

# GREATER GWINNETT BASEBALL LEAGUE 2018 ADMINISTRATIVE AND OPERATIONAL RULES

## I. LEAGUE MEMBERSHIP

- a) The Greater Gwinnett Baseball League is comprised of member associations, who play each other in a pre-arranged schedule and under the rules as determined by the GGBL Executive Board.

## II. ASSOCIATIONS

- a) An Association must be approved as a Member by majority vote of the Greater Gwinnett Baseball League (GGBL) Executive Board.
- b) A Member Association must designate an Official Association Representative and an alternate, to the GGBL Executive Board.
- c) By submitting a team to the Executive Board for consideration of admission into GGBL competition, a Member Association is implicitly implying that:
  - (1) The Member Association and their Team Members (managers, coaches, parents, players and others associated with their association and teams) have read and accepted the by-laws, operational rules, and rules for play in GGBL;
  - (2) It understands and agrees that the Association and their Team Members will be governed, in part or as a whole, according to GGBL's by-laws, operational rules, official rules for play and associated penalties;
  - (3) It understands and agrees that coaches must be approved by the Association to coach youth sports and that a lawful background checks through an official law enforcement agency or an alternate entity providing equivalent background checks conducted according to their association's guidelines. The minimum standards of such background check must meet Georgia High School Association criteria for coaches and officials;
  - (4) It understands that all GGBL players, managers and coaches must be registered using the on-line GGBL registration process that can be accessed using the GGBL website; all coaches must register before being eligible to coach in any regular season or tournament game; and,
  - (5) It understands and agrees that the Association will be fined \$400.00 for each and every team that quits the league prior to the end of GGBL play, and that any fines not immediately paid to GGBL may lead to the suspension of the Association.
- d) Member Associations may submit one or more teams in age groups: 8U, 9U, 10U, 11U, 12U, 13U, 14U. A team in each age group is desired, but not required. Associations may also submit one or more teams in the 8U & 15-16U age groups with consent of the Executive Board.
- e) Membership Fees:
  - (1) All Member Associations pay a non-refundable **\$125 LEAGUE MEMBERSHIP FEE** each year. This fee is payable each year no later than the last day of February, and made payable to the "Greater Gwinnett Baseball League," This fee is used to offset the cost of running the league and to pay "NO SHOW" fines as determined by the board. Any funds paid out for "NO SHOW" fines shall be reimbursed to GGBL as directed by the Executive Board.

- (2) A non-refundable, per team, **TEAM MEMBERSHIP FEE** will be determined by the Board of Directors prior to each season. This fee will be used for insurance and the post-season tournaments, league expenses, and the GGBL Scholarship fund. The fee will be determined prior to January each year and is payable with the \$125.00 LEAGUE MEMBERSHIP FEE, no later than the Roster Certification and scheduling meeting. Any team reported by the League Treasurer for failing to pay by such date shall forfeit all games and not be permitted to play until payment is received in full.

*The fee for the 2018 season for each team is \$550.00. This fee is used to cover the cost of the league operations, a double elimination post-league tournament, hosting fees, and baseballs. Remaining funds are used to support the GGBL Scholarship Fund.*

- (3) Any team failing to participate in the GGBL end of year tournament shall pay a non-refundable fine of \$250. If participation at the 13U or 14U level is prevented due to players joining high school summer teams, then the GGBL Executive Board shall have the authority to waive the fine.
- (4) Any 12U team invited and committed to a Cooperstown Tournament that occurs during the GGBL end of season tournament may opt-out of the GGBL tournament without financial penalty so long as The GGBL Executive Board is informed of the bid/invite prior to the 12U scheduling meeting. Any team committed to Cooperstown shall play the GGBL regular season, but for GGBL tournament seeding purposes their placement will be skipped and a bye will not be created.

### **III. MEMBER ASSOCIATIONS MUST:**

- (1) Member associations are to provide proof of insurance for their teams and are requested to add the "Greater Gwinnett Baseball League" as additional insured.
- (2) Be responsible for providing experienced umpires and playing fields in safe playable conditions in accordance with association and GGBL rules;
- (3) Provide dates and times for games that are acceptable under the rules of GGBL. To ensure enough time for completion of games, it is recommended that member associations allow 2 hour time slots for each game; and,
- (4) Provide "home field" for at least ½ of the OFFICIALLY SCHEDULED (core) games each team will be assigned; and,
- (5) Provide game balls that have been approved for TOURNAMENT PLAY. It is recommended that ages 9-10 the home team supply two balls for each game; for ages 11-12 the home team supply two balls and the visiting team supply one ball for each game; and, for ages 13U and 14U both the home team and visitor provide two balls for each game (four balls total). All baseballs shall be tournament quality baseballs meeting any tournament standard (USSSA, ASA, Triple Crown, Dixie Youth, etc.), but are not required to have the NFHS stamp.
- (6) Associations should make their game cancellation procedures and telephone numbers available to opposing teams.

### **IV. MEMBER ASSOCIATIONS MAY:**

- (1) Local Associations may adopt administrative, liability and/or safety related rules that govern GGBL play in their park so long that it does not directly conflict with a rule covered in the NFHS rulebook or this GGBL Supplemental Rule Book.
- (2) Park Representatives shall submit to the GGBL Executive Board any special rule provisions related to park administration, liability and/or safety in writing to allow the GGBL Executive Board the opportunity to provide notice to visiting teams.

EXAMPLE – A park may institute a rule eliminating coaches from sitting on a bucket within the fence that designates the field of play as a potential field hazard and liability. Similarly, a Park may restrict an adult warming up a pitcher to a designated area or restrict the adult from warming up a player unless the adult wears a protective mask.

EXAMPLE – A park may not implement a rule requiring umpires to enforce balks in a more or less restrictive manner than stated in the NFHS or require players to wear added equipment since these rules are addressed by the NFHS or GGBL. (e.g. individual parks can encourage, but not require heart guard shirts or plastic extensions on hockey style catchers masks).

- (3) Local associations may not adopt rules that change the NFHS rules or GGBL Rule Supplement affecting game play or contradict rules addressed by the NFHS or GGBL.

## **V. RULE VIOLATIONS**

- (1) An Association or Team Member found to be in violation of the Coaches Code of Conduct, Player/Parent Code of Conduct, Operational Rules, or the by-laws of GGBL, shall be suspended from GGBL for a period of time determined by the GGBL Executive Board. Subsequent violations shall result in forfeiture of games, probationary status, and possible removal from GGBL participation.
- (2) All violations shall be immediately reported to the appropriate League Director for further action.

## **VI. LEAGUE OFFICIALS AND UMPIRES – BACKGROUND INVESTIGATIONS**

- 1) All GGBL League Officials including, but not limited to the Executive Board and League Directors shall have a valid background check similar to the specifications described in Article II (c) (3). For the members of the Executive Board the background check must be performed not less than every two years and every year if coaching. The GGBL secretary shall be responsible for keeping appropriate records related to the Executive Board background checks and the GGBL league shall bear the cost of such background investigations.
- 2) All GGBL Umpire Associations shall perform a valid background check, each year, on all umpires, association officers, and or any representative who, at any time performing duties related to the Umpire Association may come into contact with minor children. The background investigation shall be consistent with approved GHSA standards and the Director of each Umpire organization shall be responsible for insuring such investigations are performed and appropriate record keeping is maintained.
- 3) All background investigations must be performed prior to the start of league play. For umpires, background investigations must be completed prior to a GGBL game assignment. Any GGBL Association league representative, GGBL Board Member or Executive Board Member may request documentation proving a valid background investigation has been performed.
- 4) Failure to comply with the background investigation requirement or failure to obtain an approved background check will result in an automatic suspension from all GGBL activities until such time the background check requirement is fulfilled.

## **VII. COACHES**

- a) Shall attend the mandatory pre-season meeting hosted by the Executive Board;
- b) Shall attend meetings of the Board of Directors or the Baseball Commissioner when so directed;
- c) Shall read and sign a GGBL Coaches Code of Conduct form electronically.

- d) Shall make their home and cellular telephone numbers and e-mail addresses available for posting on the GGBL web site;
- e) Team rosters (player's names and uniform numbers only) shall be posted on the official password protected GGBL web site; and,
- f) Teams may have no more than 4 registered coaches. **No more than 3 may be on the field during play. First offense is a warning to the head coach. Second offense results in the head coach being restricted to the dugout. Third offense results in the head coach being ejected from the game.**
- g) A team's manager is the person designated by each member association to supervise the team and whose name appears on the Official Team Roster; up to three additional coaches may be registered with GGBL.

### VIII. GAMES-REGULAR SEASON

- a) (1) **The OFFICIAL minimum number of required GAMES for the 8U – 13U age groups for a regular season is 14. The OFFICIAL minimum number of required GAMES for the 14U age group is 12. Teams may agree in the coach's meeting in January (at least 70% of teams represented at the meeting in agreement) to play a number greater than the minimum to for the convenience of league scheduling.**

(2) A GGBL **SEASON** officially *begins* on March 1<sup>st</sup> and *ends* on a date in June. The beginning and ending dates are determined each year by the Executive Board. 14U shall end prior to the Friday before Memorial Day to insure the GGBL schedule or tournament does not interfere with the GHSA summer baseball schedule.

