



# Rule Book

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## COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to nonexistent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

## CHILD ABUSE / MOLESTATION STATEMENT

1. Gulf Coast Youth Baseball abhors all forms of child abuse including verbal abuse, physical abuse, emotional abuse, and sexual abuse and is committed to addressing these concerns by providing risk management guidelines that will lessen, but not totally eliminate the chance of an occurrence. Failure of leagues to implement these risk management precautions may expose such leagues and their officials, volunteers, and other representatives to significant legal liability.
2. Gulf Coast Youth Baseball has no operational control over league security including the selection of volunteers associated with independent leagues, which are affiliated with its program. Therefore, it is the sole responsibility of the independent league to take action to adopt and implement sound risk management precautions.
3. Gulf Coast Youth Baseball strongly recommends that all leagues adopt and implement a child abuse / molestation risk management program. Guidelines for establishing such a program are available on the Gulf Coast Youth Baseball website or a league may develop a similar comprehensive program.
4. Elements of a sound child abuse / molestation risk management program are as follows:
  - a) Screen all volunteers who have repeated access to youth by requiring completion of a volunteer application and by running a criminal background check. All criminal background checks indicating a conviction involving crimes against a minor must result in disqualification of the volunteer. In addition, other charges and convictions may be an indication of an unfit volunteer and may result in disqualification.
  - b) Distribute materials to educate administrators, volunteers, and parents on the warning signs of child abuse / molestation and how to respond to an allegation.
  - c) Appoint a conduct official to administer the program and to be the primary contact for allegations of child abuse / molestation.
  - d) Encourage the use of a "buddy system" where a non- related adult is never alone with a single child.
  - e) Encourage the use of take home/pickup policies to ensure that a single child is not being transported by a volunteer as a result of a parent failing to pick up a child in a timely fashion.
  - f) Prohibition of any overnight sleep over event at any official's house.
  - g) Limiting the distribution of directories / rosters with names, phone numbers, addresses, and pictures to persons on a "need to know" basis.

## DISCLAIMER

Gulf Coast Youth Baseball is not responsible for non-related activities at Gulf Coast Youth Baseball Tournaments. Furthermore, Gulf Coast Youth Baseball expressly disclaims any and all liability for injuries sustained at hotels, dormitories, restaurants, swimming pools, water parks or other fun parks, beaches, lakes or other recreational activities engaged in by coaches, players, family members or other spectators away and separate from the playing field of the Gulf Coast Youth Baseball Tournament.

## SAFETY EQUIPMENT

Any and all safety equipment specified by Federal, State, or Local legislation will be required.

## RULES NOTICE

**Any rule not covered under an age group playing section:**

- **See next age group and or official baseball rules as published by Major League Baseball, Inc.**

OPERATIONAL CONTROL BY GULF COAST YOUTH BASEBALL  
FOR THE PURPOSES OF LIABILITY

As concerns all pre-season activities, regular season, interleague tournaments, and all other league activities; Gulf Coast Youth Baseball shall have no operational control or responsibility over the following:

- a) Premises: including but not limited to playing fields, practice fields, player dugouts, spectator areas, concession areas, parking lots, adjoining areas, and player or spectator entertainment areas whether on site or off site.
  - b) Activities: including but not limited to preseason and off-season meetings and preparation, try-outs, practices, games, interleague tournaments, fundraising activities, banquets, team or league outings and all other activities that are team or league approved and travel to and from the above.
  - c) Actions: including all actions (including inactions) or decisions on a league or team level that are initiated by league or team officers, directors, administrators or volunteers.
- 2) As concerns all-star tournaments including sub-district, district, area, regional, state, and World Series, Gulf Coast Youth Baseball shall have no operational control or responsibility over the following:
- a) Premises: including but not limited to practice areas, spectator areas, concession areas, player accommodations, and player or spectator entertainment areas whether on site or off site.

- b) Activities: including but not limited to activities within housing, player or spectator entertainment on site or off site, outings, and travel to and from the above.
- c) Actions: including all actions (including inactions) or decisions initiated by the tournament host or by team volunteers or employees.

Gulf Coast Youth Baseball has operational control and responsibility only to the extent of requiring that any violations of official rules and regulations be corrected in accordance with the official rules and regulations.

- a) Gulf Coast Youth Baseball has joint operational control and responsibility with the tournament host over all game playing fields and dugout areas for all-star tournaments including sub district, district, area, regional, state and World Series.
- 3) Since Gulf Coast Youth Baseball is an "all volunteer" organization with limited resources, it is not responsible for taking affirmative action to police all premises, activities, and actions from compliance with the official rules and regulations except as outlined under 2. a) above. However, Gulf Coast Youth Baseball will make best efforts to enforce all such official rules and regulations once a violation has been brought to its attention.

Gulf Coast Youth Baseball  
**League Age Chart for 2018**

Born On or Between:	You're Age Group
May 1, 2010- April 30, 2011...	7
May 1, 2009- April 30, 2010...	8
May 1, 2008- April 30, 2009...	9
May 1, 2007 - April 30, 2008	10
May 1, 2006 - April 30, 2007	11
May 1, 2005 - April 30, 2006	12
May 1, 2004 - April 30, 2005	13
May 1, 2003 - April 30, 2004	14
May 1, 2002 - April 30, 2003	15
May 1, 2001 - April 30, 2002	16

# GULF COAST YOUTH BASEBALL

Gulf Coast Youth Baseball has been organized as a youth baseball program for all youth regardless of sex, religion, race or color, five (5) through eighteen (18) years of age.

- The game is played on a baseball field suitable to the physical development of growing youngsters.
- The main purpose of this program is to expand Gulf Coast Youth Baseball Baseball and to provide a recreational outlet for as many youth as possible with emphasis being on local league play rather than tournament play.

The actual playing of Gulf Coast Youth Baseball is the same as in professional groups except that monetary fines and similar penalties are omitted and coverage, which fits the amateur game, is provided.

- Appropriate suspensions are allowed.

Leagues affiliating themselves with this program must comply with a basic set of rules and regulations as outlined in this booklet.

