

NORTHEAST GEORGIA BASEBALL/SOFTBALL LEAGUE
(Includes Jackson, Jefferson, Commerce, Banks, Barrow, Habersham, and Madison)
Youth Baseball and Softball
Rules & Regulations

I. Governing Authority

Final authority on all actions and appeals lies with the staff of the Recreation Departments.

II. General Information

A. Age control date for baseball/softball is September 1 of current year.

Divisions:	6U Baseball	ages 5 - 6
	8U Baseball	ages 7 - 8
	10U Baseball	ages 9 - 10
	12U Baseball	ages 11 - 12
	14U Baseball	ages 13 - 14
	6U Softball	ages 5 - 6
	8U Softball	ages 7 - 8
	10U Softball	ages 9 - 10
	12U Softball	ages 11 - 12

Participants may compete in one age division only. Participants may move to an older age division upon request from a parent and approved by the recreation department prior to team selections. They must remain in that league the entire season. Team selections are final, no changes will be permitted.

III. League Rules

NGBSL follows the rules and regulations of GRPA for baseball and softball, with the exception of the changes found listed below.

- 1) Players must wear approved team uniforms, and soft-soled shoes or molded cleats.
NO METAL CLEATS
- 2) Umpires will govern all play and any outside interference that may disrupt a game. They will be instructed to warn, and if necessary remove, anyone from the complex if they offer excessive abuse.
- 3) If any coach or player is ejected from a game for unsportsmanlike conduct, he or she will be suspended for the next two games. If a coach or player is ejected from a game for unsportsmanlike conduct, they will be subject to suspension from the league and may not be eligible for all-star games (based on Recreation Department judgment). ** No All-Stars in fall leagues. Any malicious play (lowering shoulder, raising forearm, etc.) will be considered unsportsmanlike conduct.
- 4) Only three approved coaches in a team jersey are allowed in the dugouts. All other persons must be located in the spectator sections. 6/8u exception, 1 extra coach.
- 5) Players are limited to two events per week (game and/or practice) preceding school days. Practices must not exceed two hours.
- 6) Any coach pulling his or her team from the field will be subject to automatic Suspension. Upon review by the protest committee.

IV. General Playing Rules

- 1) There will be a continual batting order in all leagues.
- 2) Each player may not sit out more than one consecutive inning defensively. Injury or disciplinary are the only reasons for a player not to play half of Every game.
- 3) No headfirst slides if wearing a helmet with a face guard. Runners will be Called out. Runners can dive back onto a base.
- 4) Helmets may not be intentionally thrown off while running.
- 5) In the event of weather or other conditions which require the game to be stopped, the following rule will be followed:
 - a) All games will be considered final if 3 1/2 innings have been completed and the home team is winning, or if 4 innings have been completed and the visitors are winning. Games not final based on the above rule, will be continued at the point it was interrupted.
- 6) A new inning will be considered to have started after the third out of the home team has been made.
- 7) Ties will remain ties. There will be **NO** extra innings.
- 8) The last inning will be determined by number of innings played in each age division. The time limit on starting a new inning shall be as follows:

Baseball	Time	Softball	Time
6U	1 hour	6U	1 hour
8U	1 hour	8U	1 hour
10U	1:15	10U	1:15
12U	1:15	12U	1:15
14U	1:30		

- 9) Run rules apply for all leagues, and are listed in age group rules
- 10) Speed-up rules are mandatory with 2 outs for the catcher. A catcher may have a courtesy runner with less than 2 outs. The player that made the last out must act as the courtesy runner for the catcher.
- 11) T-Ball and baseball players must wear a helmet. Face guards are optional. All softball players must wear helmets with face guards.
- 12) Sick/Injured Rule: If a player gets hurt or sick during play and is unable to continue playing, the opposing coach may pick any player from the line-up to hit in that spot. If another player bats for the sick/injured player, then the injured player may not return. The coach of the injured player has an option of taking an out in that spot if he/she feels the injured player may return.
- 13) Bat Rules:

Baseball – No softball bats allowed. All bats must be stamped USA Bat only. No USSSA bats are allowed. Refer to USABat.com. 14uBB refer to league rules on official bat requirements.

