

GRAYSON ATHLETIC ASSOCIATION



BASEBALL RULE BOOK

**GRAYSON ATHLETIC ASSOCIATION
BAY CREEK PARK
BASEBALL CONTACTS AND INFORMATION**

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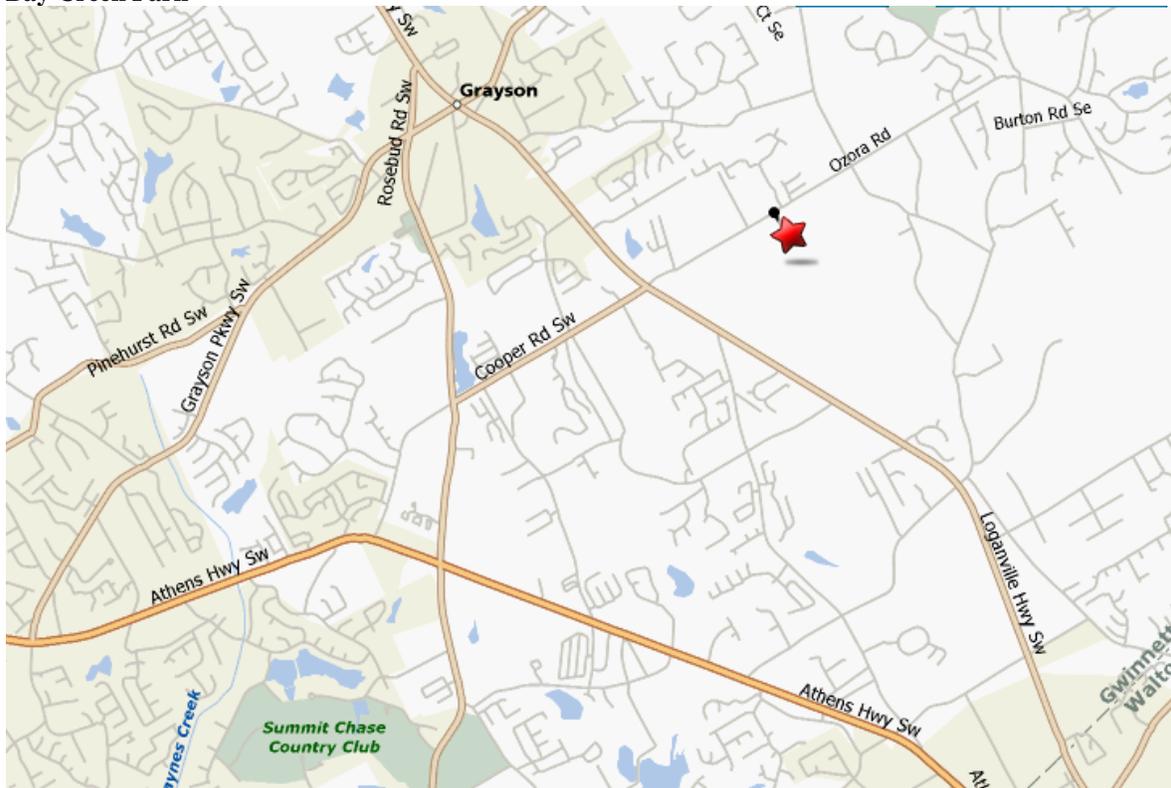
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CODE OF CONDUCT

"Members of G.A.A., including all Coaches, Assistant Coaches, Board members, Directors, Age Group Coordinators, Officials, Parents, Spectators, and Participants shall at all times conduct themselves in such a manner so as not to bring discredit on G.A.A. or any of its members."

"G.A.A.'s goals include the teaching of proper skills and techniques, instructing the principle of good sportsmanship, emphasizing physical fitness, providing an opportunity for fun and enjoyment, the development of a teamwork attitude, promotion of pride in one's sense of accomplishment, recognition in one's shortcomings, the acceptance of defeat, and the joys associated with winning. G.A.A. recognizes that each player has a varying degree of skill, and that participation should be fun, but that the values of persistence and hard work are to be emphasized."

"It should always be realized by all adults associated with G.A.A. that its programs are designed as a recreational outlet solely for the enjoyment of youngsters. It is not intended as a hobby for adults seeking to inflate egos or to live vicariously through the child. G.A.A.'s intent is also not to produce future professional baseball players. G.A.A.'s emphasis is on participation rather than on perfection. Unbecoming conduct by spectators or Coaches, including without limitation, outbursts that demean or belittle the players or those officiating the game, has no place in G.A.A.'s program and will not be tolerated.

"All who are associated with G.A.A., including Coaches, Assistant Coaches, Board members, Directors, Age Group Coordinators, Officials, Parents, Spectators, and Participants hereby agree that such goals constitute the Code of Conduct of G.A.A. and understand that actions of contravention of this Code of Conduct may in the sole discretion of G.A.A. Board of Directors, constitute grounds for suspension or expulsion of the Coach, Assistant Coach, Board member, Director, Age Group Coordinator, Official, Parent(s), Spectators, and Participants."

Director's Note

This rule book is designed as a medium to give guidance and direction for the betterment of youth baseball and the success of the baseball program. If an issue arises that has not been addressed or governed by this book or any other OBR rule book, the board reserves the right to render a decision in good conscience and implement praise or discipline where necessary.

SPONSORED LEAGUES

A baseball players age shall be the age he / she will be on April 30th of the current year. A player must be 4 years of age on or before April 30th to be eligible to sign up.