## GUCYBA ORGANIZATIONAL STRUCTURE ARTICLE 1

### Team Structure

Article 1. The team shall be the smallest unit of organization and shall be governed by those active in the program who make up the managing personnel. Each team may have a manager and three (3) coaches. The manager will be the official in charge of the team, and the responsibility for the team will be that of the manager. The coaches will assist the manager. Communities that plan to field a complete league composed of at least four teams will begin their organization with Article II that follows (*Refer to Article 11:00 for*

Article 4. Each league or of the league or leagues which do not conflict with rules of Gulf Coast Youth Baseball. In communities having two or more leagues, it may be advisable to have one set of officers and adopt the same rules and regulations. This, however, is optional and will be determined by the various leagues. The operation of more than one league with the same officers must be agreed upon by the managers of the various leagues, groups of leagues are to adopt a set of rules and regulations for the operation

## GULF COAST YOUTH B A S E B A L L

The purpose of the program is to provide a recreational outlet for as many youth as possible with emphasis being on local league play rather than tournament play. However, district and state tournaments and a Gulf Coast Youth World Series may be held each year for leagues wishing to participate. The official rules of Gulf Coast Youth Baseball shall be the basic set of rules for this program as set forth in this rule book. Gulf Coast Youth Baseball is not responsible for any non-related activities that are not directly related to the playing of Gulf Coast Youth Baseball games.

Gulf Coast Youth Baseball is designed to allow as many youth as possible to participate in a fair and equal community baseball program. No youth shall be turned down.

Select Teams will not be sanctioned. **A team made up of superior players by any means such as recruiting, selecting, etc. will be declared illegal for recreation league tournaments.**

Leagues affiliating themselves with this program must mail an Application for Sanction with two (2) additional copies to the Gulf Coast Youth Baseball Director by March 15th.

a) A Team Certificate of Entry must be sent to the GCYB Director for each team in your league.

- The Team Certificate of Entry must match the leagues as submitted on your Application for Sanction.
- b) A copy of each leagues schedule must be sent to the GCYB director .
- c) A Tournament Team Roster must be filed with the GCYBA tournament Director one (1) week prior to your first (1st) tournament (District or State).
- All players on the Tournament Team Roster must have been

listed on a previously submitted Team Certificate of Entry Form.

The GCYB must retain a copy of the Application of Sanction, the Team Certificate of Entry and the Leagues Schedule and make them readily available upon request to the officers of members of GCYB. All rules governing player selection, schedules, sanctioning and tournament teams are covered in our rulebook and must be followed.

#### TOURNAMENTS

Article 1. The Gulf Coast Youth Baseball (GCYB) shall conclude its baseball program each year with a tournament, which shall be known as the



GCYB Championship Tournament. In tournament play each league may enter an all-star team.

Article 2. The GCYB tournament shall be awarded to the organization in accordance with the random drawing held at the preseason GCYB board meeting. Eligible host parks have the right to “pass” on the opportunity to host a tournament if it desires without penalty from GCYB.

## General Rule Index

See Appropriate Age Group

Playing Field Article	1:00
Equipment Article	2:00
Re-Entry Substitution Article	3:00
Manager and Coaches Article	4:00
Regulation Game (See Appropriate Age Group)Article	5:00
Pitching Rules (See Appropriate Age Group) Article	6:00
Forfeiture, Appeals, and Protest Article	7:00
Schedule Article	8:00
Special Rules Article	9:00
Teams Article	10:00
All-Star Tournament Teams Article	11:00
Player Eligibility Article	12:00
Birth Certificate Article	13:00
Player Registration Article	14:00
Selection of Players Article	15:00
League Registration Article	16:00
Team Sponsor Article	17:00
Tournaments Article	19:00
<i>Inter-League.Article</i>	<i>20:00</i>



# GENERAL RULES OF Gulf Coast Youth Baseball

- When a rule is not covered in these Articles, refer to Official Baseball Rules Published by Major League Baseball,

## 1:00 THE PLAYING FIELD

1:01 The playing field shall be regulation size for age group participating (*See field layouts and Official Measurements*).

- All other conditions are covered under Official Baseball Rules Published by Major League Baseball,

1:02 Fence distances are recommended distance; see field layout Article for proper age group (May be different for each park)

## 2:00 EQUIPMENT

2:01 All players must be in full baseball uniform (cap, numbered shirt, pants & socks).

- Team uniforms shall be the same color. T-shirts (sleeves) of not more than two colors may be worn with the uniform.

a) Shorts must be cotton, button front with zipper and front pockets, 7" minimum in-seam. Coaches must wear either tennis shoes or coaches' shoes.

- *NOTE: ALL Coaches must be dressed the same. Coaches on the same team may wear a combination of shorts and/or long pants (khaki or athletic style only) as long as they match in team color.*
- *PENALTY: Violators will not be allowed to participate.*
- *NOTE: All umpires must be in full uniform for tournament play (No shorts allowed).*

2:02 A protective helmet with full ear flaps will be worn by all batters and base runners (*coaches are not required to wear a helmet*).

- A player refusing to wear a helmet, after being warned to do so by the umpire, will not be allowed to continue as a player in the game and shall be replaced by a substitute. The substitute will assume the ball and strike count if the player was a batter, or will take his position on the base he occupied if he was a base runner.
- Any batter who steps into the batter's box without his headgear is awarded a strike.
- Any player running the bases who deliberately removes his

- headgear (includes chin strap), in umpire's decision, is out. *EXCEPTION: Home run over the fence or time out.*
  - It is recommended that all players wear athletic supporters.
  - **A catcher must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), mask and a throat protector.**

