

GEYL IN-TOWN LEAGUE RULE MODIFICATIONS BASEBALL AND SOFTBALL

1. All teams will adhere to a bat through roster with free substitution (pitcher exception). Every player on every team must be listed on the line-up sheet. Disciplined, absent, or injured players must be listed on official line-ups and scorebooks prior to the start of the game.
2. All teams will follow the six-run rule following the end of the play, after the run that puts a team ahead by six has scored, the inning shall be over. It is possible to go ahead by more than six runs if additional runners score behind the 6th run, prior to the end of the play. A team already ahead at the start of the inning, may score 6 additional runs. (Note It may be possible for a player to bat more than one time per inning if fewer than 8 players are present for a game and this six run rule has not been met. Teams will not be penalized for having fewer players.)
3. There is a 20 run after 4 innings mercy rule.
4. There is no stealing in any division if a team leads by 8 runs. Players attempting to steal a base while their team is leading by 8 or more runs, will be called out.
5. There is no stealing home, even on passed balls, until the 12 year old age division in baseball; 15u in softball. The only way to score is to (a) be batted in; or (b) be forced by bases loaded base on balls.
6. The maximum number of warm up pitches between innings is 5.
7. Every player must play 1/2 the defensive innings that his/her team has played to date, when he/she is present and eligible. In the event that game time/innings may be reduced due to inclement weather, coaches should attempt to enter players effectively.
8. When a team is playing with fewer than 9 players, and that turn at bat is reached, there will NOT be an automatic out.
9. Game time is start time. If a partial team is present, the game shall begin and the partial team may "borrow" players from the opposing team for defense. There are no forfeits unless an entire team fails to show.
10. Games shall continue until time limit, official number of innings, or the 20 run rule has been reached.
11. Every team must complete their own scorebook for every game and must be able to produce the same for inspection.
12. The Home Team scorekeeper will be considered the official scorekeeper. Both teams' scorekeepers must document innings pitched and have opposing coaches verify and sign their innings pitched at the conclusion of every game. If an unverified pitcher is challenged during a game, the head coach will be ejected for one game. It is strongly encouraged that both teams' scorekeepers sit together.
13. Head coaches and umpires will meet 5 minutes before game time at home plate for the pre-game conference. Coaches will exchange line up sheets at this time.
14. Games may end in a tie.
15. Any player who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate health care professional.

And, finally, DON'T DO ANYTHING THAT, IF DONE TO YOU OR YOUR TEAM, YOU WOULD OBJECT.

PROTEST PROCEDURE

An official game protest must be declared to the umpire before the next pitch is thrown. The protest shall be noted in the official scorebook with the following information: exact time of the protest, field, umpire names, scorekeeper(s) names, and the rule being protested, the decision surrounding the cause for protest, and all essential facts involved in the matter. Then the game resumes. Umpires, coaches and scorekeepers must all sign the scoresheet. This sheet must be presented with \$100 CASH protest fee to the umpire before the conclusion of the game. League officials will review the matter and decide the validity of the protest. If the protest is found to be valid, the cash will be returned and the game rescheduled to start at the point of protest, if found to be invalid, the cash will be deposited to the league account and the game will stand as played.

Any coach, parent, and/or guardian who falsifies an age verification document will be subject to, and cause the player to be subject to, expulsion at the league's discretion. Any coach, parent, and/or guardian who lies to, or takes action to deceive, the league regarding a player's age or eligibility will be subject to, and cause the player to be subject to, expulsion at the league's discretion.

BASEBALL RULE MODS

Contradictory rules will be resolved using the following rulebook order (this includes age/class restrictions specified by USSSA): (1) GEYL Handbook, (2) USSSA Bylaws.

- Overall Innings pitched are the responsibility of both coaches to monitor. Any coach found cheating or manipulating innings pitched will be suspended for at least one game.
- When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.
- There is no exception for rainout and/or rescheduled games on pitching rules.
- The pitching week is Monday through Sunday.
- One pitch thrown from the pitcher's plate is counted as one inning pitched.
- Bunting is allowed in age divisions 8 and older.

