



## BASEBALL MAJOR LEAGUE RULES

*The GBSA Major League Rules are based on the National Federation of State High School Associations Baseball Rules.*

***Coaches must meet with the umpire before the game and determine if any of these rules will be modified or not enforced during a game.***

### **FIELD DIMENSIONS:**

1. The distance between all bases is 65 feet.
2. The distance from the rear tip of home plate to the front edge of the pitching rubber is 48 feet.

### **REGULATION GAME:**

1. A regulation game is six innings.
2. A game called because of rain or curfew is a regulation game if 3 innings, or 2½ innings with the home team leading, have been played.
3. A regulation game called with a tie score is counted as ½-game won and ½-game lost for each team.

### **GAME TIME LIMIT:**

1. No new inning may begin after 1 hour, 45 minutes from the actual start of the game.
2. The game ends at 2 hours, 15 minutes from the actual start of the game and the final score is that of the last fully completed inning.

### **Tournament**

1. No time limit to games in the tournament. All games will go 6 innings unless "Tournament Run Rule" 3d applies.
2. Tournament Run Rule: A game will be ended if it is more than two hours, 15 minutes past the actual start time and a team is leading by more than 10 runs.

### **EQUIPMENT:**

1. All bats used for Major baseball must be marked with "USA Baseball" or "USSSA Baseball".
2. Steel-spiked shoes are not permitted.

### **PLAYERS & COACHES:**

1. Each team consists of at least nine players and a coach or an adult designated by the coach.

2. A team must field at least 7 players from their original roster, ten minutes after the scheduled game time or forfeit the game.
3. Players are only eligible for the tournament if they play in 2/3 of the teams games. This rule will be waived if the player misses games due to injuries, illness, or vacation.
4. A team unable to field 9 players for a game may use no more than two players from other teams in GBSA (including Intermediate Baseball and Major Softball) to fill out a starting line-up.
5. NON-PLAYERS: Non-players are not permitted on the playing field. Aside from coaches, non-players are not permitted to be in the dugout or on the bench.
6. Spectators are not permitted around the backstop or dugouts during a game.

**Playing Time:**

1. Each player plays at least 3 complete innings or half the game in the field with free substitution.
2. Each player must play at least one inning in the infield in the first 3 innings, unless there is a safety concern.
3. Cancelled or shortened games may affect total innings played.

**Substitutes:**

1. Subs may play any position except pitcher or catcher but are limited to a maximum of one inning in the infield.
2. Subs bat at the bottom of the order.
3. Substitutes may be used in a playoff game if a team cannot field 9 of its own players and such player(s) will be chosen by the league representative or commissioner.
4. As mentioned in section "PLAYERS & COACHES", subs may be used from Intermediate Baseball or Major Softball.

**BATTING:**

1. The batting order for each team includes all players present.
2. Players arriving after the start of the game are placed at the bottom of the order.
3. If a player is injured, and not able to take their turn at bat, they will be replaced, that at-bat, by the last batter who was unsuccessful in reaching 1<sup>st</sup> base.
4. No "slug-bunting" allowed. Batters are not permitted to show bunt and then swing away. Teams should be reminded of this by the umpire before each game. Occurrences will have the batter called out.
5. If a player is injured, he cannot play offense or defense. A player who plays in the field must also bat when it is his turn. A player who plays in the field cannot be skipped in the batting order. If a fielder is skipped in the batting order then it is counted as an out. If a player is injured, and not able to take their turn at bat, they will be replaced, that at-bat, by the last batter that was unsuccessful in reaching 1<sup>st</sup> base.
6. A team that is unable to obtain 9 players must take outs for the batting positions not filled, up to 9 batters. For instance, Team A has 7 of their original roster players but is unable to field a sub. When batting positions #8 & #9 come up to bat, they must take

outs. Team B has 7 of their original roster players and is able to obtain 1 sub. When batting position #9 comes up to bat, that batting position is an out.

### **FIELDING:**

1. There is no infield fly rule.
2. An overthrow in fair territory or within the boundaries of the field entitles the runner to as many bases as the runner can safely make.
3. A ball thrown out of bounds is a dead ball and bases are awarded to each runner in accordance with the NFSHSA baseball rules.