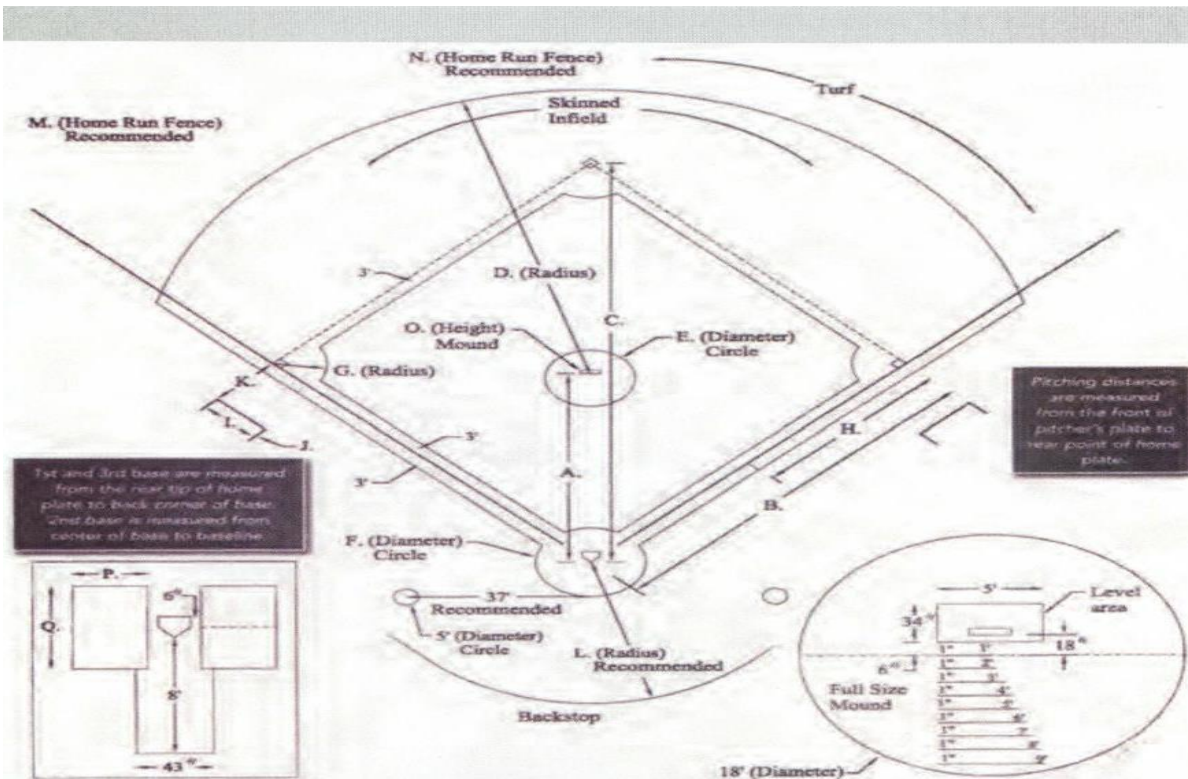
2:03 A player is not allowed to play any position or to bat without his shirt being tucked into his pants in the proper manner.

2:04 Players not in full uniform shall not be permitted to play in the game.

2:05 All uniforms must be same color for tournament play.

2:06 A number must appear on the back of the uniform shirt to assist the official scorer and spectators in identifying the players in tournament play (Numbers not required on coaches' shirts).

2:07 Pitcher must wear a facemask (**8u ONLY - NOT MANDATORY**)



2:07 The official bat shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat. It shall have a knob at the end of its handle, and shall be not more than two and one fourth (2 1/4) inches in diameter for small barrel bats nor more than two and three fourths (2 3/4) inches in diameter for big barrel bats at its largest part. The grip shall be not less than ten (10) inches long, nor extend to touch the taper or barrel of the bat. All key graphics, including USSSA, BPF & BBCOR markings, must be prominently and permanently displayed on the taper and cannot be applied as decals or by any other method that would allow the key graphics to be easily altered, removed or added to the bat.

2:08 Small Barrel Bats (maximum 2 1/4 inches in diameter): Only those small barrel bats made by approved USSSA licensed manufacturers that are either (1) Made with the old USSSA mark; or (2) Made with the New USSSA Mark; or (3) Wood, shall be allowed in USSSA play. Small barrel tee ball bats 23 inches and shorter from approved USSSA licensed manufacturers will continue to be allowed without the old or New USSSA Mark. .

2:09 Big Barrel Bats (larger than 2-1/4 inches diameter): Only those big barrel bats made by approved USSSA licensed manufacturers that are either (1) Made with the New USSSA Mark; or (2) Is a qualified BBCOR bat; or (3) Wood, shall be allowed in GCYB Play.

2:10 All bats for 15U – 18U scholastic based age divisions: Only those bats made by approved USSSA licensed manufactures that are either (1) A qualified BBCOR bat; or (2) Wood, shall be allowed in USSSA play.

**Penalty: First Offense – If the umpire discovers that the bat does not conform to any part of Rule 2;08 or 2:09 until a time during or after which the bat has been used in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base last legally occupied at the time of the pitch and the bat will be confiscated for the remainder of the event. Second Offense – If a team is found in violation of this rule a second time, the First Offense Penalty shall be applied and the Team Manager shall be ejected.**

2:11 Any player warming up the pitcher must wear a mask and a cup while in the down or crouch position.

2:12 A GCYB approved baseball should be used in all levels of play and must be used in all tournament play.

2:13 Metal cleats will not be allowed for participants (coaches, players, and umpires) twelve (12) years and under. Metals cleats are permissible for ages 13-16.

2:14 A leather mitt may be used by the first (1st) baseman and the catcher only. Equipment must be kept in the dugout.

2:15 All casts, splints and braces must be padded. Any player equipment judged by the umpire to be unreasonably dangerous is illegal and cannot be worn.

2:16 Catcher's must wear a chest protector, shin-guards, protective cup (MALE CATCHERS ONLY), mask and a throat protector. *See General Rule*

### 3:00 RE-ENTRY SUBSTITUTION

3:01 GCYB is played under re-entry substitution in all local league and tournament play.

- a) Any starting player (pitcher included) may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, he must be inserted in the same position in the batting order that he possessed at the start of the game. The starting player may return to the lineup at any time, on offense or on defense. This includes all games.
- b) Once the substitute has been removed from the game he cannot return. He can make only one appearance in the game. *EXCEPTION: See General Rules 3:03, and 7:06.*

3:02 A batter removed from the game because of too many appearances on the field by the manager in one inning cannot return to the field until the current half inning of play has been completed.

- Should this batter be a substitute player, he cannot return to the game at all, because a substitute can make only one appearance. *EXCEPTION: See General Rule 3:03.*

3:03 If a manager or coach has used all of his eligible players and a

player is injured, ejected, or becomes ill and cannot continue, the OPPOSING MANAGER must select one or more players on the bench who has already been in the game to replace the injured, ejected or ill player(s).

- If there is no one for the OPPOSING MANAGER to select, the

game will be forfeited.

a.) A coach or player that is ejected must sit out the remainder of the current game and entire next game. That player or coach becomes an illegal participant until he has set out his required games. Do not violate any pitching rules. In the event a team does not have the minimum number of players required the game will be forfeited.

**3:05** Under the re-entry substitution rule a pitcher may be replaced on the mound during any part of the game and return to the mound one (1) time. Example: A pitcher may pitch and be replaced with a substitute, and then return to the mound one time as a pitcher. See *General Rule 3:01. Pitch count will resume upon re-entry.*

- *Applies to same game only.*

**3:06** No team shall play with less than eight (8) players in league play. No out shall be charged when that player would have batted.

- An injured player who has been replaced cannot return to the game.