Softball – Refer to USABat.com for allowed Softball bats.

FIELD REQUIREMENTS

BASEBALL	BASES	PIT. MOUND	SOFTBALL	BASES	PIT MOUND
6U	60 ft.	46 ft.	6U	60 ft.	35 ft.
8U	60 ft.	46 ft.	8U	60 ft.	40 ft.
10U	60 ft.	46 ft.	10U	60 ft.	35 ft.
12U	65 ft.	50 ft.	12U	60 ft.	40 ft.
14U	80 ft.	54 ft.			

6U Softball / 6U Baseball League Rules

SPECIAL PROVISIONS

- 1) Games shall be complete after five (5) innings or the one-hour time limit.
- 2) Ten players may play defense (4 outfielders). Teams must have a minimum of 8 players to start or continue a game. The 9th batter only will be counted as an out if you have only 8 players. A team may start and finish with 9 players with no penalty. The 10th batter will not be an out.
- 3) Offensive coach will pitch. He/she may pitch overhand or underhand from the designated area. The offensive coach pitching must remain silent during play. The other offensive coaches must stand in the coaches' box.
- 4) There will be two defensive coach allowed on the field, the coach may not touch the ball or players while the ball is in play.
- 5) Defensive Positioning: A maximum of 6 players are allowed inside the baselines -including the pitcher and catcher. May play 5 outfielders, subbing the remainder players in and out. All outfielders must start at least 15' (5 yards) behind the base path until the ball is hit.
- 6) Players will get 5 pitches or 3 swinging strikes. A foul ball that is bunted on the 3rd strike is an out. After a player has had 5 pitches or 3 swinging strikes, they will get 2 swings to hit off a tee. If the batter fails to hit a fair ball with their 2 tee swings, they are out.
- 7) There will be a 4-run limit per inning.
- 8) Time will be awarded once the ball is controlled in the infield and the lead runner has stopped and/or controlled from advancing.
- 9) No Stealing
- 10) T-Ball bats are allowed to be used for this age group.
- 11) Bunting is allowed. The ball must be on or past the bunt arc to be a fair ball.
- 12) Each team shall have one defensive time-out per inning.
- 13) Each team shall have one offensive time-out per inning.
- 14) No infield fly rule will be called.
- 15) 6U Softball will be an 11" ball and 6U Baseball will be a regulation baseball
- 16) Run Rule: 5 runs after 4 innings OR 11 runs after 3 innings
- 17) Any player playing in the pitcher's position must wear a face mask.
- 18) Player playing the catcher's position must wear helmet and face mask.

Note: Home team must bat 3 times. All players must bat at least once before game is called no matter the run differential.

8U Softball Rules

SPECIAL PROVISIONS

- 1) Games will be complete after 6 innings or one-hour time limit.
- 2) Ten players may play defense (4 outfielders). Teams may have a minimum of eight players to start a game. **The 9th batter only will be counted as an out if you have only eight players.** Play 9 players with no penalty.
- 3) Offensive coach will pitch from the designated area. The coach pitching must remain silent while the ball is in play. The other offensive coaches must stay in the coaches' boxes.
- 4) One defensive coach will be allowed on the field during play. He may coach on the field but he cannot help field or touch any of the players. The coach cannot obstruct play.
- 5) Defensive Positioning: A maximum of 6 players are allowed inside the baselines (including the pitcher and catcher). All outfielders must start at least 15 feet (5 yards) behind the base path until the ball is hit.
- 6) Five (5) pitches or three (3) swinging strikes. Fowl on last strike does not count.
- 7) There will be a 5 run limit per inning.
- 8) Time will be given to a defensive team once the ball is controlled inside the base lines and the lead runner has stopped and/or controlled from advancing.
- 9) No infield fly will be called.
- 10) 11" core, 47 softball shall be used.
- 11) All batters must wear a helmet with a face mask. Runners shall be called out for removing their helmet intentionally while running the bases.
- 12) Catchers must wear full gear with option of throat protector.
- 13) Missed bases, leaving too early on tag ups, etc. are appeal plays, and must be appealed according.
- 14) Coaches must ensure that players wear their helmets.
- 15) NO STEALING
- 16) Run Rule: 6 after 4 innings 11 after 3 innings.