- b) All GGBL SANCTIONED GAMES shall be governed by NFHS Baseball Rules, GHSA Supplemental Baseball Rules and GGBL Supplemental Baseball Rules.
- c) Failure to comply with the GGBL's by-laws, Operational Rules or Official League Rules, in whole or part, may result in the suspension of an Association, Team Member or Team.
- d) All GGBL teams must commit to play in ALL officially sanctioned games, to include officially scheduled games and post-season tournament games.  
**PENALTY:** Teams that fail to play or to complete all officially scheduled GGBL games may be determined ineligible for post season play and/or may be fined in accordance to section e).
- e) Any team that does not show for a scheduled game, or does not properly arrange for a game continuance, or does not complete an officially scheduled league game shall forfeit and may be directed to pay a **\$200 NO SHOW FEE** to the "League Fee Fund." The host association may be reimbursed from this fund to pay umpires and other reasonable actual expenses up to the amount of the fine.

**EXCEPTION and CLARIFICATION** . . . Each Team "pre-pays" their fees each year for the County Championship and Tournament prior to the start of the season. Therefore, if any team is unable to play a scheduled game during the GGBL tournament, the game will be a forfeit by rule, but the "No Show" fine will be waived since GGBL pays the umpire fees from league dues..

- f) The "host association" determines when game(s) are cancelled due to unsafe field conditions; rain; below 40 degree temperatures at game time; or, mechanical problems.
- g) If a game is played at a neutral site the "Home Team," according to the official GGBL schedule, shall pay for umpires and a reasonable usage fee to host association for use of their facility.

- h) (1) The managers of both teams are responsible for contacting one another to verify the scheduled game date, time and location at least 24 hours prior to a scheduled game and confirm the commitment; and,
- (2) Additional pre-game communications are encouraged prior to games scheduled during inclement or cold weather.
- i) (1) Officially scheduled league games that were either not played or not completed after play began (suspended due to weather or other uncontrollable circumstances), must be played or completed before the end of the regular season.
- (2) Failure to play or complete suspended games shall cause the game results to be recorded as a forfeit.
- Suspended games which are by definition incomplete games. The home team must document offering a minimum of three alternative dates to complete the suspended game that does not conflict with either team's existing GGBL schedule. If the home team is winning the suspended game following three documented attempts to finish the game, the suspended game will be a win for the home team. If the home team is losing a suspended game and cannot document a minimum of three attempted dates to complete the game, the result will be a loss for the home team. Any other variation will result in a ½ win and ½ loss for each team.
- (3) NO SHOW FEES can be assessed against the forfeiting team. The FEE is assessed to insure umpires who show up for the game as scheduled are compensated. The home association/team will be reimbursed from the FEE. If the FEE is more than the reimbursement, the funds will be dedicated to the GGBL Scholarship fund.
- (4) If a game cannot be played or completed and both teams have exhausted all efforts to re-schedule, the game shall be recorded as a half game loss for each team.
- (5) League Directors shall monitor their division's official game schedule and strongly encourage the completion of all games.
- (6) League Directors shall make a recommendation concerning the final disposition of each un-played or unfinished game to the Executive Board before ranking Official League Standings.
- Regular season games must be completed by the last OFFICIAL DAY of the regular season. The COUNTY CHAMPIONSHIP SERIES games must be complete by the last OFFICIAL DAY of the GGBL SEASON. Standings for incomplete games will be decided by each team being credited for ½ win and ½ loss for incomplete games.
- j) The "Home Team" shall maintain the Official Scorebook of Record and provide the scorekeeper. Official Scorebooks may be kept either in traditional paper scorebooks or using electronic means.
- k) The Official Score of a forfeited game shall be 7-0 in favor of the winning team.

## **IX. GAME SCHEDULING**

- a) (1) Officially sanctioned games shall be scheduled only during the official game scheduling meeting.
- (2) Each association's representative shall notify their coaches of the date, time and location of the game scheduling meeting and ensure attendance.
- b) (1) Each team's manager shall attend the official game scheduling meeting, or have a team representative attend.
- (2) Teams not represented shall make arrangements with the league director for alternative representation or shall not participate during the GGBL season.

- c) Each team manager or representative should bring with him more home game slots than the minimal number of projected home games as this will facilitate in matching game dates and times with other teams.
- d) **Game times must be scheduled as follows: All age levels 9U-14U at 2-hour intervals. 8U at 1:45 interval. Examples: 9U-14U schedule at 6PM and 8PM. 8U schedule at 5:45PM and 7:30PM.**
- e) During the GGBL season, GGBL teams may schedule additional, non-GGBL games on open dates, *but these additional games must give way in order to reschedule a GGBL game which has been postponed or rescheduled for any reason.*

## X. LEAGUE PARITY OPTION

- a) Is an **option** in each age division that the league directors and coaches will decide during the mandatory coach's meeting each January. Parity in a division would allow the formation of AAA (most competitive teams) and AA (competitive teams) divisions and play the majority their core games against teams in their assigned division. When 24 or more teams exist at any age level, the league director may obtain a consensus of the teams to develop a third A level division.
- b) Using only one vote per team, if one half or more of the managers in an age division votes to use this option, then the League Director and managers shall also vote on the placement of teams in AAA and AA divisions. The league director shall have the authority to break ties and or resolve any conflicts. The Executive Board shall have final approval.
- c) The 14U, 13U and 12U age groups will have a AAA and AA division. The League Director and managers shall also vote on the placement of teams in AAA and AA divisions. The league director shall have the authority to break ties and or resolve any conflicts. The Executive Board shall have final approval. In the event an age group has 24 or more teams, the League BOARD has the discretion to create three divisions of play. Recommendations per age group:
  - 0-9 teams = 1 division.
  - 9-13 teams = 1 Division unless there is clear/known differences
  - 14-23 teams = 2 divisions
  - 24+ teams = 3 divisions at the discretion of the GGBL Board

## XI. PLAYERS - ELECTRONIC REGISTRATION USING GGBL WEBSITE REQUIRED

- a) The parent or guardian of any player who is listed on a team roster of eligible players must register their child as a member of a sanctioned GGBL team using the on-line registration process which can be accessed by a link on the GGBL website. Any player who is not registered using the GGBL on-line process is ineligible to play GGBL baseball. Any team that attempts to use an unregistered player will forfeit any game in which an unregistered player participates. This process will include acceptance of both the player and parent code of conduct and cannot be completed by a coach in lieu of a parent or guardian. Players must be registered on-line by March 1 and the manager of each team must provide a copy of the roster including player jersey numbers to the league director for their league.
- b) The controlling date for player's age shall be April 30<sup>th</sup>.
 

EXCEPTION: A player that turns 15 before the April 30<sup>th</sup> cut-off, but attends school at a level no higher than 8<sup>th</sup> grade may participate in the 14U age division.
- c) Each GGBL team represents a MEMBER ASSOCIATION. Member associations determine the method of selecting players for participating GGBL teams based on open tryouts.
- d) (1) **To prevent teams from using players who play on multiple teams, any player missing four of his team's OFFICIALLY SCHEDULED regular season games shall be removed from his**



team's roster, and shall not be allowed to participate in GGBL for the remainder of the season and is not eligible for the GGBL post season tournament.

- (2) The winning Manager of any GGBL regular season game shall send a report via email to the League Director that provides the game score and absent players for both teams. The email sent to the League Director shall be copied to the opposing coach.
- (4) League Directors shall keep an official record of players from their respective league who have been absent from games and shall provide notification to any manager who has a player missing a fourth game in the regular season.
- (5) Any ineligible player must be replaced within 15 days if: i) he becomes ineligible before May 1st; ii) the team has regular season games remaining

**EXCEPTIONS:** 1) A Certified player on a team's Roster who is unable to participate due to verifiable injuries and/or 2) an approved replacement player who was not on the team's original roster may play less than the required number of games and maintain eligibility for post-season play. Managers MUST notify the League Director of an injured player as soon as possible. The Executive Board shall have final approval of player eligibility.

Explanation: Any team with an injured player or a player who quits may add a certified rec player from any park anytime including after May 1<sup>st</sup>. GGBL will not require any team to replace a player after May 1 because some parks have determined all-star teams and some GGBL teams may not have access to rec players designated as an all-star because Parks may have the policy that it is not in the park's best interest. Nevertheless GGBL will allow a player to be added and continue to enforce the minimum number of players for tournament play regardless of injuries even if the injuries occur after May 1.

- e) Players shall participate only on one GGBL team during each GGBL season. Players shall not participate at multiple age levels for the Spring GGBL season. A player with prior approval from the Executive Board may play in multiple age groups for the Fall GGBL Season.