## 4:00 MANAGER AND COACHES

**4:01** A team may have a manager and (3) coaches as listed on your tournament team roster.

**4:02** Two adults may coach the bases if they choose to do so.

**4:03** With the exception of the base coaches, all players, managers, etc. must remain in the dugout throughout the game.  
*EXCEPTION: For Coach Pitch players (ages 5 & 6), See Coach Pitch League Rule 21:17.*

**4:04** Only registered adult coaches and manager of the team are permitted on the coaching lines. The adult manager or coaches, whether or not they are on the coaching lines, may moderately dispute any decision or may discuss any point with the umpires to the extent allowed by the rules of professional baseball; however, if he at any time makes any derogatory remarks or undue criticism about or to the opposing players or umpire, he shall immediately

be ejected from the current game and must sit out the entire next game.

**4:05** The manager is responsible for the conduct of coaches, team and fans.

**4:07** Any manager who calls time out and goes on to the playing field more than once (1) in one (1) inning per pitcher (not game) to talk to a player or players, will be required to remove the current pitcher.

- He may return to the mound after the side has been retired if eligible. **4:08** Any manager or coach going on to the playing field to talk to the same batter

(or batter going to the dugout or bench to talk to a manager or coach) more than one (1) time per batter or three (3) times per inning will be required to remove the current batter from the game and make the substitution in the lineup.

- He may re-enter at completion of the inning if he can do so without violating the substitution rule.
- NOTE: *The only exception to rule 4:07 and 4:08 is in case of injury, or if time is called by the opposing team or the umpire.*

## 5:00 REGULATION GAMES

**5:01** Teams may play more than two games in one day with the approval of the GCYB.

**5:02** A game will be six (6) innings in duration.

- The game will be called after the opposing team has been numerically eliminated by the run rule.

**5:03** There will be a maximum of one offensive and one defensive time out per inning with each time out being no more than one (1) minute in length. The scorekeeper will keep a log of timeouts.

For a defensive violation you will remove the player pitcher.

- For an offensive violation you will change the batter.
- Player may re-enter without violating substitution rule at the completion of the inning.
- *DO NOT VIOLATE ANY SUBSTITUTION RULE.*

**5:04** Any game called for bad weather after three (3) complete innings will be considered a complete game.

- If interrupted before three completed innings the game will be rescheduled at the point of interruption.
- Tournament play will be six (6) full innings always.

**5:05** In league play, it is a regulation game if it is called by the umpire due to darkness, rain or other cause which in the umpire's judgment interfered with further play, provided that:

- a) four (4) or more innings have been played, or

- b) three and one half (3 1/2) innings shall constitute a legal game if the home team is ahead at the end of the half (1/2) inning, or before the end of the fourth (4th) inning if the home team is ahead.
- In the event of a partial inning beyond 4 innings, if the visiting team has not completed batting or the visiting team is ahead, you would revert back to the last completed inning.
- If one-half inning is completed and home team is ahead the game is ended at that point with home team winning.
- In the event that a game is halted before completion for any cause, it must be resumed from the point of termination when the game is rescheduled by league officials, with as nearly the same lineup as possible.
- *EXCEPTION: If a team is leading its opponent by at least fifteen (15) runs at the end of the third (3rd) inning or ten (10) runs at the end of the fourth (4th) inning the game shall be terminated and the team in front declared the winner. This rule to apply in all local league play.*
- *WARNING: DO NOT VIOLATE ANY PITCHING RULES.*

5:06 Games shall be six (6) innings in duration. In case of a tie at the end of the 6th inning of play the game shall go into extra innings until a winner is established or the game is called by the umpire. Mercy rule 15 after 3 and 10 after 4. (Each park may have a different rule)

## 6:00 PITCHING RULES

### Rest requirements

The rest rules are intended to complement the pitch counts and serve to control **how often** a pitcher can throw. However, not every pitcher will throw the maximum amount of pitches allowed in a game, therefore there is a sliding scale of rest rules based on the amount of pitches thrown. This chart applies to all players league age 15 and younger:

Pitches thrown in a game	Required rest
66 or more	4 calendar days
51-65	3 calendar days
36-50	2 calendar days
21-35	1 calendar day
1-20	no (0) calendar days

	Maximum pitches per game
13-16	95
11-12 **	85
9-10	75
7-8	50

**6:01** Pitching changes must be reported to the home plate umpire who will announce the changes to the scorekeeper.

- Failure to do so will result in pitcher of record being charged with all pitches pitched until notification or recognition of change has been made.
- Manager/Head Coach must check the pitching record for accuracy and sign immediately after the ball game. *See rule 6.02.*

**6:02** In all tournament play, pitching rosters must be signed within (10) ten minutes of the completion of play by both managers. If not, they will be signed by the tournament director and become official and cannot be altered.

**6:04** When a pitcher is turned in on a line-up card (or any new pitcher who

toes the rubber and throws a warm up pitch to begin a new inning), he is the pitcher of record and shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base before he can be replaced or substituted and he will be charged with the actual number of pitches required to complete the batters' at bat. *Refer to Common Rule 3:04.*

- *NOTE: Once an illegal pitcher toes the rubber and throws a warm-up pitch and the opposing manager protests, the game*

**6:09** A pitcher can pitch in consecutive games in the same day if, he does not violate any of the count rules. The pitch count resumes for the second game and is cumulative.

## 7:00 FORFEITURE, APPEALS & PROTEST

**7:01** Should a question arise as to the interpretation of the playing rules, only the manager/head coach may appeal.

**7:02** A team failing to field at least nine (9) uniformed players within fifteen minutes after the scheduled game time shall forfeit the game. A forfeit shall count in league standings. Teams dropping out of the league will have the results of their previous games discarded (*League play only - See Tournament Article for tournament rules*).

**7:03** A team that does not complete its schedule will not be allowed to put a player on the all-star team.

**7:04** Playing illegal players or pitchers will result in forfeiture of games in which players or pitchers participate if protested by the opposing manager or coach. Should both teams use illegal players or pitchers both teams will be credited with a loss.

- A youth that is not an approved player on the playing roster is an illegal player.
- If a player belongs to another GCYB team or league and participates in a game in your league, he is illegal. Exception" Interleague play. See Article -----
- A pitcher who has exceeded his allotted number of pitches is illegal and the game will be forfeited if protested.

If a manager or coach knowingly plays a player that is illegal after being told to stop by the GCYB and continues playing that illegal player, that team shall lose their GCYB membership. You cannot back up into the tournament bracket past the last game played. In tournament play, only

the last game played will be affected by forfeiture of the game.

