GSLL Local Playing Rules (Revised August 2026)

These local rules, including the attached Code of Conduct, are intended to supplement the LITTLE LEAGUE REGULATIONS and OFFICIAL SOFTBALL RULES. Local League rules may be more restrictive than Little League rules, but may not be more liberal, nor change the intent. Any situation that is not covered by Little League Regulations, Official Softball Rules or these standing local rules will be resolved by a vote of the GSLL Board of Directors.

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RULES FOR ALL DIVISIONS

A. MINIMUM PLAY REQUIREMENTS

1. Each team's batting order will include ALL participating players for the duration of the game.

2. Teams must have a minimum of 8 players (except T-Ball and Ponytail) from the start through the end of the game. During Spring season, when only 8 players on a team are present and playing, an out will be recorded each time the vacant batting (9^{th}) position is reached. Late arriving players will be added to the end of the batting order. If a player leaves the game resulting in only 8 active players, their original batting position will be considered vacant and an out will be recorded. When 9 or more players are present and playing the vacant position(s) will be skipped and an out will no longer be recorded. The start of a game is defined as the end of coaches meeting with the umpire. Less than 8 players to start the game or at any point during the game will result in a forfeit. GSLL encourages teams continue to play the game, however, the official result of the game will be a forfeit (scored 6-0). Pool Players are available for the purpose of avoiding forfeiture. See section on Pool Players.

3. Every Player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. See Little League Regulation IV (i) for definitions. In addition to those definitions a player that plays an entire half inning that ends due to the 5 or 8 run rule will be considered 3 defensive outs. If a team has 12 or fewer players present, no player may sit out for more than 1 consecutive inning, more than 1 time within the first 3 innings and more than 2 innings per game except in the cases of illness or injury. If a team has more than 12 players present, no player may sit out for more than 2 consecutive innings except in the cases of illness or injury.

4. The Little League Age Chart for the current calendar year will be used to determine the player's age for the entire year. (For example, if the player turns 11 on January 2nd, she is little league age 10 for both Spring and Fall Seasons).

B. COACHING REGULATIONS

1. All managers are allowed a maximum of two officially registered coaches. Only registered coaches are eligible for postseason participation. The Board of Directors may allow additional League approved coaches to assist the manager. (All managers, coaches, or any other volunteers are required to complete the volunteer/background form)
   a. One additional coach (for a total of 4) will be allowed in the Dugout in the Ponytail and T-Ball division.
   b. Junior Coaches do not count towards the number of coaches in the dugout.

2. Little League requires all league volunteers to pass an annual background check, complete annual abuse awareness training and sign the GSLL code of conduct to help keep our young athletes safe. Managers and Coaches will not be allowed to participate in practices or games until these 3 items are completed and approved.

3. One coach is allowed outside the dugout during his/her defensive inning providing they are within an arm's length of the dugout door. This is a privilege, not a right and can be taken away for any reason by the umpire. No “Bucket sitting” outside the dugout.

4. It is the responsibility of the HOME team's manager (regardless of win or loss) to enter the score. The information you need to provide is the score, any pitchers you used, and the exact number of innings they pitched.

5. ANY and ALL practices on Town of Gilbert fields require approval of the Scheduling Director.

C. FIELD MAINTENANCE RESPONSIBILITIES

1. Preparation of the field shall be the responsibility of the HOME team for all games & shall be completed at least 10 minutes prior to the scheduled start of the game.

2. General post-game cleanup, including dugout, the policing of the playing field & spectator areas and storing equipment is the primary responsibility of the Visiting team.

3. Managers of all teams need to ensure that base carts, bases, pitching plates, and all other field prep equipment is removed from the field and properly stored in the equipment room when no further practice or game is occurring on the field.

4. As a courtesy to the Jr/Sr Division managers, please remove the portable pitching plate from the infield prior to their practices and games.

D. SAFETY REGULATIONS

1. All batting helmets (except in T-Ball) must have a full-face guard. It is highly recommended that T-Ball helmets also include a face guard.

2. No soft toss is allowed into the field fences on any field.

3. Only players and Coaches are allowed in the dugout or on the field during games, warm-ups, or practices of any kind. No coaches' children, siblings or friends are to be in the dugout during games. Dugout must be policed/cleaned after each game and quickly vacated for the next game. Post-game team meetings must be conducted off the field if a subsequent practice or game is scheduled on the same field.

4. All uniformed players must remain in the dugout or on the playing field for the duration of the game. Only approved managers, coaches and players are allowed in the dugout.

5. Warming up pitchers is allowed during play. Players that are warming up pitchers must wear a mask with a throat guard. A 3rd player with a batter's helmet and a glove shall be placed to protect the pitcher and catcher while warming up. The Pitcher shall pitch the ball towards the outfield fence, to help prevent warm up pitches from entering the field of play.

6. GSLL requires that all members of the coaching staff must submit to an annual background check. Only those who have a current(unexpired) background check will be permitted to participate in practices, field set-up and games. If you do not have a background check, you are not allowed to step onto the field when players are present.

7. All catcher's gear helmets (whether they are the personal belongings of a player or provided by GSLL) must include an attached throat guard.

8. It is strongly recommended that all defensive players (especially infield players) wear a face mask or protective face shield to help prevent injury.