	<u>LEAGUE</u>	<u>AGES</u>
Dixie Youth	Rookie (Instructional)	3-4 (Optional to the League)
	T-Ball (TB)	5-6
	Pee-Wee 7 & 8 (PWCP/KP) Coach Pitch/Kid Pitch	7-8
	Minor (MN)	9-10
	Major (MJ)	11-12
Dixie Baseball	Boys (PN) (Pony)	13-14
	Senior League (SL) (Senior)	15-18
GGBL	GGBL-8	8U
	GGBL-9	9U
	GGBL-10	10U
	GGBL-11	11U
	GGBL -12	12U
	GGBL-13	13U
	GGBL-14	14U

**All players must play in their respective age groups. Exceptions to this rule may be made only by the Baseball Board.

CONCESSION DUTY

Without question, concession duty is mandatory. Managers and / or Team Moms will be notified regarding their commitments to the Concession Stand as soon as possible. Any team which fails to provide the required number of workers on the time and date specified, will lose one division win on their overall season record and will add one division loss. This penalty needs approval from the Baseball Director or designee. However upon payment of \$50.00 to the Concession Coordinator, the teams record can be corrected to reflect its true win-loss record. There will be no exceptions from the penalty cited and no Board Member will be allowed to excuse a team who fails to meet concession obligations.

Parents need to be aware that volunteers run Concessions and is dependant upon them to help continue its existence.

**The Executive Board at GAA reserves the right to over-ride this rule to enforce compliance.

SELECTION PROCESS FOR COACHES

Those candidates interested in Managing or becoming an Assistant Coach will be required to fill out an “application” either on-line or during any sign up process. During that time, candidates will be required to sign the “Coaches Code of Conduct” and “Coaches Commitment” forms. Interested parties will also be required to fill out a “Background Check” form authorizing the Grayson Athletic Association / Gwinnett County to conduct a standard background check to determine Coaching eligibility. G.A.A.’s purpose is to promote the best possible candidate for mentoring the children. Once all of the forms are completed, the respective Age Group Coordinators (AGC) will forward a list of candidates to the Baseball Board for approval. Approval to become a Manager or Assistant Coach of a team will also be contingent upon the outcome of the background check. G.A.A. and / or its Baseball Board, reserves the right to withdraw any Manager or Assistant Coach from any team at anytime.

Consideration for Managing or acting in the capacity of an Assistant Coach will be given to those individuals based on the information provided by you on the application. Items for consideration will include, but not rely solely on; “Coaching Experience”, “Training”, “References”, “Background”, “Overall GAA Seniority” and “active participation in GAA events”. NOTE: “Coaching is a privilege, not a right.”

Managers will not be allowed to manage more than one team during the baseball season. The only deviation from this rule can be made with approval from the Baseball Director or designee.

All Managers, Assistant Coaches including those in GGBL Travel Baseball will renew their applications each year. GGBL Managers will be subject to an interview by, and approval by, the Baseball Board prior to any solicitation for player tryouts.

A “Coaching” clinics will be held prior to or as close as possible to the opening of the season. All Managers and Coaches are required to attend. Failure to attend will result in the loss of coaching privileges at G.A.A

GAA BASEBALL GENERAL RULES

FIELD PREPARATION AND MAINTENANCE

FPM1 Facility preparation and maintenance is a top priority for G.A.A. The following responsibilities are instituted for baseball managers and participants. The Age Group Coordinators (AGC) bear’s the responsibility for playing conditions on his / her respective fields.

FPM2 All Managers will provide two persons from each team to participate in a “work-day” event to assist in manicuring the fields for the upcoming season. Managers who fail to meet the minimum number of people for the workday will be exempt from any All-Star Coaching opportunities.

FPM3 During the season, both teams will be responsible for preparing the field for their games. When applicable this includes chalking and dragging the field, and connecting the score brains.

FPM4 Cleaning up the dugout and surrounding spectator area following your team’s game or practice is mandatory. After each game / practice the Team Manager will be responsible

for picking up trash from these areas. If a team arrives at the field and finds the dugout and adjacent areas in an unsatisfactory condition, you must immediately report this to the Board Member on duty and ensure that the date and time is recorded. This report will be given to the Baseball Director or designee for appropriate action.

FPM5 It shall be the responsibility of the Manager and Assistant Coach to familiarize themselves with the local league rules and OBR rules that govern their respective age group. The association will not be responsible for a failure to act or comply with any rule set forth. This responsibility falls upon the Manager, Assistant Coach or Acting Manager.

FIELD SIZES

Tee-Ball (TB)

Baselines: 50 feet
Pitching Rubber: 36 feet
Home to Second: 70.75 feet

Pee-Wee (PW)

Baselines: 60 feet
Pitching Rubber: 40 feet
Home to Second 84.8 feet

Minor (MN)

Baselines: 60 feet
Pitching Rubber: 46 feet
Home to Second 84.8 feet

Major (MJ)

Baselines: 70 feet
Pitching Rubber: 50 feet
Home to Second 99 feet

Pony

Baselines: 80 feet
Pitching Rubber: 54 feet
Home to Second: 113 feet

Senior League (SL) (Senior)

Baselines: 90 feet
Pitching Rubber: 60.5 feet
Home to Second: 127 feet

PLAYER DRAFT

PD1 All Age Group Coordinators will be responsible for running their own respective “Skill Evaluation” process or tryouts. The process for each player’s evaluation will be left to the discretion of each Manager or Coach.

PD2 All coaches must submit coach’s kids rankings at least 24 hours prior to draft to the AGC. The rank should be in what round the players should go. The AGC will then average the rounds and the player will be assigned that round in the draft. Coaches children who remain in the same age division and are returning All-Star Players will automatically be a first round draft pick. Coaches Children, who move up into the next age group and played in the All-Stars in the lower age group, will be no lower than a 3rd round draft pick.