## **XII. ROSTER**

- a) GGBL teams shall maintain a roster of eligible electronically registered players who participate primarily on their GGBL team;
- b) **GGBL team rosters must have no less than 10 and no more than 13 electronically registered players;** and,
- c) Prior to the start of the regular season, each team manager shall submit to their respective League Director an electronic official **roster** of GGBL registered players that includes for each player their Name, Uniform Number, and Date of Birth. Prior to the start of the regular season, the League Director shall distribute an email to all coaches in their age group with the electronic rosters from each team. Due to privacy concerns, player names shall not be posted on the GGBL web site.
- d) Failure to maintain a minimum of 10 players on your GGBL roster (active and injured), shall result in a forfeit of any regular season game played prior to May 15<sup>th</sup>. Referring to rule (d)(6), when a team discovers mid-season that a roster position causes the team to fall below 10 players, they shall have a 15 day grace period to replace the player.

## **XIII. ROSTER CERTIFICATION**

- a) The Executive Board shall set a date each February for the CERTIFICATION of ROSTERS. If the Executive Board fails to set a date, the default date will be the last day of February. All players must be

electronically registered using the GGBL website registration process to be eligible for certification on a team's roster.

**b)** After Roster Certification, no player(s) can be added to a roster.

**EXCEPTIONS:**

- (1) If team drops below 11 eligible players, the League Director can approve replacement players from the parks recreational league or from outside a team's immediate recreational program. If the player is not from the team's immediate recreational program, the coaches in that age division may object to the addition by majority rule.
- (2) The League Director shall get the approval of the Executive Board before issuing such decision;
- (3) If the League Director denies a replacement player or if other coaches object, the issue can be brought to the Board of Directors during the next scheduled meeting; and
- (4) Any roster changes must be completed and approved by May 1<sup>st</sup>. **Changes after this date must have GGBL Executive Board Approval. No changes can be made during the tournament.**
- (5) If at any time during the season a player is added, the parent or guardian of any player who is listed on a team roster of eligible players as an addition to the team must register their child as a member of a sanctioned GGBL team using the on-line registration process which can be accessed by a link on the GGBL website. The registration must be completed prior to the player being eligible to play in a GGBL sanctioned game.

**XIV. TEAM BOOK**

**a)** GGBL teams must maintain a TEAM BOOK that contains:

- (1) A current and certified roster;
- (2) Code of Conduct forms signed by all TEAM MEMBERS and their PARENT or GUARDIAN as part of the electronic registration process as well as other personnel associated with their team.
- (3) A copy of birth certificates for each roster player.
- (4) A copy of the association's insurance certificate.

**b)** Team books must be kept current and available for inspection by opposing managers, umpires and league officials upon demand.

**c)** Team books must be submitted each year to the appropriate League Director for certification.

**d)** The League Director shall be responsible for CERTIFICATION of TEAMBOOKS.

**TEAM MEMBERS** are coaches, players, parents and others who are associated with a team. All TEAM MEMBERS shall read and sign GGBL's Code of Conduct on the GGBL webpage. The parent/legal guardian and managers electronic signatures shall accompany the player's signatures. These forms shall be included on the GGBL website as part of the electronic registration process.

**XV. TEAM MEMBER and TEAM PENALTIES**

**a)** After receiving the umpire's report that a TEAM MEMBER or other person(s) has been disqualified, the League Director shall impose such penalty as permissible under GGBL and/or NFHS rules, and shall notify the person penalized and the manager of the team of which the penalized person is a member. If



the penalty includes a subsequent game suspension, the penalized person shall serve the suspension during the next scheduled game. Failure to serve a suspension as ordered shall result in the offender being banned from participation in all other GGBL games. For egregious violations of a rule or the GGBL coach's conduct, the GGBL baseball commissioner, in coordination with the GGBL Executive Board may impose a suspension of more than one game and/or remove violators from the GGBL league.

**b) (1) If a TEAM MEMBER is ejected from a game or forced to leave a game or park by an umpire or an association or league official, the suspension penalties are cumulative and shall increase for each subsequent offense. (2) Penalties shall also be cumulative to a team and may cause suspension of the team.** These penalties are:

**1<sup>st</sup>** offense,

- (a) The offender shall be suspended from the next GGBL game. Notification will be provided by the league director to affected team representatives.

RULING – If a player, coach or manager is ejected from the first game of a double header, the manager of the team has the authority to determine if 1) the player, coach or manager may serve his suspension in the second game of the double header, or 2) the manager will appeal the ejection, thus, the player, coach or manager will be permitted to participate in the second game of the double header. Any player, coach, or manager ejected from a game, but appealing the suspension, may continue to participate in GGBL games until the ejection is ruled on by the league commissioner or his designee. If the ejection is ruled valid, the player, coach or manager will immediately serve his suspension per league rules.

**2<sup>nd</sup>** offense,

- (a) The offender shall be suspended from the next two GGBL games;
- (b) The League Director or Baseball Commissioner shall notify the head coach and association representative that the team is on probation; and,
- (c) Before that team's next scheduled game, the association representative must communicate to the appropriate League Director or the Baseball Commissioner the actions taken to prevent further problems.

**3<sup>rd</sup>** offence,

- (a) The offender shall immediately be suspended from the league by the Executive Board; and,
- (b) The team, after review by the Executive Board, may be suspended from the league.

**c) (1) An ASSOCIATION must take whatever action necessary to ensure that their TEAM MEMBERS comply with the rules of this league and the local rules of all ASSOCIATIONS.**

(2) An ASSOCIATION having TEAM MEMBERS that continuously act without regard to the rules of this league, or ASSOCIATIONS that fail or refuse to timely comply with these rules will be subject to removal from the league by the Board of Directors.

(3) That decision shall be final.

**d) (1) TEAMS or TEAM MEMBERS that continuously act without regard to the rules of this league or;**

(2) TEAMS or TEAM MEMBERS that continuously demonstrate UNSPORTSMANLIKE CONDUCT may be immediately suspended from the league after review by the Executive Board.

(3) A MEMBER ASSOCIATION may schedule an appeal of the Executive Board's decision to suspend the TEAM or TEAM MEMBER at the next scheduled Board of Directors meeting.

- e) If threats of violence, physical contact or violence are used on or outside the field of play, or if police action is necessary to resolve issues arising during a game, the offender(s) shall be immediately suspended from the league by the Executive Board without right of appeal.
- f) (1) Game ejections or being forced to leave a game or park shall be reported to the appropriate League Director by the opposing coach immediately after the game. The League Director shall document these incidents and be prepared to report to the Baseball Commissioner, Executive Board and / or the Board of Directors; and,  
  
(2) League Directors shall maintain a complete record of all ejections. At a minimum, the record shall include: 1) the date, time and location of the game; 2) the name of the person(s) ejected; 3) the reason for the ejection(s); 4) the name of the umpire ordering the ejection; and, the name(s) of available witnesses.

## **XVI. UNIFORMS**

### **UNIFORM STANDARDS**

- (1) All players on a team shall wear uniforms identical in color, trim and style, and all players' uniforms shall include minimal six inch numbers on their backs.
- (2) **The home team uniform may have the park name, team name or logo on the front of the jersey. The away team uniform MUST have the park name, the team name, or logo associated with the park on the front of the jersey and the park or team name MUST be the most prominent aspect of the writing on the away jersey. Appearing where the team name is customarily seen on the front of the jersey, there shall not be any reference to a baseball academy, private baseball facility, or for profit entity on the away jersey of any team.**

**NOTE – Umpires must report violations of this rule in their game report to the league director and game play shall continue. Violations of this rule shall be the exclusive jurisdiction of the Executive Board and may result in a forfeit, fine, or expulsion from the league based on the specific facts and determination of the GGBL Executive Board.**

- (3) All other aspects of the uniform must comply with NFHS rules except:

**a) Cleats/Shoes: Steel spikes, metal studs or fiberglass cleats are NOT allowed in 8U-12U. Rubber-molded and screw in rubber-molded cleats are allowed.**

**b) Players in 13U and 14U have been approved to wear steel cleats.**

**NOTICE:** GGBL does not warranty or otherwise certify playing equipment. It is the responsibility of managers, coaches, players, parents, umpires and associations to ensure that each piece of equipment is in good, safe playing condition. Equipment failing to meet NFHS and other standards of safety shall not be used during GGBL play and shall be removed from a game upon discovery by an umpire.

## **XVII. GGBL EXECUTIVE COMMITTEE RULINGS**

- a) The rules appearing in this book are specific rules adopted by the Executive Board and Member Associations of the GGBL. Any situation not specifically covered by these rules shall be governed by the National Federation of High School Rules (NFHS) and each umpire has authority to rule on any point not specifically covered in this book.**

- b) The GGBL Executive Board is the final arbiter of the administrative and playing rules. Any play situation found not specifically covered and ruled upon by an umpire must be reported to the Commissioner within 48 hours after the completion of the game in which such ruling was made. The report shall state the play situation and the ruling enforced. Upon review of any such situation, The Executive Board through the Commissioner shall have the right to suspend a rule at any point of the season as it deems necessary.
- b) GGBL EXECUTIVE BOARD AUTHORITY. It is impossible to predict all scenarios that will occur during the baseball season and it is expected that issues will take place that are not clearly addressed by the rules set forth in the NFHS rule book or this supplement, therefore, all decisions, interpretations and rulings made by the GGBL Baseball Commissioner and/or the GGBL Executive Board are final.

