

2005 GREATER EASTON BASEBALL LEAGUE RULES AND BY-LAWS

The schedule between teams within the GEBL will function under all Little League rules with the following exceptions and clarifications:

GAME RULES:

A. Innings

1. 11/12'S – games will be 7 innings. In the event the score is tied after 7 innings, the game will be continued until one team wins or the game is called by the umpire. Tie games, will be played from where they ended in case the game can't be completed due to darkness, etc. If a game is rained out prior to the 4th inning it too will be started at the point it was rained out. A game is considered official if the losing team has completed its turn at bat in the 4th inning. Lights may not be turned on to complete a game. If a game is scheduled to begin under the lights, it may be played to completion.

9/10's - Same as above except 6 innings will be game duration.

2. 11/12's – A game will be considered complete if either team is leading by 10 runs or more after 5 complete innings. The game will be complete and official when either team takes a 10 run lead any time thereafter.

9/10's – Same as above except after 4 innings.

3. Teams in all age groups must have at least 9 players to start a game. There is NO grace period.

B. Pitching

1. 11/12's – One pitch is considered an inning. A pitcher taken from the mound can't return to the mound later in the game. There is a (7) limit inning per week per pitcher. A week will go from Sunday to the next Saturday. Should a pitcher hit 3 batters during a pitching appearance the pitcher must be removed immediately after the third batter is hit. There is no required rest period between games.

9/10's – All innings pitched must be continuous. If extra innings are needed, the last pitcher used may continue to pitch as long as he hasn't reached his 3 inning limit. After this a new pitcher must be used, and is allowed to pitch up to 3 innings. 6 inning maximum per week per pitcher (Sunday to the next Saturday).

- 1.-A. All Age Groups – in the case of a rain out where a team is forced to play ***4 games in one week***, 2 additional innings will be added to the maximum innings per week. This will not apply if you are playing 3 games in one week and one of those games happens to be a make-up. A week is defined in #1 above.

2. All Age Groups – Distance between mound and plate per LL guidelines. No breaking or curve pitches are allowed. It will be completely up to the umpire if a breaking or curve pitch is used. If the umpire determines a curve or breaking ball is thrown, then that pitch will be called a ball regardless if the batters swing and miss. If the batter swings and hits the ball he has the option of taking the result of the hit or returning to the batters box to resume the at bat. The umpire will hold all curve ball decisions until the result of the pitch is determined.
 - Batter is out on a third strike regardless of whether or not the pitch is caught by the catcher. No balks will be called. Intentional Walks **11/12's only.**
 - Managers are allowed to visit the mound to talk with his pitcher. A second trip to the mound in the same inning for the same pitcher will result in that pitcher being automatically removed as a pitcher. A visit to the mound between innings is considered one visit for the new inning.

C. Extra Hitter

11/12's – an extra hitter will be used by all teams if the team has at least 10 players in uniform. The extra hitter may, but does not have to, play in the field if he remains the extra hitter for the entire game. The extra hitter may be substituted for, but once that happens he must meet the same playing time requirements as the rest of the players as established by their respective AA's.

9/10's – Rule above does not apply as a continuous batting order with all players in uniform listed will be used. If a player is late for the game he is to be added to the last batting position in the order that was established at the beginning of the game. A 10 batter limit will apply for all innings other than the last inning when the team in the field must record 3 outs.

D. Stealing

All Age Groups – Stealing will be permitted. Runners must remain on the bases until the ball crosses the plate. If the umpire determines a runner has left the base too soon, the runner will automatically be called out and the ball will be ruled dead. Any other runners on base will return to the base previously held. It will be considered a “no pitch.” The batter will resume his turn at the bat with the same count as before the play occurred. NO OPTION is given to the batter.

- Runners already on base may steal any base, including home, on any pitch. On ball 4 the batter is entitled to first base ONLY. Should a runner already on base, except for the batter, may advance to any base at his own risk. If a play is made on one or more of the advancing runners the batter who has been walked still can't advance beyond first base.

E. Substitutions

11/12'S – Re-Entry rule in effect. A player in the starting line-up who has been removed for a substitute may re-enter the game once, and must return to his original spot in the batting order. Once a substitute is removed from the game they may not return. A pitcher may not re-enter the game as a pitcher. Coaches may move players from position to position as long as the batting order is maintained. The manager must notify the scorekeeper of any substitutions and shall state the substitutes place in the batting order. All participation rules must be followed.

9/10's – Free substitution is in effect at all times.

F. Injury

11/12's – In the event that all players have been in the game and an injury occurs, the manager may substitute provided the injured player is unable to continue. Once removed from the game an injured player may not return. Should no substitute be available the team with the injured player must play short and when that spot in the batting order comes up the first time it will be considered an out. The second time around the batting order the injured player will be skipped with no penalty. In the event of a player ejection, and all players of a given team have been used, and there is no substitutes available for that spot in the batting order, a substitute player will be chosen by the opposing manager and be allowed to enter the game in the ejected players spot, regardless of where the chosen substitute started the game.

9/10's – Since there is free substitution, no team should be short in the field. The only part of the rule that applies to 9/10's is that once an injured player is removed from the game that spot in the batting order will be considered an out, but only the first time around.

G. Courtesy Runner

All Age Groups – A courtesy runner **MUST** be used for the catcher when there are 2 outs. The runner must be the runner that made the last out.

H. Fields

Home teams are responsible for their fields. Fields should be fully lined. Bases will be at 60 feet. Batter Boxes should be fully lined and enclosed. There should be no open batter boxes.