PD3 Manager’s and / or Coaches will not discourage any player from attending skill evaluations for the purpose of securing a player onto his / her team. Players who fail to tryout will be drafted by a method determined by the Baseball Board.

PD4 A team’s roster will be filled by an “open draft” process, which will be under the direction of the Baseball Board or designee. At the end of the draft’s first round, after each team manager has a first round player, the player selection will continue in reverse order

beginning with the manager who made the last draft choice of the first round. The draft will continue in this rotating manner until all eligible participants have been drafted.

PD5 The Age Group Coordinator will be responsible for keeping up to date records of the draft process so that, in the event additional players are discovered, the AGC can place the next player with the next team with a draft pick. Deviation from this draft process can be made at the discretion of the Baseball Director or designee during the fall season and revert to a “Blind Draft” process where players are compiled by their age and assigned to a team “in order” without a selection process.

PD6 A team’s roster is not to exceed 13 players.

PD7 Any participant refusing to play on a team for which they are chosen shall not be eligible for participation on any other team unless approved by the Baseball Director or designee.

PD8 Player trades can be made immediately following the draft, however the time allotted for the trade process will be determined by the Baseball Director or designee. Once any Coach leaves the draft room, all trades are final amongst all of the Coaches in that age group.

PD9 The Baseball Board will need to approve pairing players to teams for ride-share issues (ride shares can not be honored in all occasions). Siblings playing in the same league will be paired onto the same team.

PD10 A draft may not be required in the fall season.

ALL-STAR SELECTIONS

BASS1 Managers who are interested in becoming an All-Star Manager at the end of the season will apply for that position when he / she apply for a Managers position at the beginning of the year. Applications for All-Star Managers will be reviewed by the Baseball Board for final selection. Selected Managers will choose **their Assistants from the list of Managers and Coaches “of record” for that year.**

BASS2 Age groups will have a tryout process to determine the All-Star teams.

BASS3 There will only be one tryout date set for all candidates unless approved by the Baseball Director and only those players trying out will be considered for the All-Star team.

BASS4 Players selected for the All-Star team will be announced at a time determined by the Baseball Board.

BASS5 The Baseball Board will make decisions regarding the possible bids and bid amounts for hosting any Youth Baseball and Senior events.

BASS6 The Baseball Board will make decisions regarding participation in other tournaments.

BASS7 The Baseball Board shall appoint persons that will be responsible for the management of all baseball tournaments held by G.A.A.

BASIC GENERAL RULES

BGR1 Each team shall furnish one adult (age 16 or older) per game to work the press box as scorekeeper, announcer or score brain operator. Failure to provide the required worker could result in the forfeit of that game. Home team provides the official scorekeeper. Home team lines the field prior to the game. Visiting team is responsible for having someone control the score brains for the game. Managers from **BOTH** teams will assist with pre-game preparations (bases, score boxes, mound, and lights). If the field is in need of extra work, due to rain, etc BOTH team Coaches are expected to help. **After the last game of the day, the home team is responsible for returning all of the game items (bases, score brains) and any other equipment to the storage area. Failure to do so may result in forfeiture of games or disciplinary action by the board.**

BGR2 Paid officials will not be allowed to umpire in a league where there may be a conflict of interest. (i.e. Umpires cannot officiate in a league that has a family member playing or participating.)

BGR3 Anyone who charges the umpire, uses inappropriate language, displays un-sportsman like conduct or does not request and receive time out may be ejected from the game. If ejected, the person must leave the immediate playing field and stands within two (2) minutes. Failure to do so or causing additional disruption may result in the game forfeiture. A coach or parent ejected from the game, must remove themselves to the parking area of the park and may not engage in any harassment of any coach player or umpire. G.A.A. bylaws will govern penalties for ejection from games of G.A.A. personnel.

BGR4 Any Player, Manager and / or Coach in G.A.A. Baseball that is ejected for any purpose will for the first offense be suspended for two (2) games and meet with the Baseball Directors to discuss the ejection. Any Player, Manager or Coach ejected reserves the right to appeal the suspension. The appeal must be submitted in writing along with a \$100.00 fee to any Baseball Board Member within 24 hours of the infraction. The Baseball Board will make the final determination whether to uphold or negate the suspension. For second subsequent offenses involving a Player, Manager or Coach, that Player, Manager or Coach must appear before the Baseball Board for adjudication. NOTE: Any offense that is considered a major infraction will be addressed by the full Baseball Board. All suspension appeal will require a \$100.00 fee. In the event the appeal is denied, said \$100.00 will be forfeited. If the appeal is upheld, said \$100.00 would be refunded

BGR5 Parents, friends and siblings must stay behind the fences. Managers and Coaches (other than base Coaches on 1st and 3rd) and equipment must remain in the dugout.

BGR6 A player can be removed from a roster for the following reasons only:***

- Disciplinary Reasons (derogatory remarks, causing dissension, etc.)
- Failure to attend practices or games. (After warning)
- Suspension from the league for reasons covered by the rules.

***Baseball Board or Baseball Director's approval is required to enforce this rule.

BGR7 Action pictures are allowed if approved by the Board or Baseball Director. Photographers will be allowed on the field as long as they do not interfere with play.

BGR8 Baseball Director shall determine Divisions within a league.

BGR9 Any player who is injured and under a doctor's care must provide a doctor's release to G.A.A. upon returning to participate.

BGR10 Coaches may not use players from other teams to supplement their roster for game purposes. Coaches must use only their players from their roster.

