

# G.J.Y.L Major League Regulations

( Revised 04/23/2017 - )

1. The Head Umpire will be in charge of the game, regular season and all playoff games, and shall abide by the rules set forth by *Little League Baseball* and G.J.Y.L amendments as stipulated.
2. All games will consist of six (6) innings and follow a two (2) hour time limit. No inning shall start within ten (10) minutes of the set time limit. Time limit begins with the first pitch thrown.
3. There is no time limit on the last game of the day. The limit on weekend games will be at the discretion of the head umpire. No inning shall start after 9:40 due to the curfew.
4. **Mercy Rule:**
  - a. If a team leads by twelve (12) runs in the bottom of the fourth inning, the game is over.
  - b. If a team leads by ten (10) runs in the bottom of the fifth inning, the game is over.
5. **Team Guidelines/Flex Player:**
  - a. Teams will field nine (9) players.
  - b. A player shall play two (2) defensive innings consisting of six (6) outs and bat one (1) time in a six (6) inning game, unless injured or at the manager's discretion due to disciplinary reasons that violate G.J.Y.L's code of conduct policy. In the event of either, it must be reported to the official scorekeeper, head umpire, and opposing manager prior to the beginning of the game. No starter after having been taken out of a game may re-enter until all team members have met the minimum play requirements. Failure to comply can result in an automatic forfeiture.
  - c. Flex Player: Each team is permitted to use a "flex player" that will be defined as fielding nine (9) defensive players and batting ten (10) players. However, no player can be the starting "flex player" in two (2) consecutive games. Offensive and defensive substitutions can utilize the "flex player" position. When substitutes occur, the teams batting order cannot be altered from the original starting lineup. The substitute must go into that spot in the lineup that he/she is replacing. Rule number five (5) must be complied with in conjunction with the "flex player" rule.
6. **Forfeit Rule:**
  - a. A team can start a game with eight (8) players. Anything less will constitute an automatic forfeit.

- b. No official game will be played if either team has less than eight (8) players.
- c. In the event of a missing player, the Coach may draw the necessary number of players from the Minor League in order to field a team of eight (8) players or nine (9) players.
- d. Players called up from Minor League are considered part of the team for that game and will be placed on the roster as such. Said players cannot be given playing preference over regular rostered players. The number of innings pitched must be abided by and kept track of with both leagues and must not be gone over for said called up player that should play the position of pitcher. Players cannot play in coinciding scheduled games between leagues on the same calendar day.
- e. A fifteen minute grace period will be given to the team who cannot field eight (8) players, allowing them time to wait for the eighth player to show up. The grace period begins at the scheduled game time.
- f. If the eighth player fails to show up, the game will be considered a loss in the standings of the team that cannot field the minimum requirement of eight (8) players.
- g. If two teams that are scheduled to play cannot field eight (8) players per team, then each team will have a forfeit loss placed in the standings.
- h. If a team's roster falls below eight (8) players at any time during a game due to injury or ejection, the game is over and the deficient team will forfeit the game.

**7. Pitching and Base Running Guidelines:**

- a. Any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 

A.R.- The catcher receiving one pitch to a batter in the forth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will
- b. The manager must remove the pitcher when the pitcher reaches his or her limit of 85 pitches. Exceptions: The pitcher may finish the at bat in which the pitch count number has been reached.
- c. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- d. Pitchers must adhere to the following rest requirements:
  - \* If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
  - \* If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
  - \* If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
  - \* If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
  - \* If a player pitches 0-20 pitches in a day, no (0) calendar day of rest is required.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

- e. Managers will be responsible to keep track of the pitch count for each player per game. The home team will be the official scorebook and supersede all other records.
- f. Managers and umpires must sign off on the pitch count sheet at the end of each game. This sheet should be turned into the main concession stand when all required signatures have been obtained.
- g. Once the pitcher is removed from the game, he/she cannot return to that position during the game.
- h. A manager or coach may come out twice in one inning to visit with the pitcher, but the third trip out, the pitcher must be removed.
- i. A manager or coach may come out three (3) times in one game to visit the pitcher, but the fourth time out, the pitcher must be removed.
- j. Pitcher must be removed after three (3) hit batsmen.
- k. The pitcher may wear a batting glove on the non-pitching hand under the pitcher's glove provided the batting glove is not white, gray, or optic yellow.
- l. No pitcher shall wear sweat bands on his/her wrists or arms.
- m. Leading off is not permitted.
- n. **Live play stops only when the umpire calls time out or when time out is assumed. I.e. the umpire turning his back to inspect the ball, dust the plate, etc. If this occurs, the live play ceases and runners return to the last legally occupied base. Upon the umpire's decision to resume live play, he/she must signal "play ball". At that point play resumes. When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other runners.**
- o. When a tag is being attempted on a base runner and the defensive player has control of the ball, the runner must try and avoid contact by going around the defensive player while remaining in the base path. If the runner collides with the defensive player (that has control of the ball) without making such an attempt, they will be ruled out. If the defensive player does not have the ball and a collision occurs, the runner will be awarded the next base due to obstruction.
- p. When a tag is being attempted on a base runner and the play is close, the runner must slide feet first. If a player fails to slide feet first or leaves their feet to avoid contact, he/she may be called out by the umpire. It is the