6 and 7 year old baseball

1. Games will consist of not more than 55 minutes, or 5 Innings.
2. Base paths are 60 feet.
3. Pitching machine with the "incrediball" shall be used for all play.
4. The batter shall receive a maximum of eight (8) pitches or three (3) swinging strikes. A batter that has received less than eight (8) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the eight (8) pitch limit.
5. No player is allowed in the "pitcher" position.
6. 5 players shall be in the correct positions for catcher, 1st baseman, 2nd baseman, 3rd baseman, and short stop. 4 outfielders will then be placed behind the infielders, at the edge of the grass. The rest of the players may play anywhere in the grass. It is the specific intent of this rule to encourage the players to throw the ball to cut-off players, instead of running the ball into the infield.
7. Umpires shall call "Time" after every play and declare the ball dead.
8. Runners may only advance one base on any overthrow, even if the ball stays in play, and even if a secondary play is attempted on the runner.
9. The umpire may stop play at any time to determine runner placement.
10. No bunting is allowed.
11. No walks are allowed.
12. No stealing is allowed.
13. Runners may not leave the base until batter makes contact with the ball.
14. The Infield Fly Rule will not apply.
15. A batted ball which makes contact with the pitching machine shall be ruled an immediate dead ball. The batter-runner shall be awarded first base. Runners will advance *only if forced by the batter-runner*.
16. Defensive coaches are not allowed on the field of play and shall coach from the dugout.
17. Only one ball collector will be allowed behind the catcher, and he/she must wear a batting helmet if he/she is under the age of 18.

8 year old baseball

1. Games will be 75 minutes or 6 innings.
2. 10 defensive players are used in this division, including 4 outfielders left, left-center, right-center, and right fielders.
3. The "incrediball" will be used.
4. No stealing is allowed; base runners are not allowed to advance on passed balls.
5. The Infield Fly Rule does not apply.
6. Runners may not leave the base until batter makes contact with the ball.
7. Balk rules will not be enforced; however, coaches are urged to correct blatant errors.
8. The pitching distance shall be 40 feet.
9. Players are allowed to pitch 2 innings per game with a mandatory 1 calendar day rest between games. 4 Innings/week.
10. The batter may not advance on a dropped third strike.
11. Walks are not allowed. After 4 called balls are thrown, the batter retains the strike count and the batter's coach will

- pitch to the batter until he strikes out or hits.
12. A hit batsman will be declared ball 4 and the coach will assume the existing strike count and pitch until the batter either hits or strikes out.
 13. Only one ball collector will be allowed behind the catcher, and he/she must wear a batting helmet if he/she is under the age of 18.

9 and 10 year old baseball

9 year olds will play the 8 year old rules (9s time limit, defensive players, and distances) until June 6, 2014 with an incrediball. After that date there will be no coach pitch and the following rules will apply.

10 year olds will play the 11 year old rules (10s time limit, pitching limits, and distances) after June 6, 2014.

1. Games will consist of 6 innings or 90 minutes.
2. Base paths shall be 65 feet.
3. Pitching distance shall be 46 feet.
4. No balks will be called, however, coaches are encouraged to teach proper mechanics.
5. The batter may not advance on a dropped third strike.
6. The Infield Fly Rule does not apply.
7. No lead offs are allowed.
8. Stealing is only allowed after the ball crosses home plate. No stealing on ball 4.
9. Players are allowed to pitch 2 innings per game with a mandatory 1 calendar day rest between games; 3 Innings/week.

11 and 12 year old baseball

1. Games will consist of 6 innings or 90 minutes.
2. Base paths shall be 70 feet; pitching distance shall be 50 feet.
3. *11 year olds may not steal home—see page 3, #5.*
4. Balk rules will apply with warnings at umpire's discretion.
5. Players are allowed to pitch 3 Innings per game with a mandatory 1 calendar day rest between games; 6 Innings/week.

13/14 year old baseball

1. Games will consist of 7 Innings or 90 minutes.
2. Base paths shall be 80 feet.
3. Pitching distance shall be 54 feet.
4. Balk rules will apply with warnings at umpire's discretion.
5. Players are allowed to pitch 3 Innings per game with a mandatory 1 calendar day rest between games; 6 Innings/week.