GENERAL PLAYING RULES TEE-BALL thru SENIOR BOYS

The Official Baseball Rules (OBR) will apply except as altered by the following additions and exceptions

GPR1 Every team members must play a minimum of two (2) defensive innings, if the game is played to its full number of scheduled innings. However, even if the game does not go to full term, a player must have been inserted in the field to get in two innings had the game gone to full term. Failure to meet this requirement may result in a forfeit, if protested by the opposing Manager.

GPR2 All games will be limited to

- a. **TB-5 innings or (1:10) hrs. And no new inning will start after (1:10) hrs.**
- b. **PW-6 innings or (1:20) hrs And no new inning will start after (1:20) hrs**
- c. **MN-6 innings or (1:30) hrs And no new inning will start after (1:30) hrs**
- d. **MJ-6 innings or (1:40) hrs And no new inning will start after (1:40) hrs**
- e. **PN-7 innings or (1:40) hrs And no new inning will start after (1:40) hrs**
- f. **SL-7 innings or (1:40) hrs And no new inning will start after (1:40) hrs**

GPR3 The start time of each game must be entered in the official scorebook as determined by the umpire(s) at the pre game conference. The expiration of the time limit shall be determined when the last out is made in the bottom half of the inning. If any time remains at the point of the last out in the bottom half of an inning, a new inning will be started.

GPR4 If at the end of:

- 4 complete innings for TB
A team is ahead by (11) or more runs.
- 4 complete innings for PW, MN, MJ
A team is ahead by (10) or more runs
- 5 complete innings in DB,SN
A team is ahead by (10) or more runs

That team will be declared the winner and the game a complete game

GPR5 The slinging of a bat in a fashion that, in the umpire's judgment, could cause injury to other player's, shall result in the offensive team being warned that any further incidents by any batter shall result in that batter being called out. Such a play would be a dead ball situation and no runners shall be allowed to advance.

GPR6 Managers in all leagues should Coach offensive players to always attempt to avoid collisions on the base path. Whenever a play is evident the rule should be slide, give up, go around or go back.

GPR7 Headfirst slide is not allowed when advancing to any base in TB, PW, MN, MJ & Pony. However, it is allowed when returning to a base. This is a judgment call by the umpire. When this occurs, the runner will be called out. Each team will be issued a warning that any subsequent runners on either team that slide head first, as explained above, will be called out and ejected from the game.

GPR8 No game will be started with less than (8) players on each team. If a team fails to field at least (8) players within (15) minutes of the scheduled game time, this will result in a forfeit.

In the event that a team loses players due to any circumstances below the number of (9) or begins the game with (8) players, an out will be recorded every time the vacated spot in the batting order is reached.

Once a game has started, a player arriving late shall be added to the bottom of the line up, unless he arrives after his team has completed a full batting rotation, in which case he may not enter the game.

A player may be added at the bottom of the lineup even after his team has completed a full batting rotation but only if he becomes the 9th batter in the rotation and if the manager elects to do so.

If a ninth player is added to the team after the game starts (and each team has a total of 9 or more players) then the automatic rule will be eliminated at the point the additional player(s) are added to the game line up.

If both teams start with (8) players, the automatic out rule does not apply and will remain out of effect even if another player is subsequently added to either teams official game lineup after the game starts.

GPR9 Each player present that will not play for disciplinary reasons must be excused by a league official and/or umpire and both managers. In this instance, the violation of the participation rule (BGR 6) will not constitute grounds for protest.

GPR10 Each player present that is listed on the team roster will bat subsequently in the batting order for TB through SN leagues.

GPR11 The plate umpire, the official scorekeeper and the opposing manager shall be notified each time a defensive substitution is made. Please refer to the OBR Rule Book.

GPR12 The infield fly rule will apply to MN, MJ, Pony, and SN (Senior) Leagues .

GPR13 Intentional walks will **NOT BE** allowed in TB, PW, MN & MJ Leagues

GPR14 For the player's personal hygiene and safety, it shall be required that all players, TB through SR (Senior) Leagues, provide their own batters helmet.

For TB through DB (Pony) snaps with chinstraps shall also be worn, along with approved face guards, on the batter's helmet

GPR15 There will be one (1) warning per team on a runner removing their helmet while on deck, at bat, on the bases or base paths, while the ball is in play or before the umpire has granted a time out. The next player to remove his helmet will be called out. Interpretation of removing a helmet will be up to the judgment of the umpire

GPR16 A game that is called due to rain, darkness, power failure or other reasons will be resumed from the point of suspension and will be rescheduled unless it is considered a regulation game by the following::

1. 3 ½ innings (TB,PW,MN,MJ)
2. 4 ½ INNINGS (DB,SR)

Have been completed if the home team is ahead, or:

1. 4 innings (TB,PW,MN,MJ)
2. 5 innings (DB,SR)

If the home team is behind.

If a pitcher has already reached his pitch count for the current week and has not completed his days of rest, the pitcher of record from the suspended game will pick up as outlined in the official scorebook, and finish the batter of record. Once that batter position has been completed, the pitcher must then leave the game. Pitchers that had pitched and were removed from the mound previously before the game was suspended, cannot reenter the game as a pitcher.

A pitcher that was removed from the mound in a suspended game cannot return to the mound when the game is resumed.

Managers shall be responsible for having the umpire sign the book and should insure that the Scorekeeper notes the circumstances of the game at the time the game was suspended. Scorekeeper notes should include: position of base runners, batter's current count, outs, score and time remaining in the game, before leaving the field. The time limit will still hold for a suspended game.

