

GRASSLAND BASEBALL RULES & REGULATIONS

7-8 LEAGUE

The 7-8 League coach pitch level is where players should begin to understand “why” they are making certain plays. As with the 5-6 League, the primary objective at this level is to ensure that each player has a “positive experience” with baseball, desires to play again the following year and has been taught the fundamentals as listed below. Coaches should introduce and complete by the end of the season instruction in the concepts that will be applied at the next level of play. Throughout the season, players should be taught the following fundamentals with an emphasis on “why” they are doing the following:

1. Concept of TEAM.
2. Number of outs per inning.
3. Fielding techniques. Proper “down and ready” position.
4. Using both hands to catch the ball vs. one handed catches.
5. Where to make the defensive play (generally to the base of the lead runner).
6. How to properly field / catch a fly ball (stress getting underneath the ball).
7. Relaying the ball from the outfield to the infield. Stress making a “good throw” to the cut-off man vs. getting the ball back to the infield quickly.
8. Proper batting position and technique. Bat back and held at shoulder height as well as emphasis on “swinging hard” and stepping towards the machine and not towards third or first.
9. Proper base running. Ball hit on the ground vs. in the air as well as always running on two outs.
10. Difference between a “force” play and a “must tag” the runner situation.
11. Making a double play. How to double up a runner after a pop fly.
12. Good sportsmanship.

LEAGUE SPECIFIC PLAYING RULES

1. NUMBER OF PLAYERS

- 1.1. If a team has at least eight (8) players at the start of the game, the coach of that team may “borrow” a defensive player from the opposing team to play in the field. The borrowed player may only play an outfield position. When and if an additional rostered player arrives, he must replace any “borrowed” defensive player.
- 1.2. If a team has only eight (8) players during any GAA post-season tournament, an automatic out will be called each time the ninth (9th) position in the batting lineup is reached. When and if an additional rostered player arrives, he will be placed in the ninth (9th) position of the lineup.

2. FIELD DIMENSIONS

- 2.1. The distance between the bases will be 60 feet.
- 2.2. The center of the pitcher’s circle shall be approximately 45 feet from the back point of home plate.
- 2.3. A circle will be placed around the pitcher’s rubber, and will be approximately 12 feet in diameter. If the field has a pitching mound, no circle will be drawn. The mound will act as the circle.
- 2.4. A 30 foot line from the back point of home plate will be drawn. The coach pitcher may not cross this line until the ball is released.

3. GAME AND INNING LENGTH

- 3.1. The game shall be a maximum of six (6) innings or 1:15 of game time.
 - 3.1.1. The umpire shall declare the beginning of game time to the head coach of both teams.
 - 3.1.2. No new inning shall begin if less than one minute remains in the game.

3.1.3. A new inning is considered to have started at the moment the previous inning ends.

3.2. If the game is tied after six complete innings and time remains the, the teams will play extra innings. If the game is still tied after the game time limit is reached, or in the judgment of the umpire it has become too dark to continue safely, the game will be scored as a tie.

3.3. An inning shall end after three outs or five (5) runs, whichever comes first.

3.3.1. The Home team scorekeeper must inform the umpire when the fifth run of an inning has scored.

3.4. The Mercy Rule will be 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs any time after 5 innings.

4. PLAYING TIME

4.1. OFFENSE: Each team will bat the lineup for the entire game.

4.2. DEFENSE: Only 10 players will play in the field on defense at any given time. No player will sit out on defense twice in a game until all other players have sat out at least once.

4.3. No player may play in one position for more than two (2) consecutive innings or three (3) innings in one game. If the game goes into extra innings, players may play in any position. The three (3) inning rule does not apply to GBL Intra-League Tournament.

5. OFFICIATING AND SCOREKEEPING

5.1. In the event regular umpires do not arrive by the time a game is scheduled to start, the Home team may supply the home plate umpire and the Visiting team shall supply a base umpire. The home plate umpire shall assume a position behind the pitcher, and will be responsible for mentioning the number of pitches, strikes and outs as well as calls at third base and home plate. The field umpire will be responsible for calls at first

and second bases, and will also keep track of the number of outs.

6. EQUIPMENT AND BASEBALLS

6.1. Games will be played with GBL approved and supplied baseballs only. No other baseballs may be used.

6.2. Any player playing the position of catcher during a game must wear a protective cup.

6.3. All bats used in all leagues must comply with the USABat standard for the specified age.

7. PROTESTS

7.1. No protest of any kind shall be allowed. The decision of the umpire shall be final.

8. PLAYER-PITCHER AND COACH-PITCHER RULES

8.1. The pitcher-coach must remain completely behind the 30 foot arc line until the ball is pitched.

8.2. The player-pitcher must have at least one foot in the circle before the ball is pitched and must stand level to or behind the pitcher-coach. If there is a pitching mound, the player must have at least one foot on the mound until the ball is pitched.

8.3. The player-pitcher shall always wear a helmet with a facemask when the ball is in play. The ball is considered in play when the coach-pitcher pitches the ball and until the subsequent play is ruled dead by the umpire.

9. POSITIONING OF DEFENSIVE PLAYERS

9.1. Only 10 players on the roster should be used on defense, including four (4) infielders (1st, 2nd, 3rd and SS), a pitcher, a catcher, and the remaining players in the outfield.