## **GGBL PLAYING RULES SUPPLEMENT**

[All RULE REFERENCES correspond to a related 2018 NFHS rule number.]

### **RULE 1- PLAYERS, FIELD AND EQUIPMENT**

**BATS** [NFHS Rule 1, Article 3, Section 2, Additions to Rule for specific age groups, except 14U]

**SPECIAL NOTE – League Officials are hearing that bat rules will be totally revised in the fall 2018. GGBL will remain consistent and follow the rules set forth by NFHS for our 14U leagues and by USSSA, Perfect game, and AAU for 8U-13U league play.**

- (1) **ALL BATS FOR USE BY 8U-13U MUST BE SANCTIONED FOR PLAY BY AN TOURNAMENT ORGANIZING BODY REQUIRING A DISPLAYED “THUMBPRINT” AND BE CERTIFIED 1.15 BPF TO BE ELIGIBLE FOR USE DURING GGBL LEAGUE OR TOURNAMENT PLAY.**
- (2) ALL BATS FOR 14U MUST BE CERTIFIED BBCOR .50 BPF TO BE ELIGIBLE FOR USE DURING GGBL LEAGUE OR TOURNAMENT PLAY.
- (3) BATS MUST NOT BE ALTERED IN ANY WAY FROM THE MANUFACTURING PROCESS TO CHANGE THE HITTING SURFACE OR ALTER THE BAT IN A MANNER THAT IT DOES NOT CONFORM TO THE FOLLOWING:
  - 8U and 9U APPROVED BATS
    - a) Players shall have the option to use 2 1/4, 2 5/8 or 2 3/4 inch diameter bats.
    - a) Bats that are 2 ¼ barrel shall not be greater than a -13 length to weight differential;
    - b) Bats with 2 5/8 or 2 3/4 barrels shall not be greater than a -12 weight to length differential
    - c) All bats must display the “Thumbprint” and be certified 1.15 BPF
  - 10U-13U APPROVED BATS
    - a) Players shall use 2 5/8 or 2 3/4 inch diameter bats
    - b) No bat shall be greater than a -10 weight to length differential
    - c) All bats must display the “Thumbprint” and be certified 1.15 BPF
  - 14U APPROVED BATS
    - a) Players shall use 2 5/8 or 2 3/4 inch diameter bats
    - b) No bat shall be greater than a -3 weight to length differential.
    - c) All bats must be certified BBCOR .5 BPF.

#### **EXCEPTIONS**

- 1) Any player at any level may use a certified BBCOR .5 BPF bat as approved for NFHS play.

- 2) Any player at any level may use a wood bat manufactured specifically for baseball play which is round and has not been altered from the manufacturers process and is NFHS approved, BBCOR certified and stamped .5 BPF.
- 3) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 18 inch limitation, shall cause the bat to be removed from the game.

**APPROVED RULING: The penalties for using an illegal bat must be enforced during an at bat or after a hit, but before the next pitch is thrown. The penalty is an out as per NFHS Rule 7-4.1a. The umpire shall remove the bat from the game and issue a team warning to the manager. The umpire shall not eject the player, coach or manager for the first offense. A second such offense shall cause ejection of the manager and the player. It is within an umpire's discretion to determine whether or not a bat is in an unsafe condition or appears to have been altered. Defects found in a bat that are otherwise legal and appeared in good condition (blast cap loosens, barrel cracks, etc) while being used shall not be considered an illegal bat under this section and shall only be removed from further use without penalty.**

**PLAYING FIELD.** [\[NFHS Rule 1, Section 2, GGBL Exceptions at all age levels except 14U\]](#)

THE PLAYING FIELD: The field shall be laid out for each age group according to these instructions:

- 8U The infield shall be 60 foot square. The pitching distance, measured from the rear point of home plate to the front edge of the pitcher's plate, shall be 40 feet.
- 9U The infield shall be 65 foot square. The pitching distance, measured from the rear point of home plate to the front edge of the pitcher's plate, shall be 46 feet.
- 10U The infield shall be 65 foot square. The pitching distance, measured from the rear point of home plate to the front edge of the pitcher's plate, shall be 46 feet.
- 11U The infield shall be 70 foot square. The pitching distance, measured from the rear point of home plate to the front edge of the pitcher's plate, shall be 50 feet
- 12U The infield shall be 70 foot square. The pitching distance, measured from the rear point of home plate to the front edge of the pitcher's plate, shall be 50 feet.
- 13U The infield shall be 80 foot square. The pitching distance, measured from the rear point of home plate to the front edge of the pitcher's plate, shall be 54 feet.

**14U Refer to NFHS Rule 1 Articles 1 and 6**

**ON DECK CIRCLE** [\(NFHS Rule 1, Article 2, Section 3\)](#)

- a) 8U-12U - On-deck batters who are warming up using the on-deck circle shall use the on-deck circle that is behind the current batter of record.
- b) 13U-14U - The use of on-deck circles shall be considered a local ground rule. Coaches and the umpire shall discuss at the plate meeting prior to the game and the local park rule may require an on deck batter to use either their own on-deck circle or the on deck circle behind the batter of record. The local ground rule shall be consistently enforced throughout the game.

## **RULE 2 - PLAYING TERMS AND DEFINITIONS**

**HEAD FIRST SLIDES** [\[GGBL Exception to NFHS Rule 2, Section 32, Article 1\]](#)

**Head First Slides – Not permitted by any age player wearing an optional mask, C-Flap or chin strap on helmet.**

- a) **Helmet masks, c-flaps, and chin straps are optional at all 9U-14 age levels, but required at 8U. Head first slides are prohibited in all age groups when a player is wearing a chin strap, mask or C-Flap on the helmet.**

Penalty – Base runner is out if in violation of (a)

- b) Any runner may slide head first when returning to a previously occupied base even if they have a chin strap, mask, or C-flap on the helmet.

Head First Slides – Not Permitted by Any Player 8U-10U. Permitted at 11U-14U so long as the helmet does not have a chin strap, mask, or C-flap.

- a) **Players at the 8U - 10U levels are not permitted to slide into a base head first.**

Penalty – Base runner is out if in violation of (a)

### **RULE 3 – SUBSTITUTING, COACHING, BENCH AND FIELD CONDUCT – CHARGED CONFERENCES**

#### **GGBL OPTIONS FOR DEFENSE AND BATTING ORDER.** [Exception to NFHS Rule 3, Section 1]

- a) All GGBL games will have multiple line up options for substitutions and batting orders. Line-ups will be exchanged at the umpire/plate meeting prior to the game. After exchanging the line-ups a team is required to maintain the line-up option presented at the meeting throughout the game.
- a. **EXTRA HITTER: 9 defensive players with Extra Hitter (EH) - Ten players in the official line up. The EH is not required to play defense in the game. Any roster player in attendance during the game, but not in the original line-up is a substitute and must play a minimum of 2 innings on defense and bat at least one time unless the game is shortened by Mercy Rule.**
  - b. **DESIGNATED HITTER: 9 defensive players with Designated Hitter (DH) for the pitcher – Ten players in the official line up. The pitcher is not required to bat during the game, however, If the DH is replaced by a player who then takes a position, the pitcher must bat in the designated hitter's place. Any roster player in attendance during the game, but not in the original line-up is a substitute and must play a minimum of 2 innings on defense and bat at least one time unless the game is shortened by Mercy Rule.**
  - c. **NINE PLAYER LINEUP: 9 defensive players without a DH or EH. Nine players in the official line up. Any roster player in attendance during the game, but not in the original line-up is a substitute and must play a minimum of 2 innings on defense and bat at least one time unless the game is shortened by Mercy Rule.**
  - d. **CONTINUOUS BATTING ORDER. If all players present are in the batting order when the official line-up is presented, the team may use unrestricted free substitution on defense.**
- b) **Except for a DH or EH, each player must play a minimum of two defensive innings in a game of 4 or more innings and one defensive inning in a three game inning shortened by time or Mercy Rule.**

RULING – Penalty for any team found to be in violation of this rule shall be forfeiture of the game. Violations of this rule shall be brought to the attention of the umpire by an opposing coach as a rule protest. The protest will be noted in each team's respective score book and play will resume. The umpire will include the protest in his game report. All alleged violations of the rule shall be ruled on by the league director. The decision of the league director may be appealed to the GGBL Executive Board.

