



# 2016 - GTAAA Playing Rules

## Mustang Division

### General

- Teams will be limited to 5 runs in an inning. In the 6<sup>th</sup> inning, the limit is raised to 10 run with the following exception: If, at the start of the 6<sup>th</sup> inning, the visiting team is leading by 6 or more runs, the visiting team will be limited to 5 runs. (5 runs would make the lead 11 ensuring the visiting team the victory).
- Bat barrel size can be up to 2¼". No drop limit.
- Bats must have the new permanent USSSA mark on its taper OR be a wood bat .
- A full game is 6 innings in length. Four innings for a complete game (4 ½ if home team is winning).
- No new inning can start after 1 hour and 45 minutes. New inning begins after 3<sup>rd</sup> out from previous inning. If conditions allow (light, field time, etc.) additional innings may be played to make it a complete game or to play one extra inning to break a tie.
- 12 run rule after four innings. 3 ½ innings if home team is winning.

### Baserunning

- Infield fly rule is not in effect.
- Base stealing is allowed. Base runners are allowed to take the next base once the ball has crossed the plate until the time the play is dead. This means stealing is allowed on an overthrow back to the pitcher, a pickoff attempt, etc.
- On a steal attempt (any attempt to advance to the next base without the ball being put in play), a runner can only advance to the next base, regardless of what happens during that attempt. Example: A runner on first steals 2<sup>nd</sup> base and the catcher throws it over the outfield fence. The runner cannot advance to 3<sup>rd</sup>.
- With a runner on 3<sup>rd</sup>, once the catcher has possession of the ball and the runner has stopped actively advancing to home, the runner on 3<sup>rd</sup> cannot advance after the ball is thrown back to the pitcher in the vicinity of the mound. This means the runner cannot score on an overthrow to the pitcher or a throw back to the pitcher. If the defense makes a play on the runner, the runner may advance. This rule only applies to runners on 3<sup>rd</sup>.

### Pitching Rules

- Pitchers are allowed 8 warmup pitches upon entering the game. Returning pitchers are allowed 5 warmup pitches between innings.
- For pitching requirements, a pitching week is defined as starting on Sunday and completing on Saturday.
- For innings pitched rules and rest requirements, innings are based on the number of innings in which a pitcher pitches, not the number of outs recorded. So a pitcher who comes in and throws 1 pitch, it constitutes an inning.
- 9 year old pitching requirements (regular season)
  - 9 year olds must pitch at least 3 innings a week for a team if a team has more than 1 game.
  - First game of the week: 9 year olds must pitch at least 1 inning in the first 4 innings of the game (in case game is shortened by rain, etc.)
  - Second game of the week, 9 year olds must complete the 3 inning requirement in the first 4 innings of the game
  - Subsequent games during the week – no 9 year old requirement
- For 9 year old pitching requirements, innings refer to a complete inning (see next rule for an additional definition of an inning for pitching purposes). For instance, if a 9 year old comes in and pitches to one batter and is replaced by a 10 year old, that does not count toward the team requirement for 9 year old pitchers.



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- For the purpose of the 9 year old pitching requirement, a complete inning is defined as recording 3 outs or facing 9 batters. Example: A 9 year old starts an inning and walks the first 5 batters he faced. He is replaced by another 9 year old who strikes out the first batter he faces and gives up 3 hits. 9 year olds have faced 9 batters-- thus the 9 year old pitching requirement has been met.
- For pitching rules, a '9 year old' is defined as any player who is playing in the league who is not a 10 year old.
- A pitcher can pitch a maximum number of 6 innings per week. Pitchers can pitch a maximum of 3 innings in a day.
- Pitchers throwing more than 2 innings in a day require 1 complete day of rest before pitching again.

### **Rules clarifications/interpretations**

- Once the ball is in possession of the pitcher in the vicinity of the pitching mound and the play has stopped, it is a dead ball. Umpires' discretion.
- In a case where a runner attempts to advance to a base when he is not allowed to, he is in play until he safely returns to the base he came from or safely reaches the next base. Once the play is over, the umpire can send the runner back without penalty. Any other affected runners may also be returned to their previous base. Example: A runner steals 2<sup>nd</sup> base and there's an overthrow and heads to 3<sup>rd</sup>. That runner is in play and can be tagged out. Once the runner makes it to 3<sup>rd</sup> safely, the runner should be sent back to 2<sup>nd</sup> base by the umpire without penalty.

### **Borrowed Players**

- If a team finds itself with 9 or fewer players available for a game, the team may borrow players to get up to 10 players. The borrowed player(s) shall come be a registered GTAAA player in the Farm division. The player should be a 2<sup>nd</sup> year Farm player or a 2nd grader. Borrowed players must bat in the last available positions in the batting order. No regular member of the team shall sit out more innings than any borrowed players in a game. A borrowed player may play the infield only after all other players have played in the infield and shall not play more innings in the infield than any other regular player. Under no circumstances may the borrowed players used as pitcher or catcher.

### **Playing time**

- All teams use roster batting so "sitting out" in this document refers to time sitting out defensively.
- No player on the team may sit out a 3<sup>rd</sup> inning before without having everyone on the team already have sitting out at least two. Exceptions to this rule would include innings missed for disciplinary reasons or late arrival/early departure.
- Each player is required to play at least one inning in the infield. If a game is shortened due to rain, darkness, etc, any player who did not play in the infield must start the next game in the infield and play the first 2 innings there. If there is a player who should not play infield for safety or other reasons, it should be brought to the attending of the League Director who will take it to the Board for approval. The one inning rule is the minimum requirement and the expectation would be that all players would receive more than that. If, in the determination of the baseball committee or the board, this expectation is not being met in a fair manner, a playing time rule may be implemented on a case-by-case basis.



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### Playoff Rule differences:

- Time limit will be 2 hours (rather than 1:45) for all games. Any game that could decide the championship will be played without a time limit.
- The higher (better) seeded team is the home team in all games. This holds regardless of where in the bracket the game is played (winners/losers/championship).
- 9 year olds must pitch 1 inning in the first 4 innings of a game. There is no additional 9 year old pitching requirement (number of innings per week).