

# Golden Glove Baseball

## 2025 League Rules

(Updated 3/24/25)

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

### Rule 1: Playing Field

<u>DIVISION</u>	<u>BASES</u>	<u>PITCHING</u>
09&under	65'	46'
10&under	65'	46'
11&under	70'	50'
12&under	70'	50'
13&under	80'	54'
14&under	90'	60'6''

### Rule 2: Sportsmanship & Safety

- A. **Sportsmanship:** All players and coaches will be expected to behave in a sportsmanlike manner. 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 stand at the discretion of the umpires or field supervisory staff. Cursing or throwing equipment may result in an ejection at the discretion of the umpire.
- B. **Dugouts:** Coaches will not be allowed on the field and must coach from inside the dugout. Only base coaches will be allowed outside of the dugout during play. In addition, coaches should not be outside the fence standing behind the backstop.
- C. **Batboys & Batgirls:** No bat boys or girls will be allowed. The batter coming to the plate, another rostered player wearing a batting helmet, or a coach will get the bat back to the dugout.
- D. **Radios:** The playing of music will be limited to prior to the start of the game and in between innings only. No music will be allowed once an inning has begun. The volume should be kept at a level that does not disturb other fields. League officials and umpires will have the right to ask teams to lower the volume level/turn off the music if it is disturbing other fields.

### Rule 3: Uniforms & Equipment

- A. **Uniforms:** All players must be fully uniformed, which includes the following: Pants, socks, cap, and team shirts with numbers that are non-duplicating and at least three inches in height. While in the field, as a defensive player, caps must be worn. 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.
- B. **Metal Spikes:** Metal spikes are prohibited in age divisions 12 and below. For ages 13 & 14, pitchers are not allowed to use metal spikes on the pitching mounds for games at both the BVRC and OYB.
  - C. **Catcher Gear:** The catcher must wear all appropriate protective gear: mask with extended throat guard, chest protector, shin guards, protective cup, and catcher's helmet.
  - D. **Bat Rule:** Teams will be required to follow the USSSA Bat Regulations. It will be the coach's responsibility to bring any illegal bat to the attention of the umpire. Any bat found to be illegal will be thrown out of the game but no action that occurred with the bat will be reversed. Multiple offenses by coaches/teams could result in discipline from the league.
  - E. **Throwing Equipment:** Any player who accidentally throws a bat while attempting to swing will be given a warning by the umpire. Should it occur a second time that player could be ejected from the game (*the umpire must make sure the head coach is aware of any warning given to a player*). An out will not be assessed and any action that may have occurred will not be affected by the ejection. This type of ejection will not require a one game suspension.

#### **Rule 4: Interaction with Umpires**

- A. **Judgment Calls:** Coaches, players, and spectators shall not discuss a judgment call with an umpire. Any discussion of a judgment call could be ground for immediate ejection.
- B. **Rule Clarification:** A coach may ask the umpire for rule clarification. If an immediate rule clarification is required, the coach, in a professional manner, may ask for a time out and ask the umpire for a rule clarification.
- C. **No Harassment:** Harassment of umpires will not be tolerated. Umpire harassment shall be cause for immediate ejection. Head Coaches are responsible for the actions and behavior of their players, assistant coaches, players' parents, and their team's fans.
- D. **Electronic Review:** No electronic reviews of any kind will be allowed by the umpires.

#### **Rule 5: 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 a minimum of 8 players to start and continue a game. If a team drops below 8 players, the game will be called a forfeit.
- C. The game time will be 1 hour & 45 minutes. No new inning will begin after 1 hour & 45 minutes. Once an inning has begun it will be played to completion.

- D. The home team should use the first base dugout, and the visiting team should use the 3<sup>rd</sup> base dugout. Teams playing double headers do not need to change dugouts for the second game.
- E. If a game is tied after 1 hour and 45 minutes, the teams will complete the current inning and if the game is still tied it will remain a tie. **No extra innings will be played.**
- F. For all ages, 4 innings will be considered a complete game. If a game is stopped before 4 innings because of weather, light failure or to other acts of God before it becomes complete, it will be a suspended game and will be picked up later, from the exact point it was stopped.
- G. **Mercy Rule:**
- Run differentials for all divisions:
    - 15 after 3 innings
    - 12 after 4 innings
    - 8 after 5 innings
  - In addition to the mercy rule listed above the 9U AA divisions will be limited to a max of 6 runs per inning. The mercy rule above will still be used for these divisions.
  - Note: When enforcing these rules, the home team shall not bat if the mercy requirement is met prior to the bottom half of the listed inning (if the home team is winning).
- H. **Slide & Obstruction Rule:**
- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact.
  - If a play is not evident, obstruction will be called on a fielder that impedes the progress of a runner (judgment of umpire).
  - Malicious contact shall supersede all obstruction penalties. The runner shall be called out and may be ejected from the game at the umpire's discretion.
  - 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.
- I. 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 last batted out will be used as the courtesy runner.

- J. 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 do not have to 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 lineups.

**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 must 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.

- K. 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 J).
- L. There are no mandatory playing time rules for this league.
- M. Intentional walks will be an automatic base with no pitches thrown by the pitcher. An intentional walk will be given to the batter when the manager of the defensive team asks for such from the umpire.

## **Rule 6: Pitching**

- A. The following pitching limitations will apply to all Golden Glove Games.  
**Ages 9-10 – Max of 3 innings per game**  
**Ages 11-12 – Max of 4 innings per game**  
**Ages 13-14 – Max of 5 innings per game**
- 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 second trip to the mound by the coach or manager in the same inning.
- D. Every out recorded by a pitcher equals 1/3 of an inning pitched.
- E. If a pitcher is discovered to be over the inning limit the pitcher will be immediately removed from the game and the game will resume without

protest. The coach of the offending team will be subject to a one game suspension for violating the rule and endangering the safety of the player.

### **Rule 7: Coach or Player Ejections**

- A. If a 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. If a Coach is ejected, they must leave the complex immediately and will be suspended for the next game. Additional penalties may be assessed as deemed by the League. Coaches may wait in the parking lot for the game to end to pick up a player who may be playing in the game.

### **Rule 8: Protests**

- A. All rule protests must be made before the next pitch is thrown, or within 24 hours if the rule violation occurs on the last play of the game (including illegal players). Coaches are not allowed to protest judgment calls. All protests will be ruled on by a committee of league officials.

### **Rule 9: Player Eligibility**

- A. Teams will be allowed to use only players from their official Golden 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 a division below or an age group below and be registered on a Golden Glove roster. 9U teams may use players from other 9U Golden Glove teams but must follow all other substitute rules.
  - 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 & must bat last in the batting 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. The illegal player must be brought to the league's attention by the head coach within 24 hours of the completion of the game for a forfeit to be issued.

- B. Players may be on multiple rosters, but they must be in different age groups.
- C. Players may not transfer from one roster to another once the season has begun.
- D. The final date a new player may be added to the roster is Friday, May 31<sup>st</sup>.

### **Rule 10: 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. Tied games will be included in the final standings.

### **9U White (rule modifications)**

- A dropped third strike by the catcher is an out.
- Stealing home on the pitch is not permitted.
- Runners cannot advance if the pitcher fails to catch a ball thrown back to him by the catcher.
- No run may score on a wild pitch or passed ball.
- A batter who has walked must stop at first base until the next batter is up.