#### **LATE ARRIVING PLAYERS** [Exception to NFHS Rule 3, Section 1]

**For any player arriving late when a manager has designated the line up with a DH, EH, or Nine Player Line-up with substitutes, the late arriving player shall be treated as a substitute**

**For the continuous batter order line-up option, if a late arriving player or players arrive after the game begins, but before the spot in the order requires the taking of an out, the arriving player may be added in the designated spot. If an 11<sup>th</sup> player (or more) arrives after the game begins, but before the last official spot in the batting order, the player must be added to the end of the batting order. If a player arrives after the first batter in the order has batted twice, the player can no longer be added to the batting lineup or participate as a defensive player in the game.**

#### **INJURED AND EJECTED PLAYERS – TREATMENT IN THE BATTING ORDER** [Exception to NFHS Rule 3, Section 1]

- 1) For teams using a continuous batting order line-up, anytime that team begins a game with 10 or more players and falls to nine players during the game due to illness or injury, the players shall not be counted out in the batting order.**
- 2) If a team, regardless of the line-up option used, falls to eight batters during the game, the team must take an out in the order for the injured or ill player who caused the team to fall to 8 players.**
- 3) An ejection will ALWAYS result in an out every time the ejected player's spot in the order is reached during the remaining game if the team does not have a substitute available for the ejected player. This penalty does not carry over to the next game(s) the player is required to sit out.**

**APPROVED RULING:** Teams having less than 8 players: Forfeiture of game.

#### **PLAYER CONDUCT** [GGBL Additions to NFHS Rule 3, Section 3, Article 1(g)]

##### **Unsportsmanlike Behavior**

**a) The following shall be interpreted as unsportsmanlike conduct [In addition to those behaviors identified in NFHS Rule 3, Section 3, Article 1(g)]:**

- (1) Deliberately throwing a bat or helmet.
- (2) A fielder fakes a tag without the ball.
- (3) A runner maliciously running or sliding (or failing to slide) or intentionally "crashing" into any fielder.
- (4) A fielder maliciously tags or makes malicious, unwarranted, intentional contact with a runner.
- (5) A TEAM MEMBER or spectator distracting a pitcher, batter or any other player once play has been called.
- (6) A pitcher intentionally throws at a batter in the judgement of the umpire.
- (7) A TEAM MEMBER or other person(s) who violates any provision of NFHS rule 3.3(1)(g).

An umpire may eject a player for unsportsmanlike conduct; and, if such conduct occurs while play is in progress, the disqualification shall not take effect until no further action is possible in that play. The intent of this rule is to protect those players participating in GGBL from injury.



## **COACHING – MANAGER DESIGNATION AND COACHES** [See Generally NFHS Rule 3, GGBL Additions and Exceptions to NFHS Rule 3]

- a) A team's manager is designated by each member association to supervise the team and whose name appears on the Official Team Roster. Teams may register up to three additional coaches with GGBL.
- b) As many as **THREE** coaches may be allowed on the field during a game.  
**ACCEPTED RULING – Teams on offense may have coaches at first and third base as well as a third coach to assist batters and retrieve bats as necessary. Any other offensive coach must remain in the dugout. Teams on defense may have no more than three coaches who will stay in close proximity to the dugout. If a team has four coaches on their roster, whether on offense or defense, no more than three coaches can be on the field at any one time – the fourth coach may be in the dugout or outside the fence.**
- c) If a manager leaves the field during a game, he shall designate a coach as the substitute manager and such substitute shall have the rights, duties and responsibilities of the manager and,
- d) If the manager of record substitutes a coach for himself to serve as a manager, the manager may continue to direct his team as a coach, but cannot address the umpire as a manager.
  - d) **Buckets, seats, benches are not permitted in the playing area. Coaches can sit on buckets if located in the dugout.**

## **CONFERENCES**

- a) All levels from 9U through 14U will use NFHS rules for defensive conferences.
- b) 8U Exception – coaches shall be permitted 2 defensive conferences per inning. On the second defensive conference of any inning, the pitcher must be replaced.
- c) 9U Exception – If a balk is called and the coach requests the umpire to explain the balk to the player, the coach may participate in the conference to explain the balk and the conference shall not be charged so long as the coach does not attempt to coach the player beyond the explanation of the balk.

## **RULE 4 – STARTING AND ENDING A GAME**

### **GAME PRELIMINARIES** [NFHS Rule 4, Section 1, Article 3, GGBL Additions and Exceptions]

Before the game begins the umpire-in-chief shall:

- a) Require strict observance of all rules governing implements of play and equipment of players in accordance with NFHS rules and the GGBL Supplement to the Rules;
- b) Receive from the teams a supply of tournament quality baseballs. It is recommended that ages 8-10 the home team supply two balls for each game; for ages 11-12 the home team supply two balls and the visiting team supply one ball for each game; and, for ages 13U and 14U both the home team and visitor provide two balls for each game (four balls total). All baseballs shall be tournament quality baseballs meeting any tournament standard (USSSA, ASA, Triple Crown, Dixie Youth, etc.), but are not required to have the NFHS stamp. The umpire-in-chief shall be the sole judge of the fitness of the balls to be used in the game.

- c) During the plate conference, managers shall exchange their team's lineup. The lineup shall include: 1) the batting order which shall be the official batting order for all present and eligible players; 2) each player's assigned jersey number and name, and 3) the starting pitcher of record.

**The umpire shall be required to maintain a copy of the lineup to verify any discrepancies claimed by an opposing team of the substitution rule when DH, EH and substitutes are included in the line-up. Claims of a failure by a team can only be raised during the game or immediately following the game in the form of a protest and must officially notify the chief umpire. If a protest is requested, the chief umpire shall submit the line-up card with his/her game report. If no protest is requested the line-up cards may be discarded.**

The managers shall also clearly identify the name and number of any player absent from the contest for the purposes of reporting the information in the post-game report to the league director.

- d) The official start time of any game shall follow the plate meeting between the coaches and umpires and at the direction of the umpire.
- e) Official timing of the game shall be the responsibility of the field umpire using a countdown timing device. If the field is equipped with a functioning countdown timer displayed on the scoreboard, while this is a courtesy timing device, the field umpire shall periodically compare the official timer with the scoreboard timer to insure accuracy and immediately bring any inconsistency to team managers.

#### **GAME SPECIFICS** [See Generally NFHS Rule 4, Section 2, GGBL Additions and Exceptions]

- a) **A REGULATION GAME consists of six innings for 8U-12U and seven innings for 13U & 14U, unless extended because of a tie score, or shortened because:**
- (1) The MERCY RUN rule.**
  - (2) Time Limit.**

**NOTE: Games ending in a tie shall remain tied**

- b) Game Time Limits:

- (1) 8U shall play for one hour and thirty minutes and finish the inning**
- (2) 9U-12U shall play for one hour and forty minutes and finish the inning.**
- (3) 13U & 14U shall play for one hour and fifty minutes and finish the inning.**
- (4) Game time limit supersedes the number of innings played for a regulation game.**

- c) If a game is called due to weather, field condition or mechanical failure, it is a regulation game if:

- (1) 8U-12U have played four innings or three and a half innings and the home team needs none of its third inning to score or,
- (2) 13U & 14U have played five innings or four and a half innings and the home team needs none of its fourth inning to score.
- (3) A game called before becoming a regulation game shall be a "suspended game" and shall be rescheduled and resumed from the point of termination.
- (4) Suspended games not completed before the end of the regular season shall be counted as either a forfeit or a half game loss when ranking teams for Official League Standings.

- d) Games **SUSPENDED** before it becomes a regulation game, must be continued from the point of termination. No game shall be called by an umpire until a minimum of thirty minutes has elapsed unless both managers agree that the game cannot be continued.

- e) Games **ENDING IN TIES:**

- (1) A tie score at the end of time, in any game that precedes a Gwinnett County school day shall remain tied.**

(2) Regardless of the day, a tie score at the end of regulation time, in any game that is followed by another scheduled game within one hour shall remain tied to prevent disruption in the field schedule.

(3) Playing one extra inning to break a tie – regular season. A game that ends in a tie after regulation play shall have one extra inning so long as the following conditions exist:

a) The tie game is being played on Friday, Saturday or Sunday.

b) There is no game scheduled to begin within 1 hour of the beginning of the extra inning (last pitch of regulation).

c) If it is Sunday, it is no later than 8:00 PM at the end of the regulation game.

1) Clarifying Statement – GGBL Games can end in a tie. An extra inning will not be played unless the game is played on a day when there is no school the next day or the end of the additional inning is likely to finish at a reasonable time on Sunday evening.

(4) A game ending in a tie will be counted in standings as a half-game win and a half-game loss for each team.

f) The MERCY RULE shall be:

(1) A team ahead by 12 runs after the 3<sup>rd</sup> inning or 10 runs after 4<sup>th</sup> inning or 8 runs after 5<sup>th</sup> inning.

(2) Such scores shall cause the umpire-in-chief to end the game as regulation, regardless of the remaining time.

## **RULE 5 – DEAD BALL AND SUSPENSION OF PLAY**

### **SUSPENDED GAMES** [See Generally NFHS Rule 5, Section 2, GGBL additions and exceptions]

a) The following rules apply to a suspended game and provide for the completion at a future date of games terminated for any of the following reasons:

(1) A curfew imposed by law;

(2) A time limit permissible under league rules;

(3) Light failure or malfunction; other mechanical field devices such as irrigation equipment;

(4) Darkness, when a law or mechanical failure prevents the lights from being turned on;

(5) Weather, if the game is called before time expires or the required number of innings are played for the age division.

b) Such games shall be known as suspended games.

