

# **Gold Glove Baseball League**

## **2010 Playing Rules**

**Playing rules not specifically covered shall follow the Official Major League Baseball Rules.**

### **RULE 1 RECOMMENDED FIELD DIMENSIONS**

<u>DIVISION</u>	<u>BASES</u>	<u>PITCHING</u>
9&under	65'	46'
10&under	65'	46'
11&under	70'	50'
12&under	70'	50'
13&under	80'	54'
14&under	80'	54'

### **RULE 2 EQUIPMENT**

- A. All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirts with numbers that are non-duplicating at least three inches in height.
- B. Managers and coaches should wear a baseball cap with team insignia and will be properly dressed (coaches may wear coaches' shorts).
- C. While in the field, as a defensive player, caps must be worn.
- D. Protests on uniforms will not be allowed. It shall be the umpire's responsibility regarding uniform legality. Violation of the uniform rule will result in the violator being allowed to conform or be removed from the game.
- E. Metal spikes are prohibited in age divisions 12 and below.
- F. All bat boys/girls must wear a double-ear batting helmet when outside the dugout.
- G. The catcher must wear all appropriate protective gear: mask with extended throat guard, chest protector, shin guards, protective cup and catcher's helmet.

### **RULE 3 GAME RULES**

- A. Age divisions 12 and below shall play 6 inning games. Age divisions 13 and above shall play 7 inning games.
- B. A team must have 8 players to start and continue a game. If a team drops below 8 players the game will be called a forfeit.
- C. Game time will be 1 hour and 50 minutes. No new inning will begin after 1 hour and 50 minutes. If a game is tied after the 1 hour and 50 minutes, the teams will complete the current inning and if the game is still tied they will play one additional inning. If the game is still tied after 1 additional inning it will be suspended and completed at a later date.
- D. For ages 12 and below, 4 innings will be considered a complete game. For ages 13 & 14, 5 innings will be a complete game. If a game is stopped

because of weather before it becomes complete, it will be a suspended game and will be picked up at a later date, from the exact point it was stopped.

E. MERCY RULE

RUN DIFFERENTIAL FOR ALL DIVISIONS

15 after 3 innings

12 after 4 innings

8 after 5 innings

NOTE: In enforcing these rules, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning.

- F. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supercede all obstruction penalties.

Penalty: Runner shall be declared out and may be ejected at the umpire's discretion.

Note: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.

- G. At any time, the team at bat may use a courtesy runner for the current pitcher and catcher. The courtesy runner must be someone not presently in the lineup and may appear as an offensive player one time per inning. The re-entry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be substituted. If a team is using a continuous batting order, the prior player in the batting order who is not on base will be used as the courtesy runner.

- H. In all age divisions, an intentional walk will not be granted by the umpire and the pitcher must throw all pitches.

- I. Each manager has a choice of the following three options for a lineup. Each manager must declare his lineup intention prior to the start of the game and must use that option for the entire game. Both managers need not use the same lineup option.

Option #1 – The standard 9 player batting order used in Major League Baseball.

Option #2 – A 10 player batting order that includes an extra hitter. There will be free defensive substitutions amongst the 10 player lineup.

Option #3 – A continuous batting order that includes all players in the batting order. There will be free defensive substitutions amongst all players in the lineup.

If options 1 or 2 are used, failure to maintain the same number of players in the lineup throughout the game will result in an out each time that position in the lineup comes up. The one exception to that rule is play may begin with 8 available players without penalty. Once a 9<sup>th</sup> player arrives, the team must maintain a 9 player lineup (may not build to 10) for the duration of the game.

If option 3 is used, and for any reason a player must be removed from the game, an out will not be recorded for that spot in the order. If a player is at bat and injured and has to be removed from the game, the next player in the

batting order will assume the count of the player who was removed. Player(s) arriving after a team has begun batting will be added to the bottom of the batting order.

- J. In all age divisions, starting players may re-enter once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be taken out of the game and is ineligible for the remainder of the game (This rule applies to options 1 and 2 from Rule H).
- K. There are no mandatory playing time rules for this league.

#### **RULE 4 PITCHING**

- A. There will be no league imposed pitching restrictions. Coaches are encouraged to monitor the amount of pitches/innings a pitcher may throw to ensure the health of the players in the league.
- B. A pitcher may not re-enter the pitching position once they have been removed from that position.
- C. A pitcher must be removed from the pitching position on a 2<sup>nd</sup> trip to the mound by the coach or manager in the same inning.

#### **RULE 5 SPORTSMANSHIP**

- A. All players and coaches will be expected to behave in a sportsmanlike manner at all times.
- B. Any player, coach, or parent/fan, whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the umpires or field supervisory staff.
- C. Foul or abusive language will not be tolerated under any circumstances.
- D. Cursing or throwing equipment may result in an ejection at the discretion of the umpire.

#### **RULE 6 COACH OR PLAYER EJECTIONS**

- A. If a coach or player is ejected from a game, they must sit out the remainder of that game plus the following game. Additional penalties may be assessed as deemed by the League.
- B. Coaches who are ejected must leave the complex immediately. Coaches may wait in the parking lot for the game to end to pick up a player (s) who may be playing in the game.

#### **RULE 7 PROTEST**

- A. All rule protests must be made before the next pitch is thrown, or within 24 hours if the rule violation occurred on the last play of the game. Coaches are not allowed to protest judgment calls. All protests will be ruled on by a committee of league officials.
- B. A protest fee of \$25.00 must be submitted with the official protest form. The fee shall be returned only if the protest is upheld.

### **RULE 8 PLAYER ELIGIBILITY**

A. Teams will be allowed to use only players from their official Gold Glove League roster. If a team does not have enough players to play a game they may add guest or substitute players with the following restrictions.

- Players must come from the age group below and be registered on a Gold Glove roster.
- The player should wear his permanent team's uniform and the coach should inform both the umpire and opposing coach that he is using a guest player.
- The player may not pitch or catch and must bat last in the order.
- The maximum number of players a coach can invite is two.

Using a player that does not meet these criteria will be grounds for an immediate forfeit.

### **RULE 9 DETERMINING FINAL LEAGUE STANDINGS**

A. Final League standings will be based on the first 14 games played by each team. Any games played beyond 14 will not be counted towards the final standings for each team.