- 7:05** An ineligible player is one who is legally a member of the team but who is ineligible to play or pitch in a particular game or games because of an infraction of the rules, or because of a previous violation or disciplinary action. It is the duty of the manager to keep a record of his players and pitchers.
- 7:06** The playing of an ineligible substitute will result in a protest if protested by the manager of the opposing team before the completion of the game. The penalty for the playing of an ineligible substitute will result in the replaying of the game from the point of the infraction if the protesting manager's team loses. *Refer to General Rules 7:10 and 7:11.*
- 7:07** A protest which involves an umpire's judgment may not be made (i.e. Ball/Strike, Fair/Foul, Safe/Out).
- a) The only legal protest is one in which a violation of playing rules has occurred; or the use of an ineligible player, ineligible substitute, or an illegal player. *Refer to General Rules 7:10 and 7:11.*
- 7:08** The protesting manager on a play situation must immediately notify the umpire that the game is being played under protest. Failure of the umpire to make this announcement shall not affect the validity of the protest. *Refer to General Rule 7:10 and 7:11.*
- 7:09** A protest based on a play situation shall be considered only if it is placed in writing and submitted to the home park commissioner within forty-eight (48) hours. All protest are subject to home park protest procedures.
- 7:10** Protest that are made in tournament play must be made to the umpire in chief (on the field) who will in turn refer the protest to the tournament director. When the GCYB director is not the "on-site", the tournament director and umpire in chief (on the field) will then call the GCYB director who will then organize the protest committee hearing. The protest committee shall consist of three (3) members as follows:
- a) Umpire in chief (or alternate umpire on the field if the umpire in chief made the call in question).
  - b) Two members of GCYB but not connected with either team, this member to be appointed by the GCYB Secretary or his representative. All other provisions of protest in tournament play to remain the same.
- 7:11** Tournament protests may be made only on a misinterpretation of a rule and ineligibility of a player or players.
- A protest based on the misinterpretation of a rule must be made before the next legal pitch.
  - All other protests including ineligibility or legality of a

player or players must be made before the team or umpires leave the playing field at completion of game.

- Protests must be made to the umpire in chief.
  - The protest committee after hearing the protesting manager and the manager of the opposing team shall make a decision and that decision will be final. There will be no appeal.
- 7:12** Rained out or otherwise postponed regularly scheduled league games must be played within seasons' end, called by the scheduling committee chairman. Failure to comply will result in forfeiture of the game by the home team.
- 7:13** In local play only; a team may file a protest on the grounds of ineligibility of a player or pitcher within forty-eight (48) hours after the completion of the game.
- *NOTE: According to the interpretation of this rule, only the game or games protested will be considered and all protests of this nature must be within forty-eight (48) hours (For Tournament play see General Rule 7:11).*
- 7:14** Any team manager or their adult leader who withdraws a baseball team from the playing field under any circumstances prior to the official completion of the game, or forfeits a game, shall forfeit all rights to protest as described in this Article. He shall also forfeit this game by a score of 6 to 0 if 12 and under and 7 to 0 if 13 and up. If a team concedes a game before its completion, the score at that time will be the recorded score and stand as is or with a minimum score of 7 - 0 or 6 - 0 depending on age group involve. The pitcher will be charged with all pitches actually pitched.
- 7:15** Any player playing for more than one GCYB franchised organization will be declared illegal. *Exception: Interleague play.*
- 7:16** No tournament game may be forfeited unless by the tournament director. **7:18** The umpire may call time-out for injury or protest. These time-outs will not be charged to a team.
- 7:19** An appeal play will be handled in this manner.
- The manager will make his appeal to the plate umpire who will consult the base umpire.
  - The manager must identify the correct player by name or number and also the correct base involved in the play, no second chance if he names the wrong player or base.
  - If he is correct, the base runner is out.
  - Appeal must be made before the next pitch is thrown.

## 8:00 SCHEDULES

- 8:01 A league is required to play a twelve (12) game GCYB schedule against GCYB member teams to qualify an all-star team for tournament play.
- 8:02 Leagues are encouraged to play an eighteen (18) game schedule against GCYB teams, exclusive of exhibition and practice games when possible.
- 8:03 A team may play a double header, but for ages twelve (12) & under each game should be six (6) innings in length. Ages 13 and up should be seven (7) innings (A time limit is acceptable in league play and should be included in league rules).
- 8:04 Under no conditions can league officials set up a schedule of games, which would require a team to play more than two (2) games in one day. A continued game of three (3) innings or less does not constitute a game.
- 8:05 Exhibition and practice games are permitted but, all pitching rules must be followed.
- 8:07 Leagues should play at least two (2) scheduled games a week.
- 8:08 Also, communities that are located on state lines may play in a league with another state if necessary.

## 9:00 SPECIAL RULES

- 9:01 No spectator shall be allowed on the playing field during the playing of any game. In the event that spectator's swarm on the playing field during the playing of any game, the umpire in chief will request that the field be cleared by both managers within five (5) minutes under penalty of having the game forfeited.
- 9:02 No adult will be allowed on the playing field during the playing of any game without the consent of the umpires; and no persons except the officially registered players of the team, the manager and the coaches will be allowed on the bench or in the dugout during the playing of any contest.
- 9:03 At least two (2) umpires shall be furnished for each game. You may use more if they are available. All officials for District, State, and World Series play must be at least 19 years old unless approved by the GCYB Board.
- 9:04 A baseball player, manager, coach, umpire or game official, will not be allowed to use tobacco products, alcohol or profanity during the ballgame.
- If, in the opinion of the umpires, a player or manager or coach or scorekeeper conducts himself/herself in an unsportsmanlike manner or commits any act which may maim or injure an opposing player, if deemed

deliberate, he shall be ejected from the game.