NOTE – A regulation game that ends prior to the time limit for any reason beyond the control of the teams (weather, mechanical failure, etc.) is a tie game and not a suspended game.

c) A suspended game shall be resumed and completed at a time mutually agreed upon by the coaches. If a suspended game has not been resumed and completed by the last date scheduled for the season, it shall be a half game loss for each team when ranking teams for Official League Standings.

- d) A suspended game shall be resumed at the exact point of suspension of the original game, including time remaining and pitching limitations. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension.

**EXCEPTION(1):** IF A PLAYER WHO WAS PRESENT WHEN THE GAME WAS SUSPENDED IS NOT PRESENT FOR THE CONCLUSION OF THE GAME: (1). NO PENALTY SHALL BE IMPOSED UNLESS THE TEAM FALLS BELOW 9 PLAYERS. (2). THE PLAYER WILL BE REMOVED FROM THE BATTING ORDER IF THE ORDER WAS CONTINUOUS OR SUBSTITUTED FOR BY RULE.

**EXCEPTION(2):** IF A PLAYER WHO WAS NOT PRESENT WHEN THE GAME WAS SUSPENDED IS PRESENT FOR THE CONCLUSION OF THE GAME: HE SHALL BE ADDED A SUBSTITUTE OR ADDED TO THE END OF A CONTINUOUS BATTING LINEUP.

### **PROTESTING GAMES** [See NFHS Rule 5, Section 5 – replace “state association” with GGBL]

- a) No protest shall ever be permitted on judgment decisions by the umpire(s).
- b) When protests are based on an interpretation of the rule, the protesting manager must, at the time the play occurs and before the next pitch is made or a runner is retired, notify the umpire-in-chief, that the game is being played under protest. The umpire-in-chief shall notify the official scorekeeper and/or the scorekeepers of both teams and the opposing manager. A protest arising on a game ending play may be filed until 12 noon the following day with the League Director and does not require notification to the umpire or opposing coach.
- c) The protest shall be considered only if it is placed in writing by the team manager and submitted to the appropriate League Director within 48 hours from the completion of the game. **Exception:** If the appropriate League Director was involved as a manager, coach or parent during the game being protested, the written protest shall be submitted to the GGBL League Baseball Commissioner within 48 hours.
- d) The protesting manager shall attempt to resolve a misinterpretation of a rule at the time it occurs by meeting with the umpire-in-chief and the manager of the other team. Any discussion held shall be gentlemanly in nature and ended when so directed by the umpire-in-chief. The NFHS rule book may be used as a reference if one is available. The Coach's Code of Conduct shall apply.
- e) **In all protested games, the League Director and GGBL Commissioner shall discuss the protest. A decision reached by the League Director and GGBL Commissioner shall be final and rendered within 48 hours of receipt. A request for review can be made, in writing, to the GGBL Baseball Board, within 48 hours of the ruling.**
- f) If it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League Director, Baseball Commissioner or Executive Board, the violation adversely affected the protesting team's chances of winning the game.
- g) Any manager or other adult who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protest as prescribed in this section.

**EXCEPTION** - An exception to the time limitations of protest shall be the discovery of an illegal or ineligible player being used in a GGBL game. Such discovery and verification of the use of an illegal or ineligible player shall cause each game played by such player to be subject to protest and forfeiture.

## **RULE 6 - PITCHING**

### **MAXIMUM NUMBER of INNINGS for PITCHERS [GGBL Additions to NFHS Rule 6, Section 1]**

- a) A pitcher in 8U may pitch a maximum of two innings per day.
- b) A pitcher in 9U-12U may pitch a maximum of three innings per day.
- c) A pitcher in 13U & 14U may pitch a maximum of four innings per day.

**(1) One pitch thrown or one out being recorded in an inning constitutes a full inning pitched in regular season play.**

**(2) After pitching two innings in one day (8U) or three innings in one day (9U-12U) or pitching four innings in one day (13U & 14U), one pitch thrown or one runner being retired in the third inning (8U) or the fourth inning (9U-12U) or the fifth inning (13U & 14U) of the same day shall cause him to be an illegal pitcher. Immediately upon discovery, the pitcher shall be replaced and the manager shall be ejected from the game. The game shall be continued from that point.**

**(3) Any pitcher that pitches more than 2 innings in a day MUST have a mandatory 36 hour rest period as a pitcher. The player, during the required rest period, may play any other defensive position on the field. If the team has a scheduled double header, the pitcher may pitch in the second game of the day, but no pitcher shall pitch more than 2 innings (8U) or 3 innings (9U-12U) or 4 innings (13U-14U) in a 24 hour period.**

**(4) A pitcher may not be removed and then re-enter the same game as a pitcher.**

**EXAMPLE – A starting pitcher cannot pitch the first inning of a game, be relieved by a second pitcher and then come in to pitch additional inning(s) in the same game.**

### **SIGNS GIVEN to PITCHER [NFHS Rule 6, Section 1, Article 1, ONLY Exception for 9U & 10U.]**

- (a) In 8U, 9U & 10U pitching signs may be given directly to the pitcher by his coach instead of the catcher.

### **PITCHER REMOVED FOR HITTING 3rd BATTER [GGBL Addition to NFHS Rule 6, Section 2, Article 3]**

- a) A pitcher in 8U-14U shall be removed from pitching in a game after hitting the third batter, regardless of the number in innings pitched.

### **BALK EXCEPTION FOR 9U – BALKS FOR 9U AGE [Exception to Rule 6, Section 1]**

- a) Balks at the 9U level are to be enforced by the umpires. However, umpires should use their best judgement and only call the most obvious balks at this level. The pitcher or the team manager may request an explanation from the umpire calling the balk. This is not a charged time out or visit. If Coach's need a lengthy explanation, this should take place between innings to maximize playing time.

**BALK EXCEPTION FOR 8U – Bases are closed (no lead offs) and balks are not called at 8U.**

## **RULE 7 – BATTING**

**Bunting is allowed at all levels including 8U.**

**INFIELD FLY is not enforced at the 8U level.**

**FAKE BUNT** [See Generally NFHS Rule 2, Section 8 and Rule 7, Section 4, GGBL exception to rule for 8U-13U age groups, No Exception for 14U]

**Fake Bunts – Not Permitted 8u-13u**

- a) For the ages 8U-13U, once a batter squares to bunt, he may: (1) Pull the bat back and take the pitch or, (2) Attempt to bunt the ball. The batter shall not swing away at a pitch after squaring off in the bunt position.
  - a. For ages 8U-13U any ball swung at shall immediately become a dead ball.

**PENALTY** The umpire shall call no pitch and the batter shall be called out.

**EXPLANATION:** The “fake bunt/hit away” tactic will not be allowed. Aggressive defensive play brings the players too close to the batter in an attempt to take the bunt away from the batter completely, which becomes a safety concern.

- c) 14U are allowed to fake bunt and hit by swinging the bat.

**DROP THIRD STRIKE EXCEPTION FOR 8U** [Exception to NFHS Rule 7, Section 4, Article 1]

- a) There shall be no drop third strike at the 8U age level. The batter is out if the catcher drops a third strike. An 8U batter shall not attempt to become a base runner if a catcher drops a third strike.
- b) **Regular NFHS Rules apply for Dropped Third Strikes at the 9U-14U levels.**

**THROWING A BAT – UNINTENTIONAL** [GGBL Addition to NFHS Rule 7, Section 3, Article 6]

- a) Throwing the bat in fair or foul territory during a legal at bat will result in the umpire issuing a warning to the offending player and team on the first offense; on the 2<sup>nd</sup> and any subsequent offense, any batter from the offending team will be called out, but the unintentional act of throwing the bat does not result in an ejection of the player. The first offense by Team A does not warrant a warning to Team B. Each team shall have the opportunity to have one warning before any batter is called out.
- b) Coaches are strongly encouraged to teach players, especially young players, not to throw their bats after hitting the baseball. It is a dangerous act.
- c) This rule shall not be interpreted as an exception to NFHS Rule 7, Section 3, Article 6 which shall be enforced when interference is observed.

**RULE 8 – BASERUNNING**

**8U Exception – Closed bases.** A baserunner is not permitted to lead off. On any given pitch, the runner may advance when the ball is hit or after the ball crosses the plate.

(a) When a pitcher is in contact with the pitcher’s plate with the ball in his possession, and the catcher is in the catcher’s box in position to receive the pitch, all runners shall be in contact with their bases and shall not leave their bases until the pitch has crossed the plate.

(b) If a runner leaves the base before the pitch reaches the plate, the field umpire shall indicate the violation at the time it occurs.

**PENALTY:** The defensive team shall have the privilege of nullifying any portion of the play that occurred after the violation. For example, a ball to the batter may be nullified and ruled a no pitch or a hit may be declared dead with the runner returned to the base



and the batter to the box with the count prior to the hit. **EXCEPTION:** The penalty shall not apply when:

(1) the batter hits a ground rule double; all runners will advance two bases without liability to be put out.

(2) the batter hits a fly ball over the outfield fence in fair territory (home run); all runners will be allowed to score.

(3) the batter is hit by a pitched ball; the ball is dead and all other runners will not advance unless forced to vacate the base for another runner legally entitled to that base.

