

## **RULE VII – YOUTH BASEBALL**

### ***ARTICLE I – ELIGIBILITY***

#### **SECTION A – AGE DIVISIONS**

1. There are seven age divisions for Youth Baseball. Participants must be 6 by the age control date: on September 1, current year. The divisions are as follows:
  - a. 8 & Under Machine Pitch
  - b. 8 & Under Coach Pitch
  - c. 10 & Under Live Pitch
  - d. 10 & Under Machine Pitch
  - e. 12 & Under Traditional
  - f. 12 & Under “Major”
  - g. 14 & Under
  - h. 17 & Under
2. For all team sports allow within district lines for individuals to compete in the nearest or adjoin departments with the following restrictions.
  - a. Home County or Agency has no program.
  - b. Cannot cross district lines.
  - c. Cannot pass over a program to participate in another agency.
  - d. Must participate in the sport program in the host agency.
  - e. Host agency must endorse participant.
  - f. Participant must be approved by District Athletic Chair. Once approved, they are legal throughout District and State.
  - g. Host agency must notify the District Athletic Chair with list and Home County of each crossover participant. The district must forward info to the State Host and Athletic Chair.
3. There shall be two classifications in youth competition: A/ B and C - **Exception- 12 & Under Major will play a combined class at district and state.**
4. Youth coaches must be certified by one of the following programs: NYSCA, ACEP, GHSA, HIGHER GROUND, DOYLE, MVP, USA BASEBALL VIP.
5. Any player or coach ejected from a game for unsportsmanlike conduct will be suspended for one game, in addition to the game from which ejected; or, in the case of an individual event within a meet or match, for the duration of that event.

### ***ARTICLE II – REGULATIONS***

#### **SECTION A – GOVERNING RULES**

1. Games in boys baseball at all levels of play are governed by the current rules and regulations of the GHSA Constitution and by-laws and the National Federation, National Alliance Edition, Baseball Rules with the exceptions as may be found in this manual.
2. Courtesy Runners
  - a. At any time, the team at-bat may use courtesy runners for the pitcher and/or the catcher. The

same runner may not be used for both positions. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

- b. The courtesy runner for the pitcher or catcher must be anyone not in the current batting order. It cannot be the same person for both positions. If no subs are available then the last batted out is to be utilized as the courtesy runner.
  - c. A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in the half inning. (Penalty: out if discovered prior to next pitch).
  - d. In 10 & under with machine and in 8 & under, no courtesy runner for the pitcher is allowed.
3. Extra Players (EP) - A maximum of 2 EP's can be used at all levels of GRPA baseball. **No DH allowed.**
4. Per the “Return to Play Act of 2013”, effective January 1, 2014, all agencies are required to provide concussion education material to all youth participants and their parents. The verification of compliance to this law is affirmed by the signature of the agency director on the GRPA roster.
5. All head and assistant coaches that are coaching youth teams participating in all levels of GRPA Athletics must have undergone a criminal background check through their Department. By signing the teams GRPA roster, the Department Director or their designee attests that this has taken place.
6. Use of audio or visual recording devices, including a cell phone, is not permitted in changing areas, rest rooms, or locker rooms. The use of audio or visual recording devices is not allowed in resolution of protested matters.

**SECTION B – LENGTH OF GAMES**

Division	Inning	Time*
8U 10U Live 10U Machine Pitch	6	1 hour 30 minutes
12U Traditional 12U Major	6	2 hours
14U 17U	7	2 hours

*Official game clock will begin with the 1st live pitch.*

*\*Time Limit Exception – Championship & “if” games*

- 1. A game which is tied after regulation play shall continue until a winner is determined. International Tie-breaker: After the regulation game or time limit has expired, the International tie-breaker will be used. The last scheduled batter will be placed on second base. This will continue until a winner is determined. Refer to USA Baseball rule 5, Section 11.
- 2. The score of a forfeited game shall be recorded as 7-0.
- 3. All GRPA district and state level tournament games must be played to conclusion. (EXAMPLE: Games starts on Monday and is rained out in the second inning, game resumes at the next playable opportunity regardless of length of delay or postponement from the exact point that the game was delayed or postponed). A game in progress must be completed before next game is started.
- 4. A game shall be considered complete after five innings with eight runs, four innings with twelve runs or three innings with fifteen or two innings with twenty runs ahead including championship game or if-needed championship game.