GPR17 A player who becomes sick or injured during the game, may be removed from the game without penalty, unless he is the (9th) player. However, if the player misses his next time at bat, he may not reenter the game. The Manager is responsible for notifying the umpire if a player is removed from the game.

GPR18 In the event of any injury during a baseball game, time shall be called by the umpire(s). As attention is given to the injured participant, time of the injury shall be noted by the official scorekeeper. The game shall be temporarily suspended for the period of time necessary to address the injury. If play can resume within a (10) minute period, that time shall be deducted from the total game time. In other words, the game shall resume and continue until the required number of innings has been played or the time limit of the game expires. However, if play does not resume within the (10) minutes time period, notation should be made by the official scorekeeper and any time taken attending the injury beyond the (10) minutes shall be added to the end of that particular ball game or the game shall be continued at a later date from the point of the injury.

This determination will be made by the umpire(s).

GPR19 If a player is removed for disciplinary reasons by an umpire or manager, or decides to leave early, his batting position will be an automatic out no matter how many other players are in the game.

GPR20 Bats used by local league play are required to have the USSSA/BPF1.15 thumbprint or USA Baseball mark. All solid (one-piece, non-composite) wood bats are allowed.

GPR21 Each team will be allowed (3) coaches which includes the Manager. (1) Adult coach must remain in the dugout at all times. In TB and PW additional coaches may be approved as outlined in there specific league rules.

GPR22 Coaches and Parents may not use hitting sticks or other similar like devices outside the field of play during games and practices.

GPR23 Each player that does not start a game, must start the next game.

GPR24 Any person warming up a pitcher in the squatted position must wear a face mask.

GPR25 It is strongly encouraged for all coaches to use a courtesy runner for the catcher, when the catcher of record reaches base with at least 1 out. The courtesy runner must be the player that made the last out, or in the case of the 1st inning the last batter in the batting order. Once the catcher is replaced on the base, he must immediately start changing into the catcher's gear. The purpose of this rule is to speed up the time between innings and move the game along.

TEE BALL RULES

The Official Baseball Rules (OBR), will apply except as altered by the following additions and exceptions

TB1 In this league:

- The batting tee will be optional for all players.
- The infield fly rule will not apply
- There will be no base stealing
- There will be no walks
- There will be no bunting

TB2 Each team will be allowed a manager and (3) additional Coaches.

1. On offense, this will allow for (2) base Coaches, (1) **batting** Coach and (1) pitching Coach
2. On defense, this will allow for (2) outfield Coaches, (1) dugout Coach and (1) additional coach

TB3 Two defensive Coaches will be allowed in the outfield for all games. No outfield coach may move forward past the original position of the outfielders (i.e.: The outfield coach may not move past the outfielders in order to coach infielders). If this Coach gets

hit or interferes with a play, whether intentional or not, the umpire may award runners bases as applicable (Umpire's interpretation). The number of Coaches can vary in the fall season when approved by the AGC or Baseball Director. Defensive Coaches not on the field must stay in or within arms length of the dugout.

TB4 A team can score a maximum of five (5) runs per inning through the fourth inning, and a maximum of ten (10) runs in the fifth inning and any subsequent innings

TB5 There will be no continuation play in TB. In a situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning will remain in effect.

TB6 If a batted ball hits the Adult pitcher, it will be called a "no pitch" and a replacement pitch will be thrown. If, in the opinion of the Umpire, the pitching coach intentionally interferes with a defensive play, the batter will be out and any runners will be returned to their original bases.

TB7 **Appeal Play:** After a play is halted, the manager can request time out to make an appeal on a runner leaving early on a ball put into play or missing a base. Manager must walk to the foul line, and identify the nature of the appeal, including exactly which runner and which base is being appealed. All play is dead and runners cannot advance or retrace back to a previous base. An Umpire will render a decision on the appeal and the game will continue. Once a decision on the appeal has been rendered the appealing Manager will return to the dugout without further discussion.

BATTING:

TB8 At the beginning of the season, All players are considered "T" tee designated batters.

TB9 After the determined midpoint of the season, all players will be designated as either a tee "T" or a pitch "P" player before each game for its entirety. Each team must have 5 designated "P" pitch hitters. The rest will be "T" hitters.

"T" Tee Designated Batters:

Receive minimum of 3 pitches and 2 off the Tee.

After 5 attempts, the batter must hit the ball in fair territory or the batter is OUT.

"P" Pitch Designated Batters:

Receive total (5) five pitches assumed (2) balls and (3) strikes.

Should the 5th pitch be fouled, the player shall receive additional pitches to hit the ball in fair territory or acquire the final strike.

TB10 Fair territory is considered beyond the 6 foot arc and between the foul lines.

TB11 The offensive manager may "set" the batter one time per at-bat when being pitched to and one ADDITIONAL time per at bat when hitting off the tee.

TB12 No coach may intentionally set a batter to pull the ball toward 3rd base. The first offense will result in a warning; the next offense will result in the coach to be removed from the field of play for the remainder of the game.

TB13 The Adult Pitcher must pitch with one foot touching the pitching rubber and may pitch over-handed or under-handed. Over-handed is recommended.

TB14 If a ball is put into play, the pitching Coach must leave the infield opposite of where the ball is hit. This Coach must also remove himself from the area of play and may not assume the role of base Coach on any of the bases including home plate.