**8U Clarification –** A runner may advance as far as third base on any overthrown ball that remains in play.

**8U Exception – Advancing from third to home.** Any baserunner occupying third base may not advance on a passed ball, a ball overthrown by the catcher during a steal attempt or during an act of intentionally initiating/engaging in a run-down following a pitch in an attempt to advance to home. Baserunners occupying third base must be batted in or advance to home by rule.

**8U Clarification –** Runners who currently occupy third are not permitted to leave the base until the ball is hit or the umpire declares the runner may advance by rule. **Penalty –** runners leaving the base before the ball is hit shall receive one warning to stay on the base and then subsequently be called out on a repeat offense.

#### **AVOIDING CONTACT WITH THE FIELDER** [[GGBL Addition to NFHS Rule 8, Section 4, Article 2\(b\)\(1\)](#)]

a) Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder:

(1) Base runners must slide; go around; give up or, go back; and,

(2) Base runners shall not jump over a defensive player attempting a tag.

#### **APPROVED RULINGS:**

(1) *The enforcement of this rule is strictly within umpire's discretion. It is not mandatory and in no way intended to supersede the rules of obstruction, interference or other official rules of the NFHS; and,*

(2) *When enforcing this rule, the umpire should judge not only the runner's intent and location, but also the actions and location of the defensive player(s). If the umpire believes that the contact was unintentional or unavoidable by the runner and/or the defensive player, then the play shall stand without enforcement of penalties. If the umpire feels that the contact was avoidable if this rule had been followed, then the umpire should enforce this rule. Common sense must be applied to the circumstances of each play.*

**EXPLANATION:** The intent of this rule is for runners and fielders to avoid hard physical contact and to limit their exposure to cleats. While there is no way to avoid all contact in competitive sports, we can reduce the chance of hard contact by training base runners to follow the above rule, and by instructing all players in the rules of obstruction and interference.

#### **PENALTY:**

1) Runner shall be declared out.

2) Intentional or malicious contact by any player (offensive or defensive) shall result in an immediate ejection.

## RULE 9 – SCORING AND RECORD KEEPING

See GGBL Administrative Rules Section for most 8U-14U

**8U Exception – No team on offense shall score more than 7 runs per inning. Any team on offense that scores 7 runs in a single inning shall be placed on defense regardless of the number of outs.**

## RULE 10 – UMPIRING

**THE UMPIRE** [See Generally NFHS Rule 10, GGBL additions to NFHS Rule 10]

- a) Host associations shall provide two umpires to officiate at each GGBL game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- b) Each umpire is the representative of the host association and is authorized and required to enforce all of the rules of NFHS and the Supplemental Rules for the GGBL. Each umpire has authority to order a TEAM MEMBER or other person(s) or association officer or employee to do or refrain from doing anything that affects the administering of these rules, and to enforce the prescribed penalties.
- c) Each umpire has authority to restrict a coach or manager to the dugout. The umpire may also disqualify and/or eject from the playing field, dugout or stands any coach, manager, player or other person(s) for unsportsmanlike conduct or offensive language. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- d) The umpire-in-chief shall report to the **GGBL League Director for the proper age division and host association's GGBL Primary Representative within 48 hours after the end of a game** all violations of rules and other incidents worthy of comment, including the disqualification of any TEAM MEMBER or other person(s) for any reason. If a player or coach is disqualified and removed from a game for violating a rule, the report shall identify the date, approximate time, location of game, team name, ejected person's name(s), a brief description of the facts related to the incident and the rule violated.

## SPEED UP RULES

### COURTESY RUNNER MAY BE USED FOR PITCHER OR CATCHER

- a) Courtesy runners are ENCOURAGED for the pitcher or the catcher
- b) The pitcher or catcher of record is the player in the position during last recorded out of the inning for the home team or the prior inning for the visiting team.
- c) The Courtesy Runner shall be the last batter to make an out who did not reach first base safely or a substitute if available.
- d) Serving as a Courtesy Runner does not fulfill a substitute's defensive inning requirement nor prevents the courtesy from entering the line-up at a subsequent time.
- e) Courtesy runners may be used anytime regardless of the number of outs.

### COURTESY RUNNER FOR A SICK OR INJURED PLAYER

- a) Courtesy runners may be used anytime for a sick or injured player.

- b) If a courtesy runner is used for a sick or injured player, the sick or injured player may not play the next two defensive innings, but may return to the game at a later time.
- c) **Sick or injured players who remain in the batting order must meet the minimum defensive requirements.**

## **POST-SEASON GGBL RULE SUPPLEMENT-FORMAT POST-SEASON GAMES / TOURNAMENTS**

### **A. FORMAT**

- 1) The County Championship shall be a double elimination tournament comprised of qualified teams in each age group.
- 2) The number of teams per age group qualified to participate in the Double Elimination Tournament shall be determined by the Board of Directors prior to the end of the regular season.
- 3) If an age group is divided for post-season play and has more than one Double Elimination Tournament, the winners shall play one game to determine a County Champion.
- 4) During the tournament, unless weather or field availability makes it impossible, teams who reach the final four in the tournament will be scheduled to play the same number of games on any given day of play.
- 5) Member Association may request to host post-season games.
- 6) The Board of Directors shall vote to determine the locations of the tournaments
- 5) The brackets shall be approved and posted on the Official Web Site by the Board of Directors.

### **B. PLACEMENT OF TEAMS**

- 1) Double Elimination Tournament team placement (seeding) shall be based on each team's Official League Standings as determined by regular season competition in OFFICIALLY SCHEDULED GGBL (core) GAMES.

EXAMPLE: The first place team in the Official League Standings will be the number one seed. The second place team will be the number two seed. Such numerical assignment will continue until each qualified team has been seeded.

- 2) To determine appropriate placement (seeding) of teams, League Directors and the GGBL Broad of Directors shall use the DETERMINING FACTORS FOR STANDINGS in all approved GGBL post-season games.
- 3) For age divisions using Optional Parity, AA teams will be seeded according to their standings and A teams will be seeded according to their standings.

### **C. PLACEMENT OF # 1 SEEDS**

In each age division, if the # 1 seed is not hosting a bracket the location where they play will be based upon the host teams seeding.

See example chart:

<u>SEED</u>	<u>SEED</u>
1	2
4	3
5	6
8	7
9	10

For example, the # 5 & # 7 seeded teams are hosting. The # 1 seed would be placed at the # 5 seeds park. If both host seeds fall into the same bracket the worse (higher numerical) will be moved. The League Director will make any such recommendations to the Executive Board who will issue final approval.

(a) During play in the tournament series, home team shall be the team having the lowest numerical seed and shall use the home-side dugout.

(b) Exception – Final four – semi finals, the home team shall be the team entering the game from the winner's bracket regardless of numerical seed. If the team coming out of the loser's bracket forces an "if" game, the team from the loser's bracket that won and forced the "if" game shall be home team regardless of numerical seed.

(c) During play in the championship series, the home team shall be the team having the best numerical seed for game one and the opponent team shall be the home team for the game two. If a third game is required, home team shall be determined by a coin flip during the plate meeting and it shall be conducted by the chief umpire for the final championship game.

#### **E. DETERMINING FACTORS FOR STANDINGS**

- 1)
  1. WON-LOSS RECORD
  2. HEAD TO HEAD IN TWO WAY TIES
  3. FEWEST RUNS ALLOWED IN HEAD TO HEAD PLAY
  4. FEWEST RUNS ALLOWED OVER THE SEASON
  5. HIGHEST RUN DIFFERENTIAL – Determined by taking total runs scored minus total runs allowed. The maximum run differential per game is +7 or -7.
  6. COIN TOSS

**NOTE:** The score of a forfeited game is 7-0 in favor of the winner, and incomplete games count as a half game loss.

2) The above factors shall be used to determine Official League Standings for seeding teams in all GGBL Post-Season Games and when determining a first or second place team if the tournament can not be completed.

3) The DETERMINING FACTORS shall be used in the order presented until one factor separates the standing of two or more teams.

#### **EXAMPLE:**

If the records of two or more teams remain tied after using the first factor #1 Win-Loss Record, move to the second factor #2. Head to Head. If the teams remain tied, move to the third factor #3. Fewest Runs Allowed. Continue this process until a factor clearly separates the teams and the teams can be appropriately seeded.

#### **F. NOTIFICATION OF OFFICAL LEAGUE STANDINGS**

Each League Director shall submit their *proposed* seeding for the County Championship Tournament to the Executive Board for approval *before dissemination*.

## G. POST SEASON RULE SUPPLEMENT

- 1) All GGBL Post-Season Games / Tournaments shall be played under the NFHS rules and the GGBL rule supplement including rules as modified in this section. For post season play, rules in this section take precedent.
- 2) Official game time limits during elimination games shall be extended by fifteen minutes.
- 3) The final, deciding Championship Game(s) shall not have time limits and shall be played until a winner is determined. Run rules are still in effect for the Championship game(s).
- 4) POST SEASON MINIMUM NUMBER of PLAYERS and BATTERS

**a) Beginning in Fall, 2018, the MINIMUM NUMBER OF PLAYERS TO BEGIN A GAME SHALL BE NINE PLAYERS AND TO FINISH A GAME IS 8 PLAYERS. For the 2018 post season tournament, a team can start or finish a game with 8 players.**

A minimum of 8 official roster players are required to start or finish the game. If a game is started or must continue with 8 players, the team with only 8 players must take one out each time through the batting order at the beginning or end of the official batting order.