Pitching Rules

- 1) An offensive coach will pitch to his/her own team.
- 2) The coach may only coach the batter until she reaches (1st) first base or after she leaves (3rd) base. (Penalty: The coach will be replaced after the second occurrence for the remainder of the game.)
- 3) The pitcher may pitch anywhere from outside of the (20) foot foul arc and the pitching circle.
- 4) Pitcher may not cross the foul arc or enter the pitching circle (while pitching).
- 5) Pitcher must keep one foot on or straddle the pitching line.
- 6) Pitcher must pitch under-handed and may be without arch, but with moderate speed. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch). GRPA Athletic Manual pg. 137
- 7) If the pitching coach intentionally allows the ball to hit him/her. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
- 8) The offensive coach (pitcher) must attempt to avoid interference and try to pick-up the batter's bat provided he/she does not interfere with the play.
- 9) If the offensive coach (pitcher) does not attempt to get off the field and/or interferes with the defensive player to keep him/her from making a play will result in the batter being called out. No runner will advance.
- 10) It is mandatory that the pitcher wear a face mask and all batters wear a face mask.

10U Softball Rules

I. SPECIAL PROVISIONS

- 1) Games shall be complete after six innings or the last inning in accordance with the time rule.
1hr 15min
- 2) There will be a 5 run limit per inning.
- 3) 9 players may play defense. Teams must have a minimum of 8 players to start or continue a game. The 9th batter will be counted as an out if you have only 8 players.
- 4) Third strike foul **is not** an out, except on a bunt.
- 5) 11" core .47 softball will be used.
- 6) All batters must wear a helmet. Batting Facemask are REQUIRED.
- 7) Catchers must wear full gear with optional throat protector.
- 8) Coaches must ensure that players wear their helmets.
- 9) Players may steal when the ball is released.
- 10) Batter **cannot advance** on a dropped third strike.
- 11) Run Rule: 6 after 5 innings 11 after 4 innings

12U Softball Rules

II. SPECIAL PROVISIONS

- 1) Games shall be complete after six innings or the last inning in accordance with the time limit rule. 1 hour, 15 minutes
- 2) There will be a 5 run limit per inning.
- 3) 9 players may play defense. Teams must have a minimum of 8 players to start or continue a game. The 9th batter will be counted as an out if you have only 8 players.
- 4) Third strike foul **is not** an out, except as a bunt.
- 5) 12" core .47 softball will be used.
- 6) All batters must wear a helmet. Batting Facemask are REQUIRED.
- 7) Catchers must wear full gear with optional throat protector.
- 8) Missed base, leaving too early on tag ups, etc. are appeal days, and must be appealed according to lead umpire.
- 9) Coaches must ensure that players wear their helmets.
- 10) Players may steal when the ball is released.
- 11) Run Rule: 6 after 5 innings 11 after 4 innings

8U Baseball Rules

SPECIAL PROVISIONS

- 1) Games shall be complete after 6 innings or one-hour time limit.
- 2) Ten players may play defense (4 outfielders). Teams must have a minimum of 8 players to start or continue a game. The 9th batter only will be counted as an out if you have only 8 players. A team may start and finish with 9 players with no penalty. The 10th batter will not be an out.
- 3) The offensive coach will pitch. The offensive coach will pitch from the designated area. The offensive coach pitching must remain silent during play. **All pitches must be overhand.** The other offensive coaches must stand in the coaches' boxes.
- 4) There will be one defensive coach allowed on the field. The coach may not touch the ball or players while the ball is in play.
- 5) Defensive Positioning: A maximum of 6 players are allowed inside the baselines (including the pitcher and catcher). All outfielders must start at least 15 feet (5 yards) behind the base path until the ball is hit.
- 6) Players will get 5 pitches or 3 swinging strikes. Fouls on the last strike do not count.
- 7) There will be a 5 run limit per inning.
- 8) **Time is only awarded when the lead runner has stopped and/or controlled from advancing.**
- 9) No Stealing will be permitted.
- 10) Bunting is allowed, but the ball must be touching or past the bunt arc to be a fair ball.
- 11) Each team's coach shall have 1 defensive timeout per inning.
- 12) Each team shall have 1 time out on offense per inning.
- 13) No *infield fly rule* will be called.
- 14) Three swinging strikes constitutes an out. A batter is not allowed to advance toward first base if the catcher drops or misses the third strike.
- 15) Coaches must ensure that players wear their helmets.
- 16) Run Rule: 11 after 3 innings, 6 after 4 innings

