

GNBL General Rules and Procedures

- **Transfers**
 - No transfers. Play for your school.
- **Rosters – Turned in prior to schedule being made. Deadlines will be set year to year.**
 - May include up to 18 on your roster.
 - Players may “play up” to help fill a team’s lineup on any given day. For example, a 10 year old on a particular team may play in a 10U game and a 12U game if needed. That player does not have to be on the roster.
 - However, for a league with multiple teams in an age group (A team/B team), a player may not be used on both teams within the same age group. For example, a 10 year old player on the “A team” roster, may not fill in on the “B team” within the same age group.
- **League participation**
 - Players are encouraged to play in their local league, but GNBL doesn’t make it mandatory. This is left up to each individual league.
- **League Fees**
 - No fee to play in GNBL. Each league is responsible for awards if you have a team win championship, regular season and/or tournament.
- **Umpires**
 - ALL GAMES must have 2 umpires. Field umpires must be 16 years of age or older. Home plate umpires must be 18 years of age or older. Each league is responsible for placing competent individuals in these positions. Umpires are paid by home team.
- **Reporting Game Scores**
 - GNBL will have a website. www.leaguelineup.com/gnbl Coaches are responsible to send scores to the website administrator.. Undocumented scores will count as losses.
- **Ejections – Coaches, fans, & umpires doing the right things can avoid this entirely!**
 - Your league is responsible for the punishment on ejections. We will not baby sit. Each coach should represent their league appropriately. Police yourself. This should never be an issue.
- **Baseball Innings Pitched Rules**
 - 3 per day. Police yourself. No protests. Opposing coaches should be aware of situation and if someone is in violation, communicate with other coach and umpire immediately upon recognizing the problem. High pitch counts are the bigger problem... be aware of pitch counts and player safety. 3 per day is as easy as it gets.
 - 1 pitch in any inning constitutes 1 inning pitched.
 - 6 innings max for any pitcher in post season tournament play.
- **Age cutoff**
 - Age cutoff – May 1. If you turn 9, 11, or 13 before May 1 of current season, must play up.
- **Pitching distances, basepath length, portable mound.**
 - 8U – 36/60 (Coach pitch distance shall be 36 ft. Mark appropriately.) No mound.
 - 10u – 46/65
 - 12U – 50/70
 - Each home site shall provide a sufficient portable mound for all 10u and 12U games.
- **No metal spikes allowed.**
- **Intentional Walks – no pitches need to be thrown**
- **8U**
 - Coach pitch – rules will be posted on league lineup site. No leadoffs, no steals, no drop 3rd strike, no infield fly rule.
- **10U/12U**
 - Lead offs, dropped third strike, and infield fly rule are in effect.
 - High school rules

- **Lineups and Substitutions**
 - Free substitution. All players bat in lineup continuously.
 - You may bat as many players as you like.
 - Only starting pitcher may return to pitch in game (1 time, per game)
- **Balk rules** – one warning per pitcher per game. Coach can make visit to explain. Second violation follows traditional balk rule... dead ball, advance one base.
- **Slide rule – High school rules apply.** Head first slides allowed. Contact must be avoided when possible. Defensive players in possession of the baseball have the right to the base. Defensive players NOT in possession of the baseball may not block the base, as this is obstruction. Umpire discretion.
- **Courtesy Runner** – You may use a courtesy runner for catcher at any time. Not mandatory.
- **Number of players to play the field and bat....**
 - 8U and 10U – 10 players in the field, 4 outfielders, all players bat in lineup continuously.
 - 12U – 9 players in the field, 3 outfielders, all players bat in lineup continuously.
- **Time limits:**
 - 1 hour 45 min time limit for tournament games (8U games will only last about 1 hour).
 - 80 minute time limit during regular season to allow for 6 & 7:30 games on school nights.
 - No new inning after time runs out. New inning starts on the 3rd out of prior inning.
- **Run Rules**
 - 6 run max limit per inning, for every inning. Last inning is NOT an unlimited inning.
 - Game run rule will then be 13 after 4 and 7 after 5. Teams may agree in run rule situation to “finish” game. Run rule score will be the official score, but teams may “scrimmage” to finish game. In this situation, game will stop, drop dead, at 1:45.
- **Slash Rule**
 - A player may not square to bunt, pull back, and swing. Batter will be called out for doing so.
 - If a player shows bunt, he must either bunt the ball or pull back and “take” the pitch.
- **IF a player is unable to bat due to illness or injury, their spot will be skipped without penalty. However, that player may not return to the game at any time. A player who is unable to bat due to ejection will be penalized as an out at each at bat of that game.**
- **Teams must have 8 players to start and/or finish a game. If a player is “running late” he may be placed anywhere in the batting order. If his spot in the order comes up and he is not present, an out will be recorded for every at bat he is not present for that game. Suggestion would be to place at end of order, but this is coach’s decision. If at any point, a team falls below 8 eligible players, team must forfeit.**