FIELDING:

TB14 All team players will participate in the field when their team is on defense. The infield will have the standard number of player positions on the infield and the remaining players placed in the outfield. There may not be a short-fielder and all outfielders must play at an equal distance in the outfield, from home plate. Exception: We will not use a catcher to return pitches back to the Coach pitching. The offensive team will provide a Coach to return the pitches. If the batter hits the ball into play, this Coach must get completely out of play. Interference may result in the batter and the runners advancing. Also this Coach is not allowed to Coach the defensive team while in this position. A team may use a player to stand to the side behind home plate to act as a catcher once the ball is put into play. This catcher must wear full catcher's equipment including a protective cup.

TB15 A straight line will be drawn across the pitchers mound touching each side of circle (in the direction of 1st and 3rd bases). When the pitching coach is pitching, the defensive player designated as the defensive pitcher must have at least one foot inside of the circle and be positioned towards the rear half of the circle behind the line. When the ball is hit off of the tee, the player can occupy any portion of the circle.

TB16 There will be only (1) one defensive substitution opportunity per game. All other substitutions on defense must be at the top and bottom of the inning.

TB17 The play becomes dead when a ball is thrown to the pitcher or other player in the pitcher's circle, or when a player, with control of the ball, occupies that circle. Play also becomes dead when, in the judgment of the umpire, the action has stopped or the player holding the ball calls "Time" within the forward baseline of the lead runner. Runners will be awarded bases according to their position relative to a line drawn midway between 1st - 2nd, 2nd - 3rd and 3rd - home base when time is called. The lead runner will be the determinant in the event (2) or more players occupy the same base.

TB18 A defensive player occupying the circle only unassisted force out is Home. In the event a ball is hit towards first base, should the fielded momentum of the circle player allow a play on the runner advancing to first is considered an acceptable OUT. **The circle player may not, however tag the batter-runner in the back while the runner is advancing to first.**

TB19 Intentional rolling of the ball by defensive players is not allowed. If the ball is rolled, the runners will be awarded the base he is going to. (Umpires interpretation) NOTE: Our goal is to teach the players basic fundamentals of baseball.

TB20 **Player pitcher-** Play is not stopped when the player runs through the circle attempting to make a play or when the player catches a fly ball inside the circle and attempts to make a play elsewhere on a base runner.

TB21 **Overthrow by Fielder:** Play will stop when a throw from any fielder, to a base reasonably leaves the infield and is not within the immediate grasp of that fielder. Base runners can advance one base on the overthrow, but must reach that base safely without being tagged out. A ball thrown over the fence in foul territory becomes a “dead ball” and each base runner is entitled to one base. “Reasonably” and “Immediate Grasp” are Umpire’s judgment.

TB22 No outfield coach may move forward past the outfielder’s original position in the outfield, in order to coach the infielders. A line may be drawn in the outfield to designate this boundary. The team will be warned on the first offense and on the second offense the coach will be removed from the field of play.

TB23 Outfield players must throw all balls hit to the outfield back into the infield in an attempt to stop the advancement of runners. No outfielder is allowed to field the ball in the outfield grass and run into the infield to get a force out or tag a runner trying to advance to another base. If this happens, the base runner will be ruled safe and will be allowed to stay at the base to which he was running.

PEE WEE RULES

The Official Baseball Rules (OBR) will apply except as altered by the following additions and exceptions.

PW1 In this league:

- The infield fly rule will not apply
- There will be no base stealing

PW3 A team can score a maximum of five (5) runs per inning through the fifth inning and a maximum of ten (10) runs in the sixth and / or subsequent innings

PW4 There will be no continuation of play in PW. In a play situation where a home run or ground rule double is hit, the player will receive credit for the home run, but the run limit for that inning remains in effect.

PW5 Teams will play a maximum of ten (10) players during the inning, with four (4) outfielders. The remaining roster players will sit in the dugout. Players also will not sit two (2) continuous innings, unless the player is injured or circumstances exist outside of the Managers control. A Manager may not place a player in a short-fielder position. Each outfielder must play at equal depth in the outfield. In the fall season, the Age Group Coordinator or Baseball Director can elect to override this rule and allow more players in the outfield.

PW6 7-8 Year Old Coach Pitch/Kid Pitch

- Each team is allowed to have four (4) coaches, which includes the manager. This will allow two base coaches, one coach in the dugout, and one additional coach for pitching.
- Pitchers cannot pitch in any more than two consecutive innings per game and/or no more than 4 innings in a week. Kid Pitch will be for the first two (2) innings and Adult Pitch for any subsequent inning thereafter.

During Adult Pitch, each batter can receive a maximum of five (5) pitches or three (3) strikes (swinging or called).

During Kid Pitch, the pitch count will be “in effect”. If the batter receives a fourth “called ball” from the pitcher, the batter will receive two pitches from the Adult pitcher. Note: If the batter has two strikes called against him and the Adult pitcher enters the game for two pitches, the batter can only swing at one of the two pitches. If there is only one strike against the batter and the Adult pitcher enters the game, the batter can elect to swing at both of the pitches. The “integrity” of the Pitch Count must come into play. Adult pitcher must pitch the ball over handed and are automatic strikes no matter where the ball is placed. If the sixth pitch or third strike is hit foul, the batter will continue to receive pitches until the ball is hit into play

PW7 When the adult is pitching, they will pitch will one foot on the rubber. If in the Umpire’s opinion, the Adult pitcher is stalling, the umpire will give a warning. If the stalling continues the batter will be called out.

PW8 In games where an Adult is pitching, the defensive player in the pitcher’s position will play within one-foot step of the rim of the artificial pitcher’s mound. In the event that there is no pitchers mound, a ten (10) foot diameter circle will be drawn around the pitcher’s mound.

PW9 If a batted ball hits an Adult, who is pitching, it will be called a “no pitch” and a replacement pitch will be thrown. If, in the opinion of the umpire, the Adult pitcher intentionally interferes with a defensive play, the batter will be out, and any runners will be returned to their original bases.