Pitching Rules

- 1) An offensive coach will pitch to his/her own team.
- 2) The coach may only coach the batter until he/she reaches (1st) first base or after he/she leaves (3rd) base. (Penalty: The coach will be replaced after the second occurrence for the remainder of the game)
- 3) The pitcher is allowed to pitch anywhere between the foul arc and pitching circle along the pitcher line
- 4) Pitcher may not cross the foul arc or enter the pitching circle (while pitching)
- 5) Pitcher must keep one foot on or straddle the pitching line.
- 6) Pitcher must pitch over-handed. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch).
- 7) If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
- 8) The offensive coach (pitcher) must attempt to avoid interference and try to pick-up the batter's bat provided he/she does not interfere with the play.
- 9) If the offensive coach (pitcher) does not attempt to get off the field and/or interferes with the defensive player to keep him from making a play will result in the batter being called out. No runner will advance.
- 10) The player in the pitching position on defense shall wear a mask for safety reasons.

10U Baseball League Rules

SPECIAL PROVISIONS

- 1) Games shall be complete after six innings or the time limit, 1 hour 15 minutes on starting a new inning.
- 2) Minor (9-10): Nine players will play defense. Teams must have a minimum of eight players to start or continue a game. The 9th batter will be counted as an out if you have only eight players.
- 3) Players that come late may be added to the end of the line up at any point during the game.
- 4) No batters will be put on first without pitches being thrown.
- 5) There will be a 5 run limit per inning.
- 6) Any player who pitches more than three innings on one game must have two calendar days rest (not 48 hours). Example: a player pitches for 3 1/3 innings on Monday, may not pitch again until Thursday.
- 7) A minimum one pitch in any inning to a batter constitutes an inning pitched for a pitcher for the purpose of determining innings pitched.
- 8) No pitcher may pitch more than eight innings in one calendar week, no more than seven in one day. (Sun. – Sat.) The calendar week starts on Sunday and ends on Saturday.
- 9) Any player may be removed as pitcher and returned as pitcher only once per game, provided the return as pitcher does not violate either the pitching, substitution, or charged conference rule.
- 10) Any pitcher who hits 3 batters in one game must be removed from the mound immediately after throwing the pitch that struck the third batter.
- 11) Each team when on defense may be granted not more than 1 charged conference (per inning) during a game without penalty, to permit a coach to confer with a defensive player including his pitcher. Time granted for an injury or removal of a pitcher will not be counted. Coaches may go to the pitcher's mound between innings without being charged a conference. The penalty of excessive time outs shall be the removal of the pitcher.
- 12) Each team, while on offense, may have one time out per inning only. Penalty for excessive offensive time-outs: 1) warning to coach 2) ejection of coach
- 13) Runners may not lead off the base. Runners may steal after the ball has crossed home plate. Penalty for leaving early or leading off is a dead ball out. The pitch does not count and the runner or runners are out.
- 14) Three strikes constitute an out. A batter is not allowed to advance toward first base if the catcher drops or missed the third strike.
- 15) Missed bases, leaving too early, etc. are appeal plays. The coach or player must appeal the play before the next pitch is thrown, otherwise the appeal is null and void. There is no appeal for runners leaving too early on a stolen base that is the umpires call.
- 16) Pitching rubber is 46' from home plate and bases are 60' apart.
- 17) Coaches must ensure that players wear their helmets.
- 18) Run Rule: 6 after 5 innings 11 after 4 innings.