umpire's discretion to decide what is considered a "close play". All sliding must be feet first unless the player is returning to a bag.

- q. Fake tags are considered as obstruction
- r. Blocking a base, baseline or home plate from a base runner while not in possession of the ball is obstruction.

#### 8. General Rules:

- a. All protests must be filed by the manager with the head umpire immediately after the disagreement over rule interpretation and before any succeeding play begins. **No protest shall be considered on a decision involving an umpire's judgment.** The game will continue, but noted that is being played under protest. All protests must be submitted in writing to the league president within 24 hours. A committee composed of the president, player agent, leagues umpire in chief and one or more other officer or director that is not an umpire or manager shall hear and resolve said protest. If protest is allowed, resume game from the exact point when the infraction occurred.
- b. Umpires must go over any special ground rules prior to the beginning of the game with both managers being in agreement. i.e. mine belting on backstop, holes in fence, etc.
- c. G.J.Y.L is a smoke free facility. This is all inclusive with no exceptions.
- d. The bat must be a baseball bat which meets *Little League* specifications and standards.
- e. A batter is out when a third strike is or is not caught by the catcher.
- f. Casts may not be worn during the game by players and umpires
- g. Catchers must wear a protective cup.
- h. Catchers must wear a catcher's mitt. Regular and first baseman's gloves are not permitted in this position.
- i. A catcher's mask must be worn in the bullpen.
- j. Batting vests will be worn at the discretion of the guardian of each player.
- k. Players may not wear jewelry. This rule applies regardless of the composition of such jewelry.
  
- l. G.J.Y.L requires all adult coaches and umpires to provide a *Criminal Record Check* and *Pennsylvania Child Abuse Clearances* prior to being added to the

Team's roster as "Coach". If the league becomes aware of information by any means whatsoever, that an individual has been convicted or plead guilty of crimes against or involving a minor, it must contact a government agency to confirm the accuracy of the information. Upon confirmation, the league shall not permit the individual to participate in any manner.

- m. A maximum of four (4) adult's age sixteen (16) and older are permitted in each dugout during a game. Any adult person acting as coach must have the proper clearances in order to be in the dugout or on the field.
- n. Non-base coaches *must remain within the confines of the fenced in area* of the dugout.
- o. Any player acting as a base coach must wear a helmet.
- p. Both teams will be responsible for lining the field, putting out the bases, putting away the bases, cleaning up the field, dugout, bleachers, rest rooms and emptying the garbage cans after each game.
- q. Concussions- if a medical professional, Umpire in Chief, player's coach or player's parent has determined a player sustained a possible concussion, the player must be at a minimum, removed from the game and/or practice for the remainder of that day. His or her return to full participation is subject to an evaluation and a written clearance from a physician or other accredited medical provider and written acknowledgement of the parents. If a physician's clearance is unable to be obtained due to the guardian's lack of insurance, a consent form must be signed off on by them prior to the player's return.

#### **9. Rainouts and Darkness:**

- a. Umpires will be in charge of deciding if a game is called due to weather conditions. If an umpire does not call both managers 45 minutes prior to game time, both teams must show up and be ready to play. If a team does not show up, the forfeiture rule is applied and the grace period begins at the games scheduled time.
- b. There will be no forfeit losses if the game is called because of rain.
- c. Calling of games prior to the actual game time should only be done under obvious conditions. Example: it has rained steadily all day or for several days and it is obvious that the sunshine and vigorous work on the field could not make it playable by game time. In the event that the game is **not** called off, a manager must field a team within fifteen (15) minutes of the umpires "play ball" call, or a forfeit loss will be applied to that team's record.
- d. *Official Game*- a game called because of rain or darkness is official if four (4) complete innings have been played. (3 ½ if the home team leads, thereby not needing to bat in the bottom of the fourth inning). Any game ended by rain or darkness before it becomes an official game, but after one (1) or more innings

have been played, will resume exactly where it left off. The scorebook shall be frozen and signed off on by the head umpire. Pitching rules must comply with the date the game is resumed, not the date of the original game. A pitcher in the completion game may resume pitching (if eligible) but may **not** re-enter as a pitcher if they had been replaced in the original game. Batting orders must remain the same as in the original game. Due to absenteeism, minor changes may be made to lineups with the manager's agreement. The head umpire will settle any disputes.

