

Article IX, Section 5. Divisions

A player's age on December 31 in the just completed season is the player's age for the upcoming season:

- A. 4-6 and Under Division, T-Ball
- B. 7 and Under Division, Coach Pitch
- C. 8 and Under Division, Modified Kid Pitch
- D. 9 and Under Division, 9 year olds
- E. 10 and Under Division, 10 year olds
- F. 11 and Under Division, 11 year olds
- G. 12 and Under Division, 12 year olds
- H. 14 and Under, Intermediate Division, 13 & 14 year old
- I. 16 and Under, Intermediate Division, 15 & 16 year old
- J. 19 and Under, Senior Division, 17, 18 & 19 year old

Section 6. Rules – The current edition of USSSA Rules shall apply except as noted in **exceptions** for each age group.

- A. Refer to the GSLJC "Mini Midget Rules" rule book for **MINI -- T-BALL and COACH PITCH DIVISIONS**.
- B. The following exceptions apply to the **MODIFIED KID PITCH (8U) DIVISION**
 - 1. Bases shall be 50 feet apart.
 - 2. Pitching shall be 30 feet.
 - 3. A time limit of one hour and 15 minutes shall apply.
 - 4. Five innings constitute a game except in case of unfavorable field conditions when three innings constitute a game.
 - 5. Third called or missed strike is out.
 - 6. The infield fly rule shall not apply.
 - 7. There shall be no base stealing.
 - 8. **Pitching exception:**
 - a) **NO WALKS SHALL BE ALLOWED**
 - b) When a batter reaches a 4-ball count, the offensive coach will step into the pitching circle and pitch to his batter (who will retain her count) a **MAXIMUM** of 2 pitches (exception allows additional pitches if the batter hits foul balls). When a batter hits a ball into fair territory, the batter is allowed first base only and base runners will advance only one base. If the batter fails to hit the ball into fair territory from coach/ pitcher pitches, the batter is out and retired.
 - c) A coach, or someone designated, shall pitch underhand to his or her own players.
 - d) If the coach/pitcher is struck with a hit ball, the ball is dead. All runners on base return to their bases. Replay the pitch.
 - e) If, in the judgment of the umpire, the coach/pitcher intentionally interferes with a batted or thrown ball, ball, the batter shall be called out and runners returned to their original bases.
 - f) The pitcher (youth player) must play even with or behind the coach/pitcher who will not interfere with defensive play. The pitcher (youth player) must have both feet within the pitching circle until the ball is hit.
 - g) Quick pitches shall not be allowed. The coach/pitcher shall signify beginning of play by raising the ball with an out- stretched arm before each pitch. If, in the judgment of the umpire, a quick pitch is made, a "dead ball" shall be called immediately and play restarted.
 - h) If the coach/pitcher hits the batter with a pitched ball, it will be counted as one of the pitches. If the player/pitcher hits a batter, the batter is awarded 1st base.
 - i) Coach-pitchers may communicate with their batters without leaving the pitching circle, however, should keep it at a minimum to avoid delay of the game.
 - 9. A base runner is allowed to lead off after the pitcher releases the ball. The catcher can throw to the base and attempt to get the runner out after the pitch. If the catcher throws the ball to the base occupied by the runner, the runner may advance from first to second base as long as a runner was not on second prior to the pitch being released; or from second to third base as long as a runner is not on third prior to the pitch being released. The runner is only allowed to advance one base on the play. No runner may advance to home.
 - 10. 10th Batter rule: In each team's at bat, if three outs have not occurred before the 10th batter comes to the plate, the 10th batter rule will be used. When the 10th batter comes to the plate, both teams will be notified. If the 10th batter hits the ball into fair territory, the runners may advance until play ends or there is a third out. The play ends when the ball is controlled by a defensive player inside the 8-foot pitching circle.
 - 11. **Run Rule:** If a team is ahead by 15 runs or more at the end of 2 complete innings, 12 runs or more at the end of 3 complete innings, or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.