**SECTION C – SPECIAL PROVISIONS****There is no mandatory participation requirement for any GRPA sport.**

## 1. SHORTHANDED RULE. – Clarifications

**a. To start a game:**

- i. A game may begin or finish with one less than required to start. (8U coach pitch and 8U and 10U machine pitch - 9, 10U Live and up - 8).
- ii. The vacant position must be listed last in the batting order.
- iii. An out will be recorded when the vacant position in the batting order is scheduled to bat.

**b. To continue a game** once started with a full team listed on the line-up card:

- i. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. (# of Players- see below)
- ii. If playing shorthanded and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason that player becomes ineligible for the remainder of the game.
- iii. If the player leaving the game is a runner or batter, the runner or batter shall be declared out
- iv. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out. The player who has left the game cannot return to the line-up. EXCEPTION: A player who has left the game under the blood rule may return even after missing a turn at bat.
- v. **A player that has been ejected cannot reenter the game; if removed by the umpire due to an injury, the player cannot return without a doctor's release; a player cannot re- enter if a concussion is suspected.**

2. A team can start or continue with eight players, unless the ninth player was ejected for unsportsmanlike conduct; then it is a forfeit. An 8U coach pitch, 8U or 10U team with machine pitch can start or continue with nine players, unless the tenth player was ejected for unsportsmanlike conduct; then it is a forfeit. A substitute removed may re-enter as a **legal** substitute for an injured player only if all other players have played when the team is **reduced to less than 8 players** (less than 9 players for pitching machine division).
3. During the school year, youth cannot start a new game after 10:00 PM Monday through Thursday except under extenuating circumstances. (weather, unusual delays, etc.)
4. The manager, coach or captain of a team making a substitution must immediately notify the Umpire-in-Chief who will suspend play and announce the change. Substitutes do not have to be listed on the line-up card.
5. The choice of first or last at-bat (home –visitors designation) shall be determined immediately prior to a tournament game by a coin toss supervised by the Tournament Director or his/her representative, except championship game is(a) below.
  - a. In the Championship Game, the undefeated team will have the choice of home or visitor. In the “IF” game, home or visitor will be determined by coin toss.
6. A player is not required to sit out the next game for failure to report as a substitute, removal of a helmet after a warning, or carelessly slinging a bat after a warning. A slung bat will result in a team warning for

the offending team on the first offense. Each additional slung bat for that team will result in the batter being called out. If the same player continues to violate the rule, he can be removed from the game. EXCEPTION: unsportsmanlike conduct. A forfeited game (not played) does not count as a sit out game.

7. ANY OF THE PLAYERS may withdraw and reenter once provided such player occupies the same batting position when he is in the lineup. The pitcher is governed by the provisions of Rule 7, Article 2 below. A substitute who is withdrawn may reenter one time in same batting order.
8. Pitching regulations: **(for examples, see case book #'s 36-42 on pages 200-201)**  
**Maximum number of pitches for a tournament in ALL youth baseball will be as follows: 10U = 120; 12U = 120; 14U = 160; 17U = 160. All other pitching rules will still apply.**

- a. Baseball – Pitch Count. This rule is also in effect if two different levels of competition were ever played in successive days.

NOTE: In 10U Live, 12U, 14U, and 17U Divisions, the host or their designated staff of the district/state tournaments **are required** to interrupt the game once the pitcher has reached his pitch count limit for the day and/or the tournament.

**10U Live and 12U Divisions:** The maximum number of pitches that can be thrown in a game/day is 85 pitches. If a team plays multiple games in one day, the total pitches for the day per pitcher is 85 pitches. If a pitcher pitches less than 31 pitches in game one, they are eligible to pitch in game two but the pitch count will be a cumulative total for the day. If a pitcher throws 31 or more pitches in a game and is removed from the mound, they are not eligible to return to the mound in the same game or until their required rest period is observed.

A pitcher who throws 30 or less pitches in a day requires no rest period. A pitcher who throws between 31-60 pitches in a day requires one (1) calendar day of rest. A pitcher who throws between 61-85 pitches in a day requires two (2) calendar days of rest.

**14U and 17U Divisions:** The maximum number of pitches that can be thrown in a game/day is 105 pitches. If a team plays multiple games in one day, the total pitches for the day per pitcher is 105 pitches. If a pitcher throws 41 or more pitches in a game and is removed from the mound, they are not eligible to return to the mound in the same game or until their required rest period is observed.