- e. *Unofficial Game*- a game called before one complete inning has been played because of rain is unofficial and must be replayed in its entirety.
- f. *Make-up games*- regular season games cancelled because of weather must be scheduled and made up within two (2) weeks of the originally scheduled game. Once the game is re-scheduled, it may not be changed. Cancelled or delayed playoff games will be played the next day at times agreeable by both managers.

#### **10. Curfew:**

- a. A game called before four (3) complete innings because of the 10:00 p.m. curfew rule shall be resumed at a later date at the exact point that it was stopped ((outs, innings, score, runners, etc.) The scorebook will be frozen and signed off on by the head umpire. Pitching rules must comply with the date the game is resumed, not the date of the original game. A pitcher in the completion game may resume pitching (if eligible) but may **not** re-enter as a pitcher if they had been replaced in the original game. Batting orders must remain the same as in the original game. Due to absenteeism, minor changes may be made to lineups with the manager's agreement. The head umpire will settle any disputes.

#### **11. Code of Conduct:**

- a. G.J.Y.L's code of conduct will be followed and strictly adhered to. All un-sportsman like conduct issues will be handled immediately by umpires and coaching staff.
- b. Profanity is cause for immediate ejection from the game and removal from G.J.Y.L grounds with a one game suspension implemented. This is for players and coaching staff. Should this be a continual problem with a player or coach, further suspension or removal from the league can be considered by the board of directors.
- c. Fighting is cause for immediate ejection from the game and suspension from the league for an undetermined number of games. Matter will be referred to the board of directors.

- d. Intentional throwing of equipment will not be tolerated. First time bench warning, second offense by any team member will result in the batter being called out.
- e. Coaches are responsible for the behavior of their fans. An umpire may issue one warning. The next warning will be cause for removal from G.J.Y.L grounds.
- f. There will be a mandatory 30 minute “cool down” period that parents, coaches and umpires must adhere to following a game should there be a disagreement during the game. After 30 minutes discussion may ensue if still necessary.

## 12. Draft guidelines:

- a. A manager’s child and respective sibling will go with the manager onto his team and count as his first and possibly second round draft picks (depending on how many children are involved). If a parent wants to help coach in our league, he will help coach on whatever team drafts his child. Siblings will automatically be placed together onto the same team and count as that team’s first or possible first and second required draft picks depending on how many siblings are being added.
- b. The exception to rule 12 a. would be when an **expansion team** is added into the league. When that happens, the manager and assistant coach of this new team will have their children automatically placed on their team and **not** count towards their draft picks. The expansion team will be entitled to the first pick of the first round of the draft followed by the other remaining teams that will pick according to the final standings of the prior season. The expansion team will then be permitted to draft or “catch up” with as many age appropriate draft selections as needed at the beginning of the second round. Once the new team has equivalent numbers as the other teams in the league, normal draft procedures may begin.
- c. Regular season final standings will determine the drafting order of teams in G.J.Y.L. The exception to this rule will be with the addition of an expansion team being added into the league. In that case, the expansion team rule will supersede this rule.
- d. If a player moving up from tee ball is one of four (4) top players in the draft, they would be a number one (1) draft choice. Players rated numbers five (5) through nine (9) will be second round draft selections. All others automatically drafted will be third round draft selections.
- e. The number one (1) and number two (2) draft selections will be equivalent to the number of prospective teams that year.
- f. There will be a controlled number of players per age group allowed on each team. This will be determined by the player agent before the draft. This will allow each team to have so many 7’s, 8’s, 9’s, etc. This will be determined by

the returning players to each team and the number of each age group to enter the draft.

- g. Should G.J.Y.L need to eliminate a team prior to the beginning of a new season, all remaining players on said team will be re-entered into that seasons draft selections. The team with the fewest returning players will be eliminated. Should there be two (2) teams with the same number of players, it will be decided by which team had the most losses in the prior year's regular season.