PW10 If a player pitching the ball hits a batter with a pitched ball two (2) times in the same inning that player must be pulled at that point.

PW11 The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher).

PW12 While on offense, only 2 coaches on the playing field (1st base and 3rd base coach).

MINOR RULES (MN)

The Official Baseball Rules (OBR) will apply except as altered by the following additions and exceptions

MN 1 A team can score a maximum of five (5) runs per inning through the fifth inning and a maximum of ten (10) runs in the sixth (6) and / or subsequent innings.

MN 2 A pitcher can only pitch a maximum of 5 innings in a week.

MN 3 If a player pitching the ball hits a batter with a pitched ball two (2) times in the same inning that player must be pulled at that point.

MN 4 The catcher must make the first attempt at a play at the plate (i.e.: The first baseman can not come to the plate and make the play in place of the catcher).

MN 5 While on offense, only 2 coaches on the playing field (1st base and 3rd base coach).

MAJOR RULES (MJ)

The Official Baseball Rules (OBR) will apply except as altered by the following additions and exceptions

MJ 1 There will be a run limit of 7 runs per inning. The mercy run rule will be 15 after 3 innings of play and 10 after 4 innings of play.

MJ 2 Balks will be called

MJ 3 Base Runners will be allowed to lead off.

MJ 4 The catcher must catch the third strike on any batter. If the ball is dropped on the third strike, the batter may advance to first base, if appropriate.

MJ 5 If a player pitching the ball hits a batter with a pitched ball two (2) times in the same inning that player must be pulled at that point.

MJ 6 A pitcher can only pitch a maximum of **6** innings in a week.

MJ 7 11-12 year old, Major players may use 2 5/8 or 2/34 inch diameter bats that have no greater than a -9.0 weight to length differential (-9.5 or greater differential would be illegal) or 2 1/4 bats that have no greater than a -12.5 weight to length differential. (-13 or greater differential would be illegal) during the regular season.

MJ 8 The catcher must make the first attempt at a play at the plate (i.e.: The first baseman cannot come to the plate and make the play in place of the catcher).

MJ9 While on offense, only 2 coaches on the playing field (1st base and 3rd base coach).

PONY

The Official Baseball Rules (OBR) will apply except as altered by the following additions and exceptions

DB 1 Players shall not wear metal cleats

DB 2 Players may pitch in any game subject to the following limitations.

(a) A pitcher shall not throw more than 95 pitches in the same game or on the same day

(b) A pitcher after throwing more than 60 pitches in one game or on the same day shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game. The rest period begins when pitcher leaves the mound.

(c) A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game. The rest period shall begin when the pitcher leaves the mound

Exception: If the pitcher reaches the pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.

DB 3 A pitcher is charged with the number of pitches hurled, regardless of whether they are local league games, the resumption of suspended games, exhibition games, or games ruled "no contest" due to being called.

DB 4 If a game is interrupted for any reason before becoming official, and is suspended, the same pitcher may continue when play is resumed, provided he is eligible by the rest rule. League officials should consider the (30/40) hour rest period when rescheduling the completion of a suspended game.

Note: "Pitches thrown in the suspended and resumed portions of a suspended game shall not be added in order to disqualify a pitcher from pitching."

DB 5 The use of the designated hitter, (DH), is prohibited in Local League play

SENIOR LEAGUE

The Official Baseball Rules (OBR) will apply except as altered by the following additions and exceptions

DM 1 Head first slide is allowed provided that the player is not wearing a helmet with face guard

PROTESTS GOVERNING RULES

PGR 1 A protest which involves an umpire's judgment shall not be accepted.

PGR 2 Only the team manager or the acting manager shall be entitled to file a protest.

PGR 3 The only legal protest shall be one that involves a violation of playing rules or the use of an ineligible player.

PGR 4 The protesting manager on a play situation shall notify the umpire he/she is protesting, before THE NEXT PITCH OR PLAY LEGAL OR ILLEGAL. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest.

PGR 5 The protesting manager then must submit a written protest within (24) hours to the Baseball Director, or Baseball Board Member.

PGR 6 A protest on the grounds of ineligibility of a player shall be filed with the Baseball Director or Baseball Board Member within (24) hours after the completion of the game.

PGR 7 All protests will require a \$100.00 protest fee. In the event the protest is not allowed, said \$100.00 will be forfeited. If the protest is upheld, said \$100.00 would be refunded

PGR 8 All protests shall be filed in writing to the baseball director and / or Baseball Board Member within 24 hours of the conclusion of the game. The **\$100.00** fee shall be paid at the time the protest is submitted.

LEAGUE CHAMPIONSHIP

LC 1 The League Champion will be the team with the best overall records. If two or more teams are tied with the same record, the following tie breaking rules shall apply.

1. The team with the best division record.
2. The team with the least “runs against” it.
3. The team with the most “runs for” it.
4. If two teams are tied with the best division record, a playoff game will be played. (Regulation tie games for the purpose of this rule shall count as a ½ win and ½ loss)

LC 2 League championships decided by one game will be played to a conclusion, regardless of the score or inning, unless the team behind wishes to concede. If the championship game is suspended for any other reason, it shall be completed at the earliest possible date and shall be played from the point of termination.

LC 3 Baseball Director and/ or Baseball Board can elect to forego post season play. If post season play has been suspended, it will pertain to all age groups.