A pitcher who throws 40 or less pitches in a day requires NO rest period. A pitcher who throws between 41-70 pitches in a day requires one (1) calendar day of rest. A pitcher who throws between 71-105 pitches in a day requires two (2) calendar days of rest. If a pitcher pitches less than 41 pitches in game one, they are eligible to pitch in game two but the pitch count will be a cumulative total for the day.

- b. **In all age groups, once a pitcher leaves the mound, he/she cannot return to the mound in that game, regardless of the number of pitches thrown.**
  - c. In case of a suspended or forfeited game, the pitching regulations will still apply. The intent of this rule is for the pitchers arm to be protected. All rest periods apply.
  - d. Pitches thrown count for the day the game started. A pitcher that starts a game on Wednesday and the game goes past midnight may continue to pitch in that game. If this happens, his pitch count is credited with pitches thrown on the day the game started
9. IF A PITCHER IS REPLACED while his team is on defense, the substitute pitcher shall pitch to the batter then at-bat, or any substitute for that-batter, until such batter is put out or reaches first base, or until a third out has been made. To insure that the requirements of this article be fulfilled the umpire will deny any coach defensive player conference which will violate it. EXCEPTION: If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored.

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- a. Any relief pitcher shall be allowed a minimum of ten warm-up pitches regardless of whether or not he becomes the pitcher during or at the beginning of an inning. After the initial ten warm-up pitches, he may also be allowed additional warm-up pitches until such time the umpire believes the player's arm has warmed sufficiently.
- b. Balk rules shall be in effect for all divisions except the 10U Live/12U Traditional Baseball Division. (NOTE: the balk rules for GRPA divisions are the same as those for game played in accordance with rules adopted by the Georgia High School Association and pitchers should be made aware by team coaches or manager of these balk regulations.)
- c. Any violation discovered prior to notification would result in the immediate removal of the pitcher from the mound. Any violation occurring after notification will result in the ejection of the player/pitcher and coach from the game. Any subsequent action that occurred while the ineligible pitcher was on the mound (after the legal limit has been reached) prior to the next pitch will be cancelled and reverted back to the finished batter.
- d. A player who is in the game to pitch, but has no pitching eligibility remaining for that game, may be substituted for, **if he hasn't pitched a pitch** to avoid a forfeiture of the game even if he/she has warmed up.
- e. An intentional walked batter will be awarded first base and the pitcher will be charged 4 pitches with no pitches thrown or the balance of pitches to award base.

### 10. Charged Conferences

- a. Each team when on defense may be granted no more than three conferences during a game without penalty, to permit a coach or his representatives to confer with a defensive player or players, including his pitcher. A request for time for an obviously incapacitated player shall not constitute a charged conference nor shall a conference be charged whenever the pitcher is removed as pitcher. In extra-inning games, a team on defense may have one conference per inning without penalty. **The penalty for using conferences in excess of times listed in (a) above shall be removal of pitcher from the pitching position for the balance of the game.**
- b. The umpire shall deny any subsequent defensive team's request for charged conference in 8U/10U baseball with machines.
- c. Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's members to confer with base runners and/or the batter.

### 11. In all divisions of GRPA boy's baseball, the curve ball is permitted.

### 12. In all divisions of GPRA boy's baseball, double headers are permitted. NOTE: The State Athletic Committee recommends that tournament pairings and game time be considered when it is necessary for an agency host to schedule double-headers. No more than two games per day for a team will be allowed in live pitching tournaments, except for rain delays or extenuating circumstances. **No more than three games per day shall be permitted in pitching machine baseball (except for rain- delayed tournaments).** This decision will be made by the Tournament Director and approved by the State Athletic Committee.

### 13. 10U and 12U Traditional Division's modified rule for stealing bases:

- a. A modified form of base stealing shall be used in the 12U and both 10U Divisions.
- b. A base runner is required to stay in contact with the base until the pitched ball has reached home plate. At this point in the flight of the pitched ball, the runner is permitted to advance at his own risk of being thrown out.
- c. The runner is automatically called out for leaving the base before the pitched ball reaches home

plate. The ball is dead and all subsequent action on the pitch is canceled. All runners must return to base held at time of pitch.