9.2. All outfielders must be positioned at approximately an equal depth, and must be in the outfield grass. No short fielder will be allowed.

9.3. Infielders must play behind the player-pitcher until the ball is hit. No infielder (excluding the catcher) is allowed to stand closer to the batter than the player-pitcher.

10. FIELDING RULES

- 10.1. There is no dropped third strike rule
- 10.2. There is no infield fly rule.

11. DEFENSIVE STOPS OF PLAY

- 11.1. Play will be stopped under any of the following conditions:
 - 11.1.1. A play is dead when the umpire determines that the forward progress of the lead runner comes to a complete stop. All other runners will return to the nearest base achieved on the previous play.
 - 11.1.2. Runners will be awarded the next base if the umpire determines the runner was halfway or further or was forced to the next base when the play was stopped.

12. BATTING

- 12.1. An at-bat will consist of one hit, or 5 Pitches, or 3 swinging strikes.
- 12.2. A foul tip is any ball fouled back that is below the head of the batter. A foul ball is any ball hit into foul territory that is above the head of the batter.
- 12.3. A foul tip or foul ball on the last pitch that is not caught before touching the ground will not be considered a pitch. The batter will be allowed to continue his at-bat.
- 12.4. A foul tip that is caught before touching the ground by the catcher on the third strike or the fifth pitch will be an out.
- 12.5. There will be no walks. If a batter is hit by a pitch, the ball is dead and no pitch is counted.
- 12.6. Bunting is NOT allowed. Intentional bunting will be an automatic out.
- 12.7. Any batted ball that touches the pitcher-coach prior to it being played by any defensive player will be ruled a single and any base runners at the time of the hit will be awarded a one base advancement. Runners may NOT advance if not forced to the next base by another runner.

- 13.1. There will be no base stealing.
- 13.2. Base runners cannot leave the base until the ball is hit. A base runner who leaves a base before the ball is hit will be returned to the base, the ball will be dead, and no other penalty assessed.
- 13.2.1. If a base runner leaves early and the ball is hit, the play will be called dead. All base runners will be returned to their original bases. The batter will return to his at bat, but the pitch that was hit will count as a foul ball.
- 13.3. Runners may advance after tagging on a fly ball.
- 13.4. There will be no base advancement on missed or passed balls by the catcher.
- 13.5. Base runners may advance may advance as many bases as they can, at their own risk, on any batted ball, except:
- 13.5.1. Base runners may advance only one (1) additional base, at their own risk, in the event of an overthrow by an infielder, regardless of any play that a defensive player or players may attempt.
- 13.6. Courtesy runners may be used for the catcher when this player reaches base with two outs. The courtesy runner must be the player who made the second out of the current inning. No other player may be used as the courtesy runner.
- 13.7. If the offensive team is winning at any time in a game by fifteen (15) or more runs, players may only advance one base, at their own risk, on any batted ball (“running station-to-station”). If the lead falls below 15 runs, the offensive team may resume base running as described in Section 13 of the rules.

14. PITCHING

- 14.1. A Coach from the offensive team will serve as “pitcher-coach.” The pitcher-coach must deliver pitches while standing completely behind the 30 foot arc. The pitcher-coach may not kneel when delivering a pitch.

- 14.2. Player-pitcher may stand to either side of pitcher-coach but not directly behind the pitcher-coach or in front of the pitcher-coach.
- 14.3. It is the responsibility of the pitcher-coach to verify all defensive players are ready before a pitch is made. No quick pitching. If in the judgment of the Umpire the Coach has quick pitched, the batter will be called out.
- 14.4. After being touched by a defensive player, any ball that accidentally touches the pitcher-coach will still be in play. The pitcher-coach, providing the coach does not intentionally interfere with the play, will be considered part of the field.
- 14.5. Pitcher-coach may not deliberately assist or interfere with the play of the defensive team. Any deliberate interference will result in the batter being called out and all runners returning to their originally occupied base.
- 14.6. Pitcher-coach may not assist base runners while play is in progress. This includes shouting instructions of any kind. Pitcher-coach may assist batter or base runners once play has been stopped by player-pitcher or between pitches from pitcher-coach. Any time a pitcher-coach is in violation of this rule the play will be stopped and runners will hold at the closest base.
- 14.7. All pitches thrown by the pitcher-coach will count regardless of whether they are in the “strike zone.”

15. COACHING

- 15.1. Coach and assistant coach (parent) field positioning will be as follows: Offense: one coach each in the first and third base coach’s box, one coach to pitch. Defense: no coaches allowed in the field.
- 15.2. No coach shall touch a base runner while the ball is in play. Violation shall result in an out being called on the affected base runner.

16. UNSPORTSMANLIKE CONDUCT

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- 16.1. Catchers may not talk directly or indirectly to the batters, or make any attempt to cause the batter to swing
- 16.2. Taunting – considered any active attempt to draw a throw – of the defensive team by a base runner once all base runners have been controlled but prior to the ball being returned to the player-pitcher will result in the umpire calling the play dead. No runners may advance further than the base they occupied at the time the umpire ruled the ball dead as a result of base runner taunting.

