 or 10 defensive players, If the coaches agree to have 10 players on defense, the additional player must play in the outfield. 5 Infielders WILL NOT be allowed. Each player is required to play at least 1 inning on defense.
5. Games will be 6 innings, the Time Limit will be 1:20 with no new inning starting after 1:15
6. Each team must start with a minimum of 8 players, if the 9th spot in the lineup comes to bat and the 9th batter is not present his/her spot will receive an out each time his/her spot is visited in the game.

11u-12u Majors

1. Open Bases (leading off is allowed)
2. Each team must bat the entire lineup
3. Each player may pitch a maximum of 2 Innings per games and 4 innings per week (Monday-Sunday)
4. The defense will contain 9 players on defense, each player is required to play a minimum of 1 inning on defense
5. Games will be 6 innings, the Time Limit will be 1:30 with no new inning starting after 1:25
6. Each team must start with a minimum of 8 players, if the 9th spot in the lineup comes to bat and the 9th batter is not present his/her spot will receive an out each time his/her spot is visited in the game.

13u-14u

1. Field Dimensions will be
2. Each team must bat their entire Lineup

3. Each player may pitch a maximum of 3 innings per game and 6 innings per week (Monday-Sunday).
4. The defense will contain 9 players on defense.
5. Games will be a maximum of 7 innings, The time limit will be 1:45 with no new inning starting after 1:40
6. Each team must start with a minimum of 8 players, if the 9th spot in the lineup comes to bat and the 9th batter is not present his/her spot will receive an out each time his/her spot is visited in the game.
7. Must use BBCOR Bats if playing 60/90

Rec Baseball Field Specs

Age	Pitching Distance (feet)	Base Length (feet)
5u-6u T-Ball	35	50
7u-8u Coach Pitch	42 (coach pitching distance)	60
9u-10u Minors	46	65
11u-12u Majors	50	70
13u	54	80
14u	60	90