- d. A walk is a live ball situation. Once the pitcher is in control of the ball and on the pitching mound, a runner must advance or return immediately to a base.
14. Three strikes constitute an out, and a batter is not allowed to run if the catcher misses or drops the third strike in the 10U and 12U Traditional Division. Other runners may advance at their own risk of being thrown out.
15. Headfirst slides are **not allowed** by players wearing a facemask. The penalty for a headfirst slide in all divisions of baseball shall be an out if a facemask is worn; C-Flaps can be worn without penalty. A dive back to a base on a pick off or base overrun is not considered a head first slide. Runners in rundown situation may not slide headfirst if wearing a facemask. Any runner is out when he/she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (**give up, get down, go around**). NOTE: For any clarifications, see NFHS rules.
16. In the **12U “Major” Division**, runners can play off the base and are allowed to steal at any point during live play including dropped third strikes.
17. In the 10U Live and 12U Traditional Division, it is illegal for a batter to square to bunt and then draw back his bat and swing away at pitch (contact with ball not required), commonly known as Butcher Rule – Penalty: Out and all runners must return to base occupied at time of pitch. This RULE DOES NOT APPLY TO 12U MAJOR.
18. In the 12U Major, 14U, and 17U divisions, the batter/runner and the defensive player may use the colored or the white section of first base **ONLY** on the occasion of a dropped third strike. *See case book for double first base clarifications (#42, page 200-201).*

### ***ARTICLE III – EQUIPMENT***

#### **SECTION A – APPROVED EQUIPMENT**

1. Rubber-molded, cleated shoes are approved for use. Steel spikes are approved for 14U and 17U Divisions. Interchangeable cleated-shoes are allowed using the rubber molded screw-in cleats only. All shoes must be approved by umpire or Tournament Director for safety.
2. The official bat shall be round and made of wood solid one piece, metal, or other material acceptable for batting as approved by rules governing in the GRPA and USA bat rule. Regulation aluminum bats which meet GRPA/USA standards are permitted in all 8U, 10U, and 12U divisions.
  - a. In the 8U, 10U, 12U Traditional, and 12U “Major” Divisions, bats must meet USA Baseball bat standards.
3. Approved Bat List: <https://usabat.com/>
4. About USABat: <https://usabat.com/about/> FAQ: <https://usabat.com/faq/>
5. Tee Ball Info: <https://usabat.com/approved-tee-balls/> Visit <https://USABat.com> for detailed information.
6. Look for the USA Baseball logo on the taper of a bat to know it is approved. Approved youth bats are 27” – 32” with barrel diameters up to 2 5/8”. Approved tee ball bats are 26” and shorter.
  - a. Bats for 14U and 17U Baseball Divisions shall conform to National Federation and GHSA guidelines. The diameter at the thickest part shall be 2- 5/8” or less. The length shall be 36” or less. All bats must meet the standards set by The Georgia High School Association and The National Federation of High School Sports. The bat shall not weigh numerically more than 3 ounces less than the length. Bats on NFHS site also must include marking of BB-COR as

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required and may not be altered. 2 ¼" bats are not allowed in 14U and 17U Divisions.