- When a manager, coach, or player is ejected, he must leave the dugout or bench and sit out the remainder of that game and the next scheduled game.
  - The tournament director shall have the authority to remove any manager, coach or player for the remainder of the tournament for any flagrant unsportsmanlike conduct.
- 9:05 No manager, player, substitute, or coach shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere:
- a) Incite or try to incite by word or sign a demonstration by spectators.
  - b) Use language which will in any manner refer to or reflect upon opposing players, an umpire or any spectator.
  - c) Call "time" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 9:06 In league play all ground rules must be submitted to the GCYB Board prior to beginning of the season and will be posted on the GCYB website. Only those rules will be honored. You cannot make up ground rules after the commencement of the season.
- 9:07 In tournament play all ground rules will be covered between coaches and umpires before each game.
- 9:08 The home club must have their pitcher warmed up and ready to pitch after eight (8) warm up pitches, or two (2) minutes, immediately after the umpire notifies the teams to play ball.
- 9:09 Any runner is out when he does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if he maliciously runs into a fielder.
- 9:10 No artificial noisemakers allowed. *Penalty: Offender will be removed after one (1) warning.*
- 9:11 The host team will furnish trophies for all GCYB tournaments:
- a) A first place individual trophy being a minimum of 8" tall.
  - b) A second place individual trophy being a minimum of 6" tall.
- 9:13 The infield fly rule is in effect for ages eleven (11) and above.
- 9:15 If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately and all players will be awarded:
- a) One (1) base if player injured was an infielder.
  - b) Two (2) bases if player injured was an outfielder.
- The awards are from the time of the pitch.
  - Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner.
  - *NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.*



## 10:00 TEAMS

- 10:01 Communities wishing to franchise one league and one all-star team 5 thru 19 may do so with the approval of the GYYB committee.
- 10:02 Once a player is on a team roster he is not allowed to transfer from team to team, league to league, or district to district.
- 10:05 Managers may not sign new players after April 15th for ages 5 thru 8.
- A violation of this rule will make the player ineligible for tournament selections and reason for protest in local or tournament play.

## 11:00 ALL-STAR TOURNAMENT TEAMS

- 11:01 In order for a player to be eligible for an all-star team, the player must be a member of a franchised Gulf Coast Youth Baseball team in the same age group as the all-star team and participate in at least one half of that team's scheduled games to be eligible for the all-star team. Violation of this rule will make such all-star team ineligible. Managers are requested to double check player eligibility.
- *EXCEPTION: A player injured in play after becoming a member of the team that is forced to miss more than half of the games will be eligible for the all-star team provided it is agreeable with all the managers involved in the selection of the team, with the approval of Gulf Coast Youth Baseball.*
- 11:02 Each organization may adopt their procedure for choosing their All-Star team. It is recommended that each team in the league have at least one player on their All-Star team. It is recommended that the winning manager of the league manage the All-Star team and choose his coaches and the remaining players he desires to fill out his roster.
- 11:03 Eighteen (18) players (ages 5 and up) are allowed on an All - Star team.
- Once a player has been named to the all -star team, he cannot be replaced unless he becomes sick, injured or moves away.
  - Replacement players will be allowed between tournaments to fill roster to original number of players using criteria as set forth in the rule book for player selection.
  - The GCYB Board must approve all replacement players.
- 11:04 An organization with leagues with more than six (6) teams may have two (2) or more all-star teams.

11:06 A league may enter an all-star team in tournament play. 11:07 No player may be selected for more than one (1) GCYB Tournament team.

- 11:08 A player or team cannot participate in two (2) tournaments at the same time. This means Gulf Coast Youth Baseball , Babe Ruth, Pony, Dixie Youth, AABC, etc...
- a) A player must be available to play on each day of the tournament unless approved by the tournament director and may not participate under any circumstance in another organization's tournament (Babe Ruth, Pony, Dixie Youth, AABC, etc.).

11:10 No team may have a bat boy.

11:12 Any league or organization that ends their season play prior to May 15th will not be eligible for tournament play.

11:13 Requirements: Teams participating in a GCYB Tournament:

- a) Proof of Birth
- b) Proof of Insurance
- c) A Medical Release Form
- d) Team Photo: All names written on back of the photo. *Identify each person as they appear on the front from left to right.*
- e) Your Tournament Team Roster (*properly signed*).
- f) Your Tournament Entry Form (*properly signed*).

11:14 Teams who do not field enough players for a tournament game will be ruled as abandoning the tournament and shall no longer be eligible for additional tournaments (i.e., if you drop out of District Tournament play, you will be ineligible for State or World Series play).

- If you drop out of state tournament play, you are not eligible for World Series play. This includes pool play. You must complete every tournament game you enter. *See General Rule 7:14; Refer to General Rule 7:16.*

**11:15 A player may not participate in All Stars if they transfer parks. Players must sit out 1 year. There are no exceptions to this rule.**

11:16 Once a player is named to the tournament team/all-star team he cannot be replaced unless he becomes sick, injured or moves away once a tournament starts.

- A player who simply quits the team cannot be replaced.

- Replacement players will be allowed between tournaments to fill roster to the original number of players using the criteria as set forth in the rules for player selection.
- The five member GCYB tournament committee must approve all replacement players.

**11:17** A team that fails to fulfill its obligation to the tournament (i.e. opening ceremonies, pool play, consolation bracket, etc.) will be forfeited out of the tournament and appearance fee will not be refunded. *See General Rule 11:14; Refer to General Rule 7:16.*

**11:18** Teams who do not field enough players for a tournament game in pool play will be ruled as abandoning the tournament and all their games will be scored 1 to O. *Refer to Common Rule 7:16.*

**11:19** All teams including the host must qualify in pool play to advance to the championship bracket.

**11:20** In any pool play, winner will be determined by:

- Best Record
- Head to Head Competition
- Runs Allowed
- Runs Differential (+/- up to a maximum of 7 runs per game)
- Runs Scored
- Coin Toss

Note; Names on the All Star Tournament must be the same as they are on the proof of birth.

**11:21** In all World Series and tournament play, in order for a game to become a complete game, it must be a full six (6) inning contest or have reached its designated time limit per 19:14 (2) regardless of the delay; and no other tournament game can be started until the completion of the interrupted game.

- All games shall be six (6) innings in duration unless the losing manager wishes to concede without penalty.
- *EXCEPTION: A game will be called when the opposing team has been numerically eliminated.*
- This rule to apply in all local league play and all tournament play.

**11:25** A player must be a member of a GCYB program and participate in half (1/2) of his teams scheduled games to be eligible for the all- star team.

#### 12:00 PLAYER ELIGIBILITY

**12:01** GCYB shall be open to any approved youth whose birthday falls on or before April 30th (July 31st for 18) of the current year.

- a) A player may play up one age group in local or tournament play.
- b) For a player to play up in tournament play he must have played in that particular age group during the regular season.
- c) A player cannot play down in tournament play.
  - *EXAMPLE: An 11 or 12 year old can play with a 13 or 14-year- old team. An eleven (11) year old plays in a twelve (12) year old league, he may not drop down and play as an eleven (11) year old all-star.*
  - *This does not count for mixed leagues of 5 and 6 or 7 and 8 or 9 and 10 or 11 and 12 or 13 and 14 or for 15-16-17-18-19 ages*

**12:02** Only approved youth who are amateurs are eligible for GCYB competition.

**12:03** Amateur is defined here to be in accordance with the rules of the high school athletic association.

- *NOTE: District/Park presidents or managers in doubt of violating the amateur status of a player are cautioned to contact their state high school athletic association to ascertain its ruling or policy, which would affect the athlete.*

#### 13:00 BIRTH CERTIFICATES

**13:01** Dates of birth shall be certified by birth certificate or other legally accepted proof of age to a league official (president) prior to the league's first regularly scheduled game.