### 5) MODIFIED PITCHING RULES

- a) **Coaches are encouraged to take every precaution to insure the safety of pitchers from pitching too much at any one time in the tournament. However, rest rules for pitchers do not apply in the post season and instead a maximum number of permitted innings pitched (by 1/3's) will be enforced.**
- b) **A team is in violation of these rules if the pitcher is allowed to violate the pitching limits listed in the below columns. When noticed/reported, the violating pitcher shall be declared ineligible to continue pitching and removed from the mount without penalty and the manager shall be ejected from the game and suspended from the next tournament game. The pitcher's illegal inning(s) or partial inning(s) shall be recorded and counted against his total allowed in the segment of the Tournament.**
- c) **Innings will be totaled by thirds. One out recorded equals 1/3 of an inning. If no outs are recorded before a pitcher is removed his cumulative total shall remain unchanged. The home plate Umpire shall keep a form to record pitchers used and number of innings for each game. It is the Managers responsibility after each game to verify with the opposing Manager that the record is correct.**

**EXCEPTION – Any pitcher who has at least one remaining out in their pitching eligibility and exceeds their pitching eligibility due to a continuous play (e.g. double or triple play) prior to the next pitch to an eligible batter, shall be deemed to have not violated the rule and there shall be no penalty.**

**EXAMPLE – Pitcher #12 is a 14U pitcher in relief. He is pitching in the 6<sup>th</sup> inning and has accumulated 3 and 2/3 innings this game. With no outs and runners on first and second, the offensive team calls a hit and run play – the batter hits a line drive to shortstop, the line drive is caught and following the shortstop stepping on second and throwing to first, the defensive records a triple play. The pitcher of record has now thrown 4 and 2/3 innings exceeding his limit. Result – continuous play – no penalty.**

- d) Innings pitched during a game that was forfeited shall count for a pitcher's cumulative innings.

- e) If for any reason a game is postponed and completed on a later date, the pitching limitations and cumulative totals will be the same as on the original game date.
- f) It is the responsibility of each team’s manager to timely prepare and deliver a Manager’s Post-Game Affidavit to the tournament director and to challenge pitching violations by notifying the umpire(s) and then the Tournament Director. .
- g) Protests of pitching violations shall be accepted by the Tournament Director up to 12 hours after the completion of a game.

h) PITCHING CHART

<b>DIVISIONS</b>	<b>A</b>	<b>B</b>
<b>8U</b>	<b>2</b>	<b>8</b>
<b>9U-12U</b>	<b>3</b>	<b>9</b>
<b>13U-14U</b>	<b>4</b>	<b>12</b>

**Column A** - The number in this column is the maximum innings a pitcher can pitch in one game.

**Column B** - The number in this column represents the total number of innings a pitcher is eligible to pitch during the County Tournament.

- i) **CHAMPIONSHIP PITCHING** – When the winner of the “winner’s bracket” faces the winner of the “loser’s bracket” the pitching resets to zero innings pitches and the following limits apply:

**For the final championship series the cumulative total of innings is reset. In 8U pitchers are allowed 4 innings in the championship series and 9U-10U pitchers are allowed 5 innings for the championship series. In 11U-12U pitchers are allowed 6 innings for the championship series. 13U-14U pitchers are allowed 7 innings. Innings allowed per pitcher per game remain the same.**

- j) Manager’s Post-Game Affidavit

(1) During the game, the base umpire shall keep and complete a game card denoting the game date, time and teams playing; and, the name and uniform number of each pitcher used in that game and the total number of innings pitched by each pitcher. Immediately after each game, managers shall sign the game card insuring that all information is correct. A picture, scan, or the actual card must be sent to the League Director, GGBL Commissioner, and GGBL Secretary (email or text okay) to insure that game results and pitching records are properly recorded.

- 6) GAMES TIED AT END OF REGULATION INNINGS/TIME LIMIT

If a game is tied at the end of regulation innings and or time limit one additional inning shall be played. If the game remains tied the “GGBL tiebreaker” shall be employed. This means that the last recorded player to have batted out, or a courtesy runner if that player is the pitcher or catcher of record (in the catcher or pitcher position during last out of the inning prior to that team’s at bat) shall be placed at 2<sup>nd</sup> base to start the inning. Additional innings shall be played in the same manner until a team wins.

**EXCEPTION:** GGBL tiebreaker shall not be used in the championship series.

**H. POST-SEASON PLAY DIRECTORS**

- 1) APPOINTMENT

- a) A Tournament Director shall be appointed by each member association elected to host GGBL tournament play.
- b) The Tournament Director and head of umpires for each host association shall review all tournament's rules with the managers (preferably a pre-tournament credentials check) to insure the meaning and/or intent of each rule. If, for any reason, a rule is added, deleted or changed, the tournament director



shall obtain and distribute copies of rules to each manager and umpire before the tournament begins. Any rules added, deleted or changed must be approved in writing by the Board of Directors prior to the beginning of the tournament.

## 2) PROTEST COMMITTEE

- a) The Tournament Director for each host association or his representative shall appoint a protest committee of three members for each tournament game; protest committee appointments shall be made prior to the start of each of each day's play.
- b) The tournament director shall insure that the protest members are in attendance at the game, knowledgeable of baseball rules and impartial to either team playing in the game.
- c) No parents of any boy participating in the game or individuals directly affiliated with either team (league officers or coaches of a team competing in that tournament) shall be a member of the protest committee.
- d) If a situation arises where impartial persons are not available, a tournament director may appoint one person affiliated with each opposing team to form a protest committee.
- e) When a manager claims that an umpire's decision or any other tournament condition is in violation of the rules, he shall notify the umpire-in chief that the game is being protested. In this case, the umpire-in chief must notify opposing manger and the scorekeeper.
- f) The protest committee shall at once call a conference of all members, umpires and opposing managers.
- g) The committee shall render a majority decision before play is resumed, based on information received from umpires, managers and the committee's own observation of the play or situation.
- h) **The decision shall be final.**
- i) Any protest arising from a game ending play must be lodged immediately.
- j) Any committee member, umpire or manager who violates the provisions of the rules or renders a decision on a protest which is in "Direct Conflict" with any portion of the rules of GGBL, may be relieved of his duties.
- k) All protests based on the eligibility of a player shall be filed with the tournament director before either of the teams involved in the game in question has played any portion of another game. If, in the opinion of the tournament director, there are any willful violations of the eligibility rules, and for good cause shown, the tournament director shall forfeit the last game played by the team, and the team shall be disqualified from further tournament play.

## I. RESCHEDULEING of GAMES

- a) Games shall be rescheduled as needed due to weather or mechanical problems. When possible, teams rescheduled to play more than 1 game during a day will have a minimum of one third hour rest between games.
- b) If beyond the Tournament Director's control (weather, field conditions, mechanical failure or other such conditions) post-season play cannot be completed by the last official day of the GGBL season, a winner and, if necessary, a second place team will be determined by the Executive Board while using the DETERMINING FACTORS.

**NOTICE:** No post-season tournament shall end according to this rule without prior approval of the Executive Board. All efforts shall be made to complete each tournament.

## J. MANAGER'S POST-GAME AFFIDAVITS

Each tournament director or his appointed representative shall:

- a) Use the GGBL website or a known location at the tournament site to record scheduled games, game results and pitcher cumulative innings pitched; and,
- b) Ensure that the tournament pitching rules are enforced.

It is recommended, but not required that a tournament director or his appointed representative communicate to team managers using electronic mail or similar communication to update managers about game results and other relevant issues.

#### **2018 Official GGBL Tournament Brackets**

**The brackets for all GGBL Post season tournaments for the 2018 season will be posted on the GGBL Website no later than March 20, 2018.**

**Updated brackets will be posted by the Executive Committee after it is determined how many teams will play in each age division.**

**GGBL Post Season Tournaments will be double elimination.**

**First round games will be played at the higher seed's park.**

**All first round games must be played on the first or second day of the tournament's scheduled start date. If a higher seed cannot secure field time on the first or second day, the lower seeded team may host the game.**

**Both teams must be "available" to play on the first two days of the tournament.**

**If a bracket has a "Play In" game for lower seeded teams, that game must be played on the first day of the tournament and the subsequent first round game for the winner will be played at the highest seed's park on day two of the tournament.**

#### **GGBL EXECUTIVE BOARD AUTHORITY**

**It is impossible to predict all scenarios that will occur during the baseball season and it is expected that issues will take place that are not clearly addressed by the rules set forth in the NFHS rule book or this supplement, therefore, all decisions, interpretations and rulings made by the GGBL Baseball Commissioner in consultation with the GGBL President, Vice President, or Secretary is final.**