**Example:** A 32" long bat cannot be less than 29 ounces in weight.

- b. There are no weight restrictions for bats in 8U, 10U and 12U divisions as in GHSA.
  - c. If a team is found using an **ILLEGAL/ALTERED/NON APPROVED** bat prior to player entering batter's box the equipment shall be removed and play continued. **After player enters batter's box the player will be ejected and an out declared.**
7. A slung bat will result in a team warning for the offending team on the first offense. Each additional slung bat for that team will result in the batter being called out. If the same player continues to violate the rule, he can be removed from the game. **EXCEPTION:** unsportsmanlike conduct.
  8. The official ball shall be a sphere formed by yarn wound around a small core of cork, rubber, or similar material and covered with two strips of white horsehide or other authorized material tightly stitched together.
    - a. The only baseballs acceptable for District, Area, and State level competition shall be of the highest quality and meet the current standards set by the GHSA. The following stamped balls are permitted: Little League, Pony League, Official Baseball, Dixie Youth, etc. They do not have to have the NFHS stamp.
    - b. No seconds or blemishes will be allowed in any tournaments.
    - c. A minimum of six premium-grade, regulation-sized baseballs as named above shall be made available for each game in Area and State tournaments.
    - d. Pearl Baseballs are not allowed for use in GRPA district and state tournaments.
  9. Regulation home plate, pitcher's plate, and bases shall be used (the double base is mandatory at first base).
  10. Gloves and mitts are governed by GHSA rule. Pitcher's gloves must be of one color.
  11. Catchers must wear full protective equipment, including mask with throat protector, protective helmet (protective cap in 10U and 12U must cover ear), body protector, shin guards, and protective cup in an athletic supporter. The umpire or tournament director shall inspect each catcher's full protective equipment prior to the game to determine its safety. The helmets must be approved by NOCSAE.
  12. All players shall wear protective helmets while batting, running bases, and when on deck. The helmet shall be so designed as to give protection to the temples and the base of the skull as well as to the top of the head.
    - a. Face masks are recommended for all age groups. Chin Straps are recommended for all divisions.
  13. When an umpire orders a batter or runner to wear a head protector in accordance with the GRPA rules, or orders a catcher to wear a head protector, mask with throat protector, protective cup in a supporter, shin guards and/or body protector, the failure by the player to do so shall cause his dismissal from the game.
  14. For all 8U and 10U pitching machine and coach pitch it is mandatory that the pitcher wear a face mask. It is optional for all other infield players.

## SECTION B – UNIFORMS

1. A uniform for boy's baseball shall include baseball caps, jerseys numbered on back with six-inch (6") factory type, non-duplicated number, full baseball pants, socks, and shoes. Uniform parts must be identical in style.

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- a. Approved uniform: (1) plain shirts with numbers, (2) agency name or agency abbreviation, or (3) agency logo with department/school mascot name. *(EFFECTIVE January 2025)*
2. The basic body color determines matching jerseys. The logos, numbers, trim, etc. does not have to match if the basic color is the same. No other youth sports organization patches will be allowed on uniforms in GRPA tournaments. Penalty – Illegal Equipment.
  - a. Coaches and non-player personnel must be attired in a manner that puts GRPA and its member agencies in a positive light. Tournament Directors, Officials, and GRPA State Athletic Committee members reserve the right to remove those from the contest who do not adhere to the standards set forth by the GRPA State Athletic Committee.
  - b. Managers, coaches, or team scorers who coach the bases must be attired in staff shirts or jerseys that are identical in style and color with each other. Only three adults are allowed in dugout area.
  - c. The batboy shall wear a uniform as required in this rule except that it is not mandatory his uniform be identical in style or color with other team members. Batboy must be in that age group or younger.
3. Uniforms as described above are mandatory for all District and State level tournament games.
4. Illegal uniforms will be treated as illegal equipment.

**SECTION C – PLAYING FIELD REQUIREMENTS**

1. The following field specifications are required for all games:

Base Distance		Pitching Distance		Batter's Box
8U 10U	60'	8U 10U	46'	4' x 6' (all age groups)
12U Traditional 12U Major	65'	12U Traditional 12U Major	50'	
14U	80'	14U	54'	
17U	90'	17U	60' 6"	

Outfield distance from home plate	
8U 10U 12U Traditional 12U Major	Min. – 175'    Max. – 225'
14U	Min – 250'    Max. – N/A
17U	Min – 300'    Max. – N/A

Mound Requirements	
8U 10U 12U Traditional 12U Major	Circle – 10' Height – 6" above home plate
14U	Circle – 15' Height – 8" above home plate
17U	Circle – 18' Height – 10" above home plate

**NOTE:** Pitching distances shall be measured from the back point of home plate where the baseline intersects to the nearest edge of the pitcher's plate.



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2. The batter's box, one on each side of home plate, shall measure 4'x6' for all divisions. The inside lines of the batter's box shall be 6 inches from home plate. The front line of the box shall be three feet in front of a line drawn through the center of home plate. The lines are considered part of the batter's box.
3. The coach's box for 14U and 17U Divisions is behind a line 20' long line drawn outside the diamond, parallel to and fifteen feet from the first and third baseline extended from the bases toward home plate. The coach's box for 12U divisions is behind a line six feet long drawn outside the diamond, parallel to and six feet from the first and third baseline extended from the bases toward home plate. Coaches shall remain within the confines of the coach's box except during time-outs and to avoid a fielder making a play.
4. The three-foot line is drawn parallel to and three feet from the baselines starting at a point halfway between home plate and first base for all divisions.
5. It is recommended that a loudspeaker public address system and scorer's area located favorably to the umpires and conducive to accurate and timely scoring be made available for the game.
6. The Agency Host shall be responsible for seeing that the playing field requirements meet GRPA specifications.