A legible copy of a birth record will be accepted, provided it is stamped and notarized as a true copy of same, signed by one or both of the parents of the player.

This requirement will not be necessary if the birth record is a certified copy and was issued by the state, county parish, or United States Government.

A valid driver's license is an acceptable proof of age. **13:02** Players not legally adopted but using a name different from

that which appears on the certificate will be eligible provided that a notarized statement of this fact is made before a probate judge or clerk of court and statement attached to the birth certificate with the signature and seal of the probate

judge or clerk of court.

- 13:03 Managers of teams participating in tournament play must have in their possession at all times proof of date of birth as stated above. These records are to be inspected by a credentials committee appointed by the tournament director prior to the tournament. These records are to be presented at all tournaments.

## 14:00 PLAYER REGISTRATION

- 14:01 All leagues participating in tournament play are required to file a roster of players of each team in each league with the president and GCYB director on or before March 15 for players five (5) through eighteen (18).
- 14:02 The full name of the player, his date of birth, residence by street, road, etc., shall be included in the registration.
- 14:03 Communities, Youth Associations, playgrounds, etc. participating in GCYB must sanction all teams in each age group that they choose to participate in.
- *EXAMPLE: If a community or playground would have enough youths to have five (5) teams of 15- 16 year old players, they must sanction all five (5) teams. Violation of this rule could result in the loss of your membership.*

## 15:00 SELECTION OF PLAYERS

- 15:01 If the organization has multiple leagues (i.e. American, National, Continental, etc.), all managers must draft from the same player pool at the same time and divide into leagues after the selection process.
- 15:02 GCYB reserves the right to continue as a player any youth (1) whose residence changes after becoming a member of a team in a league.
- 15:03 Each league shall determine its own system of selection of players. Refer to General Rule 15:01.
- 15:05 All players ages 18 & under, who change GCYB member organizations if the original organization offers their age group, will be ineligible for tournament play for one (1) year.

## 17:00 TEAM SPONSORS

- 17:01 GCYB teams should be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of the youth. Sponsor name can be placed on uniforms as long as the players' number is not covered).

## 19:00 TOURNAMENTS

- 19:01 In tournament play a pitcher may not pitch more than his maximum number of tournament pitches.
- Once he has, he cannot pitch again until he has had his required rest (*He becomes an illegal pitcher once he has exceeded his maximum number of pitches*).
  - Do not violate any pitching rules.
- 19:02 Tournament protests are covered in Article 7:00 General Rules.
- 19:03 All-star teams may have eighteen (18) players, one (1) manager and three (3) coaches on the team. See rule 11:27 for Coach Pitch League.
- 19:04 All teams participating in tournament play coaches included will be required to wear the GCYB logo attached in a manner not to appear temporary and located in the same place on all jerseys (either shoulder or breast pocket).
- A number must appear on the back of the player's jersey (Coaches numbers are not required).
  - PENALTY: Violators will not be allowed to play.*
- 19:06 Tournament Team Rosters must be filled out by all teams participating in tournament play. This roster will include name, date of birth, age, address of the players and the name of player's team.
- 19:07 Each team must have two (5x7) team photographs with the player's names written across the back left to right as they appear in the photograph. A team photograph and a team roster of a tournament team must be turned in to the GCYB director on the opening day of a tournament. There will be no changes to the roster after the tournament begins. The manager will keep the other photograph.
- 19:08 Teams participating in tournament play must have a proof of birth, as stated under General Rule 13:00 Birth Certificates, in their possession. These records are to be

inspected by a credentials committee. These records are to be presented at all tournaments at the request of the tournament director.

- 19:09 Once a team has been certified as being eligible for tournament play, the team as well as individual players can be questioned and they may be disqualified if in violation of any rule governing GCYB.
- 19:10 Teams may not play more than two (2) games in one (1) day with the approval of the Gulf Coast Youth Baseball Tournament Committee.
- 19:11 It is the duty of the manager to keep a record of eligible players and pitchers.
- 19:12 Beginning with the district tournament, all levels of tournament play must use an approved GCYB baseball.
- 19:13 Pitching rules listed in *General Rules Article 6:00 and 7:00* will apply in tournament play.
- 19:14 Tournaments may be single, double elimination or pool play will be determined by the GCYB tournament committee..

- No tournament games can be scheduled to start after 10:00 pm (*EXCEPTIONS: Ch ampionship games, Finals, etc.*).

- *NOTE: No new inning can be started after time limit has expired.*

Coach Pitch League 1:15 (One Hour and Fifteen minutes).

Minor League 1:30 (One Hour and Thirty Minutes).

Major League 1:45 (One Hour and Forty Five Minutes)

Ages 13 thru 18 2:00 (Two Hours).

- 19:15 All teams participating in tournament play must provide evidence of the following insurance policies:

- 1) Excess Accident Insurance with a medical limit of at least \$50,000. It is not acceptable for each parent to provide individual evidence of health insurance for his or her child.
- 2) General Liability Insurance with an "each occurrence" limit of at least \$1,000,000 combined single limits for "bodily injury" and "property damage". Such policy may not provide "claims made" coverage and may not have an exclusion for lawsuits arising out of injuries to athletic participants.

It is required that the team's General Liability policy be

endorsed to name Gulf Coast Youth Baseball Baseball, as an "Additional Insured".

- 19:18 All teams will draw for position in tournament play. The host team will have the choice of the game time on opening day only.
- Every effort to avoid 1st round play of teams from same league should be made.

For questions or rule clarifications, please contact the GCYB Director.

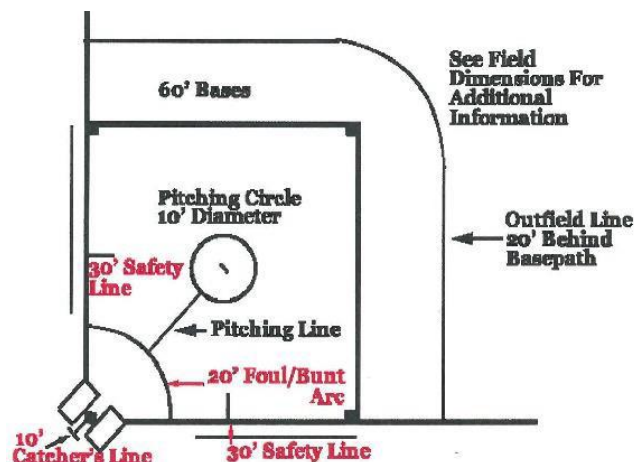
## COACH PITCH LEAGUE 7-8 YEARS OLD

- There is NO Infield Fly, NO Walks, and NO Stealing in Machine Pitch League.