### **PITCHING:**

1. A pitcher may pitch no more than three (3) innings per day, and the innings must be consecutive if all 3 innings are pitched in one game.
2. One pitch constitutes the pitching of an inning.
3. Once a pitcher is removed from that position, that pitcher may not pitch again in that game (excluding extra innings).
4. A new pitcher is limited to eight warm-up pitches for the first inning pitched and five warm-up pitches for the second inning pitched.
5. If a pitcher hits three batters during the course of a game, then they must be removed from pitching. They will only be able to return to the mound in an emergency situation where there are no other available pitchers.
6. No balks will be enforced. We encourage that the pitcher is notified when he commits a balk as a learning opportunity, but there is no penalty.
7. Intentional walks are not permitted.
8. Facemask and helmet must be worn when warming-up the pitcher.
9. If a game goes into extra innings each pitcher is allowed one (1) more inning of work.
10. There is no weekly limit on how many innings a pitcher can pitch.

### **BASE RUNNING:**

1. Leadoffs **are** allowed.
2. A runner must slide **or** avoid collision at any base, other than first, when the defensive player has the ball or is in the process of fielding a batted or thrown ball. If, under the above circumstances, the runner causes a collision the ruling is interference and the runner is out. If, however, the fielder is blocking the base and a play is not imminent (the ball is not being thrown to him or the player is not fielding a batted ball) then the umpire may rule obstruction and award the runner bases based on the umpires judgment as to where the runner would be had the obstruction not occurred. The fielder may stand in the base path without the ball if the throw is almost to him and he needs to be there to catch the ball. However, he may not block the base until he has possession of the ball. Until he has possession of the ball he must give the runner an open lane to the base. Obstruction cannot be called on a fielder for blocking a base when he has possession of the ball.

3. The base path belongs to the runner except when a fielder is in the path attempting to field a batted ball or when a fielder is in the path and in possession of the ball.
4. DROPPED 3<sup>RD</sup> STRIKE will not be enforced – they are allowed.
5. If a runner steps off the bag for any reason (i.e. tying shoes, not paying attention, etc.) and a time out is not called, the runner will be called out if tagged by the ball.

#### **UMPIRE'S DECISIONS:**

1. Judgment calls by the umpire (such as whether a pitch is a strike or a ball, a hit is fair or foul, or a runner is safe or out) are final.
2. If there is reasonable doubt about a decision being consistent with the rules, the coach may ask that the ruling be reviewed. The umpire making the decision may ask the other umpire, or league commissioner, if present, for more information before making a final decision.
3. Once a game has started, the umpire, league representative or commissioner may stop play in the event of curfew, rain, or lightning which is thought to be dangerous.
4. If lightning does occur there will be a mandatory 15 minute wait period from the time of the last visible lighting strike. Only the umpire or league commissioner can allow a game to continue after this guideline has been met.
5. If a tornado siren is sounded play will be halted immediately, and all persons must leave the field and seek shelter. Play will not be resumed after a tornado warning.
6. If a coach removes his team from the field of play, and no stoppage of play has been called by the umpire, league rep, or commissioner, that team will forfeit the game.

#### **CONDUCT:**

1. COACHES ARE RESPONSIBLE FOR MAKING SURE THAT THE GAME IS PLAYED IN A SPORTSMANLIKE MANNER.
2. A COACH, PLAYER, OR FAN MAY BE ORDERED TO LEAVE THE PLAYING FIELD AREA BY THE UMPIRE, COMMISSIONER OR IN-CHARGE PERSON IF THEY VIOLATE THE GBSA RULES OF CONDUCT.
3. IF A PLAYER, FAN OR COACH IS ASKED TO LEAVE THE PLAYING AREA AND DOES NOT, THE UMPIRE CAN CALL THE GAME A FORFEIT.
4. GBSA RULES OF CONDUCT PROVIDE THAT COACHES, PLAYERS AND FANS:
  - shall not engage in physical altercation;
  - shall not intentionally violate or refuse to follow any GBSA rule;
  - shall not use or consume tobacco or alcohol at the playing field; NO SMOKING
  - shall not engage in grossly unsportsmanlike conduct, including but not limited to, throwing equipment, using profanity, arguing with an umpire, or directing degrading or distracting remarks to a player, umpire, coach, or fan.
  - Spectators shall not congregate around the backstop or dugouts during a game.
5. ANY PLAYER EJECTED FROM A GAME MUST SERVE A 2 GAME SUSPENSION. ANY SUBSEQUENT EJECTION OF THE SAME PLAYER WILL RESULT IN SUSPENSION FOR THE SEASON.

**TOURNAMENT:**

1. If 2 teams are tied in the standings at the end of the regular season, the following tiebreaking criteria will be used.
  - (1) "Head-to-head". Whichever team has won more games between the 2 teams will advance.
  - (2) "Coin Toss". In the event that the above criteria is even, a coin toss will be the ultimate tie-breaker. The coach with the first initial of their last name that is earliest in the alphabet calls the toss.