I. Starting Times

Games will begin at 5:50PM on weekdays. The home team will have the field for warm ups from 5:00PM to 5:25PM. The visitor's team will have the field for warm-ups from 5:25PM to 5:50PM. Weekend games are subject to field availability. The same 25 minute warm up sequence will be followed as long as the field is available. If a game is postponed for any reason it must be rescheduled within 5 days and made up before the regular season is scheduled to end. The dates will be arranged by each manager. The Home manager must then notify the umpire assignor. Cancellations for non-Weather related reasons must be made 2 hours before the scheduled start of the game. Any changes to a schedule must be made through your league representative.

J. Ejection

Umpires will eject any player, manager, coach, or fan that conducts him in an unsportsmanlike manner. An ejected player must stay in the bench area for the rest of the game. Any ejected Manager, Coach, or Fan must leave the field and the immediate area surrounding the field.

ANY COACH WHO DETAINS AN UMPIRE FROM LEAVING THE FIELD AND/OR THE PARKING LOT AFTER A GAME WILL BE SUBJECT TO AN IMMEDIATE SUSPENSION BY THEIR COMMISSIONER.

K. Scorebooks

Home team scorebook is official. Teams must exchange lineups before each game, and also list all substitutes. Player's numbers should be included. Any changes must be reported to the opposing team at the time they are made. Managers must notify the umpire and the opposing scorekeeper of any pitching change. Managers must verify the score at the end of each inning. Umpires must verify the score by signing the home scorebook at the end of the game. The home team must report all scores to their designated representative the day/night of the game. **9/10's** scorekeeper must keep track of innings played by both their team and the opposing team.

L. First Aid

While each team should have a First Aid kit, the HOME team is responsible to have a first aid kit at the game. A cell or nearby phone should be available should additional help be needed.

M. **Ball Supply** - each team will provide 1 new ball per game.

N. Rosters

All rosters must be submitted by the league representative at the league meeting held 2 weeks before the start of the first game. Rosters must include date of birth.

11/12's – Must be 11 yrs by August 1, but not 13 before August 1 of the current year.
9/10's – Must be 9 yrs. by August 1, but not 11 before August 1 of current year.

A player should be playing on a team sponsored by the township/city in which they reside i.e. Forks player should play for Forks, not for Easton. Any exceptions to this rule must be approved in writing by the township/city in which the player resides. In the example above, the Forks player, if he desires to play for Easton, must get a written waiver from Forks. If no waiver is issued, that player must play for Forks. In regards to St. Janes CYO, a player from any township/city can play for St. Janes as long as he is a member of the St. Janes parish. In this case, no waiver will be needed. Non rostered players can be used strictly for filling the 9th spot on a team. This non rostered player must be a younger player from a younger team within the same organization. A coach using a non rostered player must notify his league representative and the opposing coach.

O. Umpires – the home team will be responsible in making sure two umpires are assigned to their game. The home plate umpire will have complete say on calling a game for darkness, rain, etc.

P. Protest

A game may be protested only for a **violation or interpretation of a playing rule or violation of player eligibility, participation, or pitching rules.** A protest of an umpires judgment will not be considered. When making a protest the umpire and both scorebooks must be noted and marked as to when the protest was made. The protest must be noted to your league representative immediately after the game, which in turn will notify their commissioners. There is a 24-hour limit for a protest to be filed with the commissioners. A protest fee of \$25 must accompany each protest. The \$25 will be returned if the protest is upheld. For rules interpretation, if upheld, the game will resume at the point the protest was made. For player eligibility, the offending team will forfeit the game.

Q. Sliding

A player must slide if a play is being made on that runner. No player may attempt to dislodge the ball from the fielder. Any runner not sliding and colliding with a fielder will be automatically called out. Should a violent collision occur the runner may be ejected

from the game. This is the Umpires judgment. There is no head first slides unless the runner is returning to the bag. The first offense is a team warning. Anytime after the warning, that teams runners will automatically be called out. All warning must be noted in each teams scorebooks.

A key interpretation of this rule is if a play is going to be made on a runner. No fielder, including the catcher, may block a runner's path to the base WITHOUT the ball. It is up to the umpire ONLY to determine if a play will be made.

R. Play Stoppage

11/12's – Play until all runners have stopped, a dead ball occurs, or time is called by the umpire.

9/10's – Same as above except all play will stop once the ball is in the possession of a pitcher/fielder inside a circle that will be placed around the pitchers mound. The umpire will call time at this point. All runners that have left a base may advance at their own risk to the next base only. The circle will be 10' in diameter from the center of the pitchers rubber.

- S. Appeals - all appeals are verbal and must be made before the next pitch is thrown. Appeals can be made to either umpire. Umpires are allowed, but not required, to help each other. No appeals of missed bases. Umpires will make an automatic call if they observe this infraction/
- T. Equipment - All players must wear a team hat and numbered shirt. No shorts will be allowed. Metal spikes are not allowed. Catchers must have full protective gear including helmet, throat protector, and protective cup (as should every player). All batters must wear helmets with over the ear protectors. If a runner deliberately removes their helmet while running the bases he may be called out by the umpire.
- Bats can't have a diameter greater than 2 ¼ inches, protective vests and facemasks, while required by some organizations, are optional. This will be left to the respective organizations to decide.

LITTLE LEAGUE RULES APPLY TO ANY RULE NOT MENTIONED IN THIS SUPPLEMENT.