### ***ARTICLE IV – GAMES AND AWARDS***

#### **SECTION A – DISTRICT**

See calendar for district/state tournament competition on page 24.

#### **SECTION B – STATE**

All ages will start on Tuesday and play through Saturday.

### ***ARTICLE V – OFFICIALS AND PARTICIPANTS***

#### **SECTION A – GAME PARTICIPANTS AND OFFICIALS**

1. A boy's baseball team shall consist of nine players or ten/eleven if using two extra players, whose position shall be designated for the scorer as pitcher, catcher, first baseman, second baseman, third baseman, short stop, left fielder, center fielder, right fielder, or extra players (if used). A team's line-up and batting order are official when handed to the umpire at the start of the game. Substitutions are not required to be listed.
2. The use of two adults as coaches are permitted in coach's boxes provided that both are attired in accordance with GRPA boy's baseball uniform regulations.
3. All team members not actually participating in the game to include coaches and managers must stay within the confines of the dugout or dugout area except to coach the bases from the coach's box or to talk with players during a charged conference.
4. A minimum of two registered officials must be used in district level games.

### ***ARTICLE VI – PROTESTS AND APPEALS***

#### **SECTION A – PROTEST AND APPEALS FOR BASEBALL RULES INFRACTION**

1. A judgment decision by an umpire on any play shall not be protested.
2. Protests on misinterpretation of the rules are allowed to the Umpire in Chief and if acceptable as valid by the Tournament Director. The Tournament Director shall coordinate any such protest and shall serve as the odd-numbered member of the tournament protest committee as determined prior to the game by the Agency Host in coordination with the District Commissioner for District level competition and with the State Athletic Committee Chair for State levels of competition. There is a

3. \$50.00 protest fee. If a protest is accepted by the Tournament Director, it must be made by the team manager or responsible person in charge of the team at the time of the alleged infraction. A full explanation of the protest will be recorded by the official scorer and retained in the official scorebook for reference. All such protests are to be immediately acted upon by the protest committee and before play is continued. If the decision of the protest committee is appealed to the State Athletic Committee it must be done so in time for any action to be resolved prior to the next game of either team involved.
4. No protest on rules interpretation will be accepted after play continues following an alleged infraction.

**For more information regarding protests and appeals, see: Rule I, Article IV, Section C-11. For more information on protest committee organization and responsibility, see Rule II, Article I, Section A.**

### **8U AND 10U PITCHING MACHINE BASEBALL RULES**

1. All pitching will be done by an electric powered pitching machine. No two-wheel machines are allowed. The machine must be a minimum of 24” off the ground with a maximum of 36” from the bottom of the wheel. In the employment of the electric-powered pitching machine, machine height is important. If mounted on top of a mound, the legs shall be used which lowers the point of ball delivery to a normal height for the average player in this age group. If mounted on flat ground, the longer legs will be employed, again elevating the machine to the normal pitching height.
2. All rules governing 10U baseball in GRPA athletics will be in effect with the exception of the following:
  - a. Ball speed shall be approximately 46 miles per hour for 10U, and 40 miles per hour for 8U.
  - b. A qualified official will be stationed behind the catcher to call balls and strikes. The second official will be stationed behind the machine to feed machine and act as base umpire. Machine officials will be responsible for any adjustments to the machine and will present the ball to each batter prior to feeding machine.
  - c. When a batted ball hits a pitching machine, the umpire feeding the machine, or the extension cord off the ground, it is considered a “DEAD BALL SINGLE” and batter/runner will be awarded first base with all runners moving forward if forced. If a batted ball hits a defensive player then hits the machine, the batter is awarded first base and all other runners move up one base, if forced. Ball is dead when ball hits machine.
  - d. When a thrown ball hits the pitching machine or the extension cord off the ground, it is considered a “DEAD BALL” and played as if thrown out of bounds.
  - e. An 8’ deep by 12’ wide rectangle box centered on the pitching plate in which the player in the pitching position must remain until the pitch is delivered. Defensive player must have at least one foot inside the box at the time of the pitch.
  - f. A line shall be drawn in the infield at the same distance as the pitching distance. No infielder is allowed **in front of the restrictive line until after** the ball is delivered through the machine, outfielders remain in outfield grass area (**behind a 60’ radius from the front edge of pitchers rubber**), and the pitcher must remain in the box. **Penalty: The penalty for violation of this rule is a delayed dead ball and the batting team having the choice of the result of the play or no pitch will be declared. A team warning will be issued on the 2nd offense, 3rd offense head coach ejected.**
  - g. Count remains 3 and 2 until ball is hit or a strike out occurs except each player may be intentionally walked once per game. No player may be walked any more than once per game.
  - h. Bunting is not allowed in the 8U machine pitch division. **Fake bunts are not allowed. If a batter shows bunt, an out will be called.**

