

## **Gatchells Park League Rules**

### **June 13, 2017**

#### **ATTENDANCE POLICY; GAMES AND PRACTICES.**

The league recognizes that players may have summer conflicts. . . . What we do ask for and expect is timely communication related to attendance. In order for our league to run smoothly we ask that each player communicate absences to their coach with as much forewarning as possible.

#### **BENCH/SAFETY**

1. The manager or coach shall determine who may sit on the bench during a game with a maximum of 4 coaches. No other persons shall be allowed within the fences under any capacity other than coach. . . . meaning, no statisticians, scorekeepers, batboys or trainers. No exceptions.
2. Coaches must have completed a current season CORI through MYB in order to be on the bench or field. Absolutely no exceptions. If a coach is found on the bench without completing a CORI, that individual will be asked to leave immediately.

#### **INTERACTION WITH UMPIRES**

1. There is to be no confrontational arguing on the field during the game. Any discussions require calling a time out with the umpire and maintaining a conversational tone with the umpire and coaching staffs. Escalation of arguments will not be tolerated.

#### **CALL UPS**

1. If a team cannot field a minimum of 9 players for a game, the manager will call a player up from another team in the Gatchells Park League to reach 9 players.
2. Call-Ups may not pitch and must hit last, unless both managers agree it is okay.
3. All call ups must be officially registered on a GPL team.
4. Regular season standings have no impact on the playoffs. The goal is to play a baseball game. Even if one team has to give an outfielder to the other team, be creative and play a baseball game.

#### **GAME TIME AND MERCY RULE**

1. No new inning may be started after 1:45 hours of play if there is another game scheduled to start at completion of current game. Teams must complete the inning and end game. There is no time limit if there is not another game scheduled after the current game. There is no time limit for post-season games, even if another game is scheduled to follow the current game.
2. If team is ahead by 12 or more runs after losing team bats in 4<sup>th</sup> inning, game is over. Losing team always gets same number of "at bats" as winning team. For example, visitors go ahead by 12 in top of 5<sup>th</sup> - home team gets at bat in bottom of 5<sup>th</sup>. If still losing by 12 after 5, game is over. If coaches and players from both team want to continue playing or mix the teams and play for the allotted two hours that is fine.

3. No stealing or advancing runners if ahead by 8 or more runs. Stealing and advancing may begin once lead is down to 6 runs.

### **UNIFORMS/EQUIPMENT**

1. A player warming up a pitcher on the playing field must wear a helmet/mask. A manager or coach may warm up a pitcher and does not need a helmet/mask. All players must be in full team uniforms according to major league rules in order to play. All shirts will be tucked in and hats worn correctly.
2. Players who serve as base coaches must wear batting helmets.
3. Players must wear league supplied uniforms (Hats / Shirts / Pants)

### **MINIMUM PLAYING TIME**

1. The GPL has a consecutive batting order. Every player in attendance at each game is included in the overall batting order. If all 13 or 14 players are in attendance, the order goes 1 – 13 or 14. Players bat, even if not playing in the field.
2. Every player will play a minimum of 4 innings in the field during each 6-inning game. Pitching and catching counts as an infield innings.
3. Every player shall play a minimum of 2 inning in the infield during a 6-inning game
4. We would also like to see all players play at least 1 inning in the outfield
5. Everyone playing in the GPL should have nearly equal playing time and have an opportunity to at least try their position of choice.

### **BASE STEALING**

1. Once the baseball reaches the plate, a runner may leave the base for the purpose of stealing. The runner cannot steal a base on the catcher's throw back to the pitcher. No "delayed steal".
2. There is no stealing of home. A base runner may only advance to home on a pass ball/wild pitch or an errant throw from the catcher to the pitcher
3. No stealing or advancing runners if ahead by 8 or more runs. Stealing and advancing may begin once lead is down to 6 runs.

### **BASE RUNNING**

1. A play shall be considered over if the pitcher has the ball and is anywhere on the mound. Runners cannot advance once the play is dead. If the runner is already started advancing towards the next base, he may continue to attempt to advance to the base. Otherwise, the runners must return to the base currently occupied. Similar to base stealing, if the runner has stopped forward progress towards the next base, then he must return to the current base.
2. There will be no taunting on the base paths... meaning base runners are not allowed to purposely try to get the catcher or pitcher to throw the ball to the base covering player.

### **SLASH BUNTING**

1. Any player who executes a slash bunt (square to bunt, pull bat back, then swing away in attempting to put the ball in play) shall be ruled out, ball is dead, and all base runners return to the last safely occupied base at the time of the pitch.

### **NO DROPPED THIRD STRIKE RULE**

1. If a batter strikes out and the catcher does not catch the third strike, the batter is out and may not advance to first base on the past ball.
2. The runners on base may advance as they do on any passed ball.

### **GPL LEAGUE PITCHING RULES**

1. The pitching week runs from Monday through Sunday.
2. One pitch constitutes an inning pitched for purposes of pitching rules set forth below.
3. A player may not pitch more than 6 innings per week.
4. Any pitcher pitching 4 or more innings (3 innings and 1 pitch = 4 innings) in a game must have 3 full calendar days rest before pitching again, regardless of when during the pitching week he pitches. Any pitcher pitching fewer than 4 innings in a game must have 1 full calendar day of rest before pitching again.
5. In addition to innings limits, a pitcher may not exceed 85 pitches, and may not begin an inning with more than 75 pitches thrown. Once pitcher reaches 85 pitches, the pitcher may finish the current batter, and then must be relieved.
6. Playoffs are in no way an exception to the pitching rules.
7. If a player is removed from pitching at any time during the game, he may NOT return as a pitcher in the same game.
8. Warm up pitches between innings is limited to 8; warm up pitches for a new pitcher is at the discretion of the umpire.
9. A manager or coach may visit a pitcher on the mound once each inning. A second visit in the same inning results in removal of that player as the pitcher.
10. If a pitcher throws one warmup pitch he must throw at least one pitch to the first batter in that inning. (In the case of an injury the pitcher will not be required to pitch to that batter; however, he will be charged with pitching one inning.)