12U Baseball League Rules

SPECIAL PROVISIONS

- 1) Games shall be complete after six innings or the time limit, 1 hour 15 minutes on starting a new inning.
- 2) Nine players may play defense. Must have a minimum of eight players to start a game. The 9th batter will be counted as an out until nine or more players are present.
- 3) Players that come late may be added to the end of the line up at any point during the game.
- 4) No batters will be put on first without pitches being thrown.
- 5) There will be a 5 run limit per inning.
- 6) Any player who pitches more than three innings on one game must have two calendar days rest (not 48 hours). Example: a player pitches for 3 1/3 innings on Monday, may not pitch again until Thursday.
- 7) A minimum one pitch in any inning to a batter constitutes an inning pitched for a pitcher for the purpose of determining innings pitched.
- 8) No pitcher may pitch more than ten innings in one calendar week, no more than seven in one day. (Sun. - Sat.) The calendar week starts on Sunday and ends on Saturday.
- 9) Any player may be removed as pitcher and returned as pitcher only once per game, provided the return as pitcher does not violate either the pitching, substitution, or charged conference rule.
- 10) Any pitcher who hits 3 batters in one game must be removed from the mound immediately after throwing the pitch that struck the third batter.
- 11) Each team when on defense may be granted not more than 1 charged conference (per inning) during a game without penalty, to permit a coach to confer with a defensive player including his pitcher. Time granted for an injury or removal of a pitcher will not be counted. Coaches may go to the pitcher's mound between innings without being charged a conference. The penalty of excessive time outs shall be the removal of the pitcher.
- 12) Each team, while on offense, may have one time out per inning only. Penalty for excessive offensive time-outs: 1) warning to coach 2) ejection of coach
- 13) Three strikes constitute an out. *A batter is* allowed to advance toward first base if the catcher drops or missed the third strike.
- 14) Missed bases, leaving too early, etc. are appeal plays. The coach or player must appeal the play before the next pitch is thrown, otherwise the appeal is null and void.
- 15) Coaches must ensure that players wear their helmets.
- 16) Pitching rubber is 50 feet from home plate, bases are 65 feet apart.
- 17) Players may lead off and/or steal at any time.
- 18) Balks will be called. **The first balk per team per game will be a warning (no bases awarded).**
- 19) Run Rule: 11 after 4 innings, 6 after 5 innings

14U Baseball Rules

SPECIAL PROVISIONS

- 1) Games will be complete after 7 innings or the time limit 1 hour 30 minutes on starting a new inning.
- 2) A team must have 8 players to start a game. A team with 8 players shall have an out recorded in the 9th spot each time it comes up in the batting order.
- 3) Any player who pitches more than three innings in one game must have two calendar days rest (not two 24 hours). Example: a player pitches 3 1/3 innings on Monday, may not pitch again until Thursday.
- 4) A minimum of one pitch made to a batter in any inning shall constitute an inning pitched for the purpose of determining innings pitched.
- 5) No pitcher may pitch more than 10 innings per week. (Sun-Sat)
- 6) Any pitcher who hits 3 batters in one game must be removed from the mound immediately after throwing the pitch that struck the third batter.
- 7) Any player may be removed as pitcher and returned as pitcher only once per game, provided they return as pitcher does not violate either the pitching, substitution, or charged conference rule.
- 8) No batters will be put on first base without pitches being thrown.
- 9) A coach may have one defensive timeout, per inning, without penalty. Time will be granted without penalty for injury or removal of the pitcher. A 2nd time out in an inning, pitcher must be removed.
- 10) A coach may have one offensive time out per inning only.
- 11) The balk rules will be used.
- 12) Batters must wear helmets. Coaches must ensure that all players wear their helmets.
- 13) The official bat shall not exceed 36" in length and 2 5/8" diameter. No Softball bats. Drop 3 be must be used. Bats can be stamped any sanction, does not have to be USA stamp only.
- 14) Players may be substituted freely throughout the game on defense, (exception: for pitching substitution see Rules 3 – 7). Batting order must remain the same.
- 15) Missed bases, leaving too early, etc. are appeal plays. The coach or player must appeal the play before the next pitch is thrown, otherwise the appeal is null and void.
- 16) MAX runs scored per inning/per team is 6 runs.
- 17) Run Rule: 10 after 5 innings 12 after 4 innings 15 after 3 innings.