PITCH COUNT PROGRAM

Recently, researchers and medical professionals in the field of sports medicine have determined that the actual number of pitches thrown (i.e. pitch count) is a safer way to regulate pitching in youth baseball. Therefore the Grayson Athletic Association at Bay Creek Park is implementing a proactive pitch count rule to regulate and monitor the health of our players and their arms. We remind coaches that this is a recreation league and that no child’s health is worth winning a game.

Coaches and parents should listen and react appropriately to a youth pitcher when he/she complains about arm pain. A pitcher who complains or shows signs of arm pain during a game should be removed immediately from pitching. Parents should seek medical attention if pain is not relieved within four days or if the pain recurs immediately the next time the player pitches. Coaches should inform parents about this consideration.

PCR 1 The responsibility of tracking the pitch count will rely on the official scorekeeper determined by the local league rules. Pitch counts will be tallied on the pitch count form but must be documented in the official scorebook for future references.

PCR 2 Each pitcher's pitch count is computed by adding the number of balls and strikes, the number of foul balls hit with two strikes and the number of fair batted balls.

PCR 3 The official scorekeeper should inform the umpire in charge when a pitcher has delivered his maximum limit of pitches for the game. The umpire in chief will inform the pitcher's manager that the pitcher must be removed. **However**, the failure by the official scorekeeper to notify the umpire in charge, and or the failure of the umpire in charge to notify the manager, does not relieve the manager of his / her responsibility to remove a pitcher when that pitcher is no longer eligible.

PCR 4 The official scorekeeper must be able to provide the current pitch count when requested by either manager or umpire. It is strongly recommended that each manager check with the official scorekeeper at the bottom of each inning to confirm pitches thrown by both pitchers of record.

PCR 5 Warm up pitches or preparatory pitches before the game, between innings or following injury to a pitcher are not calculated into the overall pitcher's pitch count.

PCR 6 If a pitcher reaches the maximum number of pitches imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur: 1) That batter reaches base; 2) That batter is put out; 3) The third out is made to complete the half inning.

PCR 7 The pitcher's rest period begins when that player's regulation game time ends. It is not determined at the point when the player leaves the mound.

PCR 8 No game will be forfeited because of the violation of one of the pitching rules because it is the manager's responsibility to both know the pitching rules and to ascertain the eligibility of opposing pitchers prior to each of his team's games. If, however, an ineligible pitcher is used during the course of a game, he shall, upon the protest of the opposing manager, be immediately replaced on the mound by an eligible pitcher and all plays occurring while the ineligible pitcher was on the mound shall become "official". The ineligible pitcher will further be ineligible from pitching in the team's next game that he would have been eligible to pitch in. The manager will be ineligible to participate in the team's next game. A forfeit shall not be considered to be a game in determining the next game that a pitcher would be eligible to pitch in or a manager to coach in. The discovery of an ineligible pitcher may be made and the aforementioned penalty imposed up to one-half (1/2) hour prior to the scheduled time of his team's next game. **Violations can result in a Coaches game suspension or reprimand.**

PCR 9 The manager must remove the pitcher when said pitcher reaches the limit for his age group as noted below, but the pitcher may remain in the game at another position:

League Age:

PeeWee (7- 8)

- 4 innings per week (Monday – Sunday)
- 50 Pitches - Two (2) days rest.
- 30 + pitches = One (1) day rest.

- Maximum 2 innings per game

Minor (9-10)

- 5 innings per week (Monday – Sunday)
- 65 Pitches = Two (2) days rest.
- 45 + Pitches = One (1) day rest.
- Maximum 2 innings per game

Majors (11-12)

- 6 Innings per week,
- 70 Pitches = Two (2) days rest.
- 50 + Pitches = One (1) day rest
- Maximum 3 innings per game

Pony (13-14)

- 95 Pitches / 6 Innings per week.
- A pitcher after throwing more than 60 pitches in one game or on the same day shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game.
- A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game.

Seniors (15-18)

- 105 Pitches / 6 Innings per week.
- A pitcher after throwing more than 60 pitches in one game or on the same day shall have a minimum of forty (40) hours rest before becoming eligible to pitch in another game.
- A pitcher after having thrown more than 30 but less than 61 pitches in the same game or on the same day shall have a minimum of thirty (30) hours rest before becoming eligible to pitch in another game.

Grayson Athletic Association Baseball Lightning Safety Plan

- Suspension of a game or activity can be called by a GAA Board Member or Umpire.
 - Activity will be suspended when:
 - The Stike Alert registers 2 consecutive lightning strokes within the 6-12 mile range
 - The Flash/Bang Method reveals lightning within a 6 mile range (30 second or less count between the flash of lightning and the bang of thunder)
- In the event that a game or activity is suspended, everyone **MUST** leave the field and dugouts. Please seek shelter immediately in your car, in the bathrooms, or in the concession stands. Do **NOT** seek shelter under the concession stand overhangs or pavilions as this is not a safe area.
- Notification of continuation of games or activities will be communicated by the Board Member blowing the air horn from the concession stand. To ensure uniformity and the

safety of all players, coaches and spectators the continuation of games or activities can ONLY be initiated by the GAA Board Member.

- Please DO NOT re-enter the field area until the continuation of play has been initiated by the GAA Board Member.
- If you hear thunder, you are in danger. Anytime thunder is heard, the thunderstorm is close enough to pose an immediate lightning threat to your location

Use the 30-30 rule!

- If the time between lightning and thunder is 30 seconds or less, go to a safer location.
- If the lightning can't be seen, just hearing thunder means you should go to a safer location.
- WAIT at least 30 MINUTES after hearing the last thunder before leaving the safer location.

85% of lightning victims are children and young men aged 10-35 engaged in outdoor recreation and work activities outside