- C. The following exceptions apply to the **9U DIVISION**
1. Bases shall be 50 feet apart.
 2. Pitching shall be 30 feet.
 3. A time limit of one hour and 15 minutes shall apply.
 4. Five innings constitute a game except in case of unfavorable field conditions when three innings constitute a game.
 5. Third called or missed strike is out.
 6. The infield fly rule shall not apply.
 7. There shall be no base stealing.
 8. A base runner is allowed to lead off after the pitcher releases the ball. The catcher can throw to the base and attempt to get the runner out after the pitch. If the catcher throws the ball to the base occupied by the runner, the runner may advance from first to second base as long as a runner was not on second prior to the pitch being released; or from second to third base as long as a runner is not on third prior to the pitch being released. The runner is only allowed to advance one base on the play. No runner may advance to home.
 9. 10th Batter rule: In each team's at bat, if three outs have not occurred before the 10th batter comes to the plate, the 10th batter rule will be used. When the 10th batter comes to the plate, both teams will be notified. If the 10th batter hits the ball into fair territory, the runners may advance until play ends or there is a third out. The play ends when the ball is controlled by a defensive player inside the 8-foot pitching circle.
 10. **Run Rule:** If a team is ahead by 15 runs or more at the end of 2 complete innings, 12 runs or more at the end of 3 complete innings, or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.
- D. The following exceptions apply to the **10U DIVISION (Does the 7-run rule apply in 10U?)**
1. Bases shall be 50 feet apart.
 2. Pitching shall be 35 feet.
 3. A time limit of one hour and 15 minutes shall apply.
 4. Five innings constitute a game except in case of unfavorable field conditions when three innings constitute a game.
 5. Third called or missed strike is out.
 6. The infield fly rule shall not apply.
 7. Base stealing shall be limited to one base (even on an overthrow) and no stealing of home.
 8. A base runner is allowed to lead off after the pitcher releases the ball. The catcher can throw to the base and attempt to get the runner out after the pitch. If the catcher throws the ball to the base occupied by the runner, the runner may advance from first to second base as long as a runner was not on second prior to the pitch being released; or from second to third base as long as a runner is not on third prior to the pitch being released. The runner is only allowed to advance one base on the play. No runner may advance to home.
 9. 10th Batter rule: In each team's at bat, if three outs have not occurred before the 10th batter comes to the plate, the 10th batter rule will be used. When the 10th batter comes to the plate, both teams will be notified. If the 10th batter hits the ball into fair territory, the runners may advance until play ends or there is a third out. The play ends when the ball is controlled by a defensive player inside the 8-foot pitching circle. If the batter walks, a run is scored only if the bases were loaded.
 10. **Run Rule:** If a team is ahead by 15 runs or more at the end of 2 complete innings, 12 runs or more at the end of 3 complete innings, or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.
- E. The following exceptions apply to **11U DIVISION and 12U DIVISION**
1. Bases shall be 60 feet apart.
 2. Pitching shall be 40 feet.
 3. A time limit of one hour and 15 minutes shall apply.
 4. Five innings constitute a game except in case of unfavorable field conditions when three innings constitute a game.
 5. Drop third strike rulings shall apply.
 6. Infield fly rule: **11U:** infield fly rule shall not apply. **12U:** infield fly rule shall apply.
 7. Base stealing is allowed with no limitations.
 8. For each half inning, the team at bat may only score a maximum of seven (7) runs. Once the maximum number of runs is reached, the half inning shall be considered complete and teams shall switch sides. If the team at bat has more than seven (7) runs cross the plate in the last as bat, only seven (7) runs shall be counted for that half inning.
 9. **Run Rule:** If a team is ahead by 12 runs or more at the end of 3 complete Innings or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.
- F. The following exceptions apply to the **14U DIVISION and 16U DIVISION -- INTERMEDIATE**
1. Bases shall be 60 feet apart.
 2. Pitching distance shall be 40 feet.
 3. A time limit of one hour and 15 minutes shall apply.
 4. Six innings constitute a game except in case of unfavorable field conditions when four innings constitute a game.
 5. Dropped third strike and infield file rulings apply in INTERMEDIATE DIVISION/S.
 6. For each half inning, the team at bat may only score a maximum of seven (7) runs. Once the maximum number of runs is reached, the half inning shall be considered complete and teams shall switch sides. If the team at bat has more than seven (7) runs cross the plate in the last as bat, only seven (7) runs shall be counted for that half inning.
 7. **Run Rule:** If a team is ahead by 12 runs or more at the end of 3 complete innings or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.

G. The following exceptions apply to the **19U DIVISION -- SENIOR**

1. Bases shall be 60 feet apart.
2. Pitching distance shall be 43 feet.
3. A time limit of one hour and 15 minutes shall apply.
4. Seven innings constitute a game except in case of unfavorable field conditions when four innings constitute a game.
5. Dropped third strike and infield fly rulings apply.
6. **Run Rule:** If a team is ahead by 12 runs or more at the end of 3 complete innings or 10 runs or more at the end of 4 complete innings, the game shall be terminated and shall constitute a legal game whether or not the time limit has expired.

Article IX, Section 12. Bats & Softballs: The GSLJC shall follow the guidelines outlined by the USSSA and ASA which state all bats must have an approved USSSA or ASA stamp on them and be softball fast pitch bats. 11" **softballs** shall be used for Modified Kid Pitch, 9U and 10U Divisions; 12" **softballs** shall be used for all other age groups. Refer to GSLJC Rulings book for Mini-Midget Division bats & softballs guidelines.

Article IX, Section 17. In Modified Kid Pitch (8U) through 19U (Senior), the defense will consist of 10 players. These 10 defensive players in the infield will be limited to the standard configuration of the pitcher, catcher, first baseman, second baseman, shortstop, and third baseman. The short fielder and outfielders must be a minimum of 10 feet behind the imaginary line connecting the bases until the ball is hit.

Article IX, Section 18. Bunting is allowed in all divisions starting with Modified Kid Pitch.

Article IX, Section 10. Players in all age groups may wear any type of footwear. If cleats are worn, they shall be rubber molded for ages Minis through 12U Division. 14U and 16U (Intermediates) and 19U (Senior) may wear rubber molded or metal cleats.

2017 GSLJC PITCHING AND BASE DISTANCES

<u>DIVISION</u>	<u>PITCHING</u>	<u>BASES</u>
Mini-Midget TB & CP	27 ft.	50 ft.
Modified Kid Pitch (8U)	30 ft.	50 ft.
1st Year Midget now 9U	30 ft.	50 ft.
2 nd Year Midget now 10U	35 ft.	50 ft.
1 st Year Junior now 11U	40 ft.	60 ft.
2 nd Year Junior now 12U	40 ft.	60 ft.
14U & 16U Intermediate	40 ft.	60 ft.
Senior 19U	43 ft.	60 ft.

Competitive Tournament League

<u>DIVISION</u>	<u>PITCHING</u>	<u>BASES</u>
10U Competitive	35 ft.	60 ft.
12U Competitive	40 ft.	60 ft.
14U Competitive	43 ft.	60 ft.
16U/18U Competitive	43 ft.	60 ft.

BALL SIZES

T-Ball & Coach Pitch	11 inch Flexi
Modified Kid Pitch (8U)	11 inch
9U and 10U	11 inch
11U & 12U	12 inch
14U & 16U Intermediate	12 inch
19U Senior	12 inch
10U competitive	11 inch
12U, 14U, 16/18U competitive	12 inch