### 1:00 PLAYING FIELD

These rules are mandatory for tournament play only.

- 1:03** First (1st) and third (3rd) baselines shall be sixty (60) feet from the point of home plate.
- 1:04** The distance from the point of home plate to second (2nd) base and from first (1st) base to third (3rd) base shall be (84) feet (10) inches.
- 1:05** The pitching circle will be ten (10) feet in diameter and the center will be forty-six (46) feet from the back of home plate.
- 1:06** There will be a twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate.
- The ball must be on or past this line to be fair; if not, it is a foul ball.
- 1:07** Halfway/safety hash-mark (30) feet will be drawn on first baseline and third baseline in front of home plate.
- Infielders must stay behind this 30' hash mark until ball is hit. *PENALTY: Offensive manager gets choice of result of the play or re-pitch.*
- 1:08** The minimum recommended homerun distance shall be 140 feet. Any new field should have an outfield fence of 200 feet.



### 6:00 PITCHING RULES COACH PITCH

- 6:05** An offensive coach will pitch to his own batters.
- The coach may only coach the batter until he reaches first (1st) base or after he leaves third (3rd) base.
  - The coach will be replaced after one warning of a violation or the remainder of that game. *See General Rule 4:03 or 4:04.*
- 6:06** The pitcher must have 1 foot on or behind the white chalk line.
- 6:07** Any batted ball that hits the pitching coach will be a dead ball and a no pitch.
- If the pitching coach intentionally (*in the umpires' judgment*) allows the ball to hit him, the batter will be out.
  - No runner may advance.
- 6:08** The offensive coach (pitcher) must leave the field and try to pick up the batter's bat.
- The offensive coach (pitcher) that does not get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out.
  - No runners advance.

## 9:00 SPECIAL RULES

9:16 If a batter squares to bunt and then swings, he will be called out. (This rule is in place for the protection of the incoming fielders)

9:17 Bunting is allowed. The ball must pass the 20ft foul arc.

## 20:00 OFFENSE

20:01 After one warning per game per player for slinging his bat, the batter will be out, a dead ball called, and no runners advance.

20:02 In tournament play an offensive batter will receive five (5) pitches before being declared out.

- He will be called out on three (3) swinging strikes.
- If fifth (5th) pitch is fouled, he may continue to bat.
- If the third (3<sup>rd</sup>) or fifth (5th) pitch is fouled and caught it is an out.
- If the fifth (5th) pitch or 3rd strike is a bunted foul the batter is

out. 20:03 Any base runner leaving the base before the ball reaches home plate is out (*umpire's decision*).

- The ball is dead and all other runners return to base occupied prior to pitch.
- The pitch will not count.

20:04 If a runner misses a base; it will be an appeal play to the umpire (*See appeals and protests*).

20:05 It is not an out for ages 5 & 6, if a batter has one foot entirely out of the batter's box when contact with the ball is made. Delay dead ball, defense gets choice of the play or re-bats.

20:06 There will be a maximum of (7) runs per inning, per team

- until the play is over. Runs scored during the completion of the last play will count. Example: Offensive team has scored 6 runs, loads the bases, the batter hits a triple, then all 3 runs count giving the offensive team a total of 9 runs for the inning. *PENALTY: Delay dead ball option to the offense when play is complete.*

20:07 Defense must stop lead runner to stop play. All runners trailing the lead runner may advance at their own peril. A play made against a trailing runner may release the lead runner.

21:08 The defensive catcher must be in a direct line, no more than 10 feet behind home plate, to make a play on a batted ball.

*PENALTY: Offensive team gets a choice of the play or re-bat.*

## MINOR LEAGUE RULES AGES 9-10

### 9:00 SPECIAL RULES

21:02 The infield fly rule will not be in effect.

21:05 Play shall not be stopped by the defensive team heading off or stopping the front-runner.

- Any other runner may continue at his own risk.
- Any play made on a runner other than the front-runner will release the front-runner.
- Other runners may continue.

21:06 In league play if a team has less than eight) players, the manager may decide which position(s) to leave vacant on defense.

- *EXCEPTION: Pitcher and catcher.*

6:17 If a pitcher, after coming in contact with the pitching rubber, with runner(s) on base, feints a throw to home plate, a balk will be called, with no one on base a ball will be called.

- *NOTE: This is the only instance where a balk can be called in minor league division.*

9:17 **Three (3) strikes is an out even if the ball is dropped. (Drop 3<sup>rd</sup>)**

9:17a: A caught foul tip by the catcher with 2 strikes on the batter constitutes the strike.

9:18 Any base runner leaving the base before the ball reaches home plate is out  
(umpire's decision).

- The ball is dead and all other runners return to base occupied prior to pitch.
- The pitch will not count.
- If a runner misses a base it will be an appeal play to the umpire  
(See appeals and protests).

9:19 Once the pitcher has possession of the ball and is in contact with the pitching rubber, any base runner who does not immediately advance to the next base or return to the previously occupied

base is out (umpires decision).

- The ball is dead and no other runners may advance until the next pitched ball has crossed home plate.
- *EXCEPTION: The runner is not out if a play is made on the runner (i.e., making a move toward the runner or faking a throw).*

## MAJOR LEAGUE RULES AGES 11-12

There are no special rules for this division. GCYB Common Rules apply and MLB Rules are incorporated by reference in the event GCYB Common Rules do not cover the scenario/circumstance in question.

## PONY LEAGUE RULES AGES 13-15

### 9:00 SPECIAL RULES

- 5:07 Games shall be seven (7) innings of duration.
- In the case of a tie at the end of seven (7) innings of play the game shall go into extra innings until a winner is established, or the game is called by the umpire.

**Note: 15 year olds are permitted to play on a 14u All Star team.  
There shall be no more than (2) 15 year  
old players per team and they cannot  
pitch.**

## SENIOR LEAGUE RULES AGES 15-16

### 9:00 SPECIAL RULES

- 5:07 Games shall be seven (7) innings of duration.
- In the case of a tie at the end of seven (7) innings of play the game shall go into extra innings until a winner is established, or the game is called by the umpire.