3. Bunting is allowed in 10U machine pitch. **A fake bunt is when you pretend to bunt the ball and you get in bunting position, once the ball is released you pull the bat back and attempt to hit the ball.**
  - a. **Stealing is not allowed in the 8U or 10U division.**
4. In 8U and 10U Division with pitching machine, a maximum four outfielders shall be used. Ten players will be used on defense at the following positions: Catcher, Pitcher, first baseman, second baseman, third baseman, short stop, and four outfielders. In pitching machine and coach-pitch there must always be players in the pitcher and catcher roles. If playing shorthand, the player must come from the in-field or outfield. The team must have a battery. The batting order will consist of these ten players. Additionally, one or two EP's can be utilized.
  - a. No defensive coaches allowed on the field in 8U or 10U pitching machine.
5. The infield fly rule is in effect for 10U ONLY division.
6. In 10U pitching machine ONLY, a runner cannot run on a drop 3<sup>rd</sup> strike.
7. A courtesy runner may be used for the catcher only. The courtesy runner must be anyone not in the current batting order or the last batted out if no substitutions are available.
8. When all play has ceased, the umpire will call "time" and all play will be stopped.

#### **10U LIVE PITCH BASEBALL SPECIAL RULES**

1. The infield fly rule is in effect.
2. Courtesy runners may be used for pitcher and catcher and must be anyone not in the current batting order or the last batted out if no substitutions are available. It cannot be the same person for both positions.
3. You may steal after pitch reaches home plate; penalty for leaving too soon is OUT.
4. Nine defensive players will be used.
5. Two EP's (Extra Players) may be used batting either ten or eleven.
6. In the 10U Live Division, it is illegal for a batter to square to bunt and then draw back his bat and swing away at pitch (contact with ball not required), commonly known as Butcher Rule-Penalty Out and all runners must return to base occupied at time of pitch.

#### **8U COACH PITCH BASEBALL SPECIAL RULES**

##### **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 first base or after he/she leaves third 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' 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 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.

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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.

### **Offense**

1. After one warning per game, per player for slinging her/his bat, the batter will be out, a dead ball called, and no runner advance.
2. Batter will receive five pitches before being declared out.
3. Batter will be called out on three swinging strikes.
4. If fifth pitch is fouled, he may continue to bat.
5. If fifth pitch is fouled and caught, it is an out.
6. No bunting allowed. If batter squares to bunt and then swings, he will be called out; this will be umpire's judgment.
7. Any base runner leaving the base before the ball reaches home plate is out. (Penalty: The ball is dead and all other runners return to base occupied prior to pitch – Umpire's judgment.) The pitch will not count.
8. Bat boys/girls will not be allowed in this Division.
9. No offensive coaches in the playing field.

### **Defense**

1. No rolling the ball intentionally will be allowed.
2. The infield fly rule will not be in effect.
3. Only ten players on the field: six infielders (including pitcher & catcher) and four outfielders. In pitching machine and coach-pitch there must always be players in the pitcher and catcher roles. If playing shorthand, the player must come from the in-field or outfield. The team must have a battery.
4. The defensive player listed as a pitcher will stay in the ten foot circle until the ball is hit. The player/pitcher may have one foot outside the circle. (Penalty: Offense gets choice of the play or no pitch).
5. Play shall not be stopped by the defensive team heading off or stopping the front runner. Trailing runners may advance at their own risk.
6. If a player is injured by being hit with a batted or thrown ball, time out will be called immediately. Bases will be awarded/outs will be called at the umpire's discretion based on each individual situation.
7. No defensive coaches allowed on the field.