9. Illegal chanting is not allowed from the offensive team in the dugout while batting. Chants cannot escalate in volume when a pitcher is winding up to pitch and cannot go from silence to sudden loud noises (e.g. screaming at release). Coaches should encourage good sportsmanship through dugout chanting that is primarily focused on their own batters and runners.

10. Walk-Up songs are not allowed at any time due to the distracting nature of random music being played across multiple fields.

GSLL Rules for Play

I. T-BALL DIVISION

1. League age 4-5, League age 5 may play “UP” in the “Ponytail Division,” but only if she has had 2 previous seasons of T-Ball experience and a request has been made in writing to the Player Agent. Player Agents reserve the right to deny the request to move the player up a division if it is deemed a safety risk for the player or her potential teammates.

2. All teams will bat a continuous line-up; the inning is not over until all players have been given the chance to bat. The last batter will be announced before she hits, and the bases will be cleared as if the last batter has hit a ‘home-run.’

3. Players will be required to exit the field if the runner is “out.”

4. Althoughface masks attached to batting helments are not required at the T-Ball level, they are highly recommended. Helmets are required to be worn during practice if there is a drill involving a bat. As this age group tends to be unaware of the potential for risk of serious injury, bats should be accessible only when the team is “up to bat” or during hitting drills and under the direct supervision of the coaching staff.

5. Warm-up swings near the dug-out for the “player on deck” are prohibited. Once the player is stepping up to bat, she may take several warmup swings while in the vicinity if the T and Home Plate and only if she is not in the proximity of any other player.

6. Coaches are required to assign players to a minimum of 3 different positions during each game.

7. Games will go 1 hour and 15 minutes or a maximum of 3 innings, whichever comes first.

8. The Home team is required to set up the field. The Visiting team is required to clean up the field/remove the bases after the game.

9. Bases will be set 50 feet apart.

10. Coaches are permitted on any location of the field at any time during the game for the purpose of active instruction of the players.

II. PONYTAIL DIVISION:

1. League age 6-8; Note: Ponytail division players may request to play “UP” in the “Minors Division.” A request must be made in writing to the Player Agent and the player will be required to undergo an evaluation. Player Agents reserve the right to deny the request to move the player up a division if it is deemed a safety risk for the player or her potential teammates.

2. The lineup will include everyone for the entire game (everyone bats the whole game). Late arriving players will be placed at the end of the batting order.

3. Every player in attendance at the start of the game must play at least 1 inning in the infield each game. The infield comprises pitcher, catcher, first, second, third and shortstop positions. All players must rotate positions. All players should play at least 3 innings of infield when possible.

4. No new inning may begin after 1 hour 15 minutes beginning from scheduled start time of the game.

5. Game run time is 6 innings or 1 hour 30 minutes (complete current batter at-bat).

6. Bases are spaced 60 feet apart.

7. An 11”-inch, non-vinyl “Softie” softball shall be used for play.

8. Coaches pitch to their own team from no closer than 20 feet away. If a batted ball hits the pitching coach, it is considered a dead ball and the pitch does not count.

9. Batters will receive no more than 5 swinging strikes. A batter shall be called out on the 5th strike. Foul balls count as strikes however no batter shall be called out on a foul ball.

10. There are no walks or hit by pitch advancement.

11. Defensive outs are counted to help develop defensive skills and encourage fielders to strive for outs. After three outs or 5 runs have scored, the half-inning is over regardless of batting order.

12. The infield fly rule shall not apply.

13. The coach pitching will serve as umpire while in the field but may confer with the base coaches for assistance with calls.

14. Each team will play with six (6) infielders and four (4) outfielders. Outfielders must start play on the grass, 30 feet behind infield. The six (6) infielders refer to the positions of pitcher, catcher, first, second, third and shortstop. Infielders must start play at or near their position.

15. A catcher in full protective gear shall be used and a coach should be positioned behind the catcher to assist with the return of balls to the pitcher unless the ball is in play.

16. No stealing is permitted.

17. The team at bat will have one of its coaches pitch; the team in the field shall have a fielder play close to the pitcher's position. The coach pitching shall not engage in any defensive play. The player shall be on either side of coach, within 3 ft of the pitching rubber until the ball is hit. The player in the pitcher's fielding position shall be rotated each inning from this position.

18. Bunting or "Slap" hitting is not allowed.

19. When Batting, two adult coaches are permitted to occupy the first and third base coaching responsibilities. No player base coaches are permitted. Please keep in mind that coaches are not allowed to interfere with game play.

20. When on Defense, two adult coaches may be in the outfield with players for instruction. Please keep in mind players are not to be touched during game play and coaches are not allowed to interfere with game play.

21. A team can play with less than nine players. No forfeits or penalties – play with number of players attending.

22. Play ends when the ball in play, is either returned (or the attempt is made) to the pitcher, or time will be called when the ball is held by any defensive player and the lead runner has been forced back to the base. The action of a pitcher attempting to place the ball back into play will not resume the play. If at the time a play is deemed over and a runner has advanced more than 1/2 way to the next base, the runner shall then be entitled to advance to that base. If the runner is less than 1/2 way to the next base, the runner shall return to the preceding base.

23. If a fielder attempts to field the ball and misses or drops the ball or overthrows the ball while attempting to get the ball to another player, the runner MAY NOT advance. This is to allow players to develop skills to prepare for the next division.

24. A runner may never advance more than 2 bases on any hit ball (no homeruns).

25. The start of an inning is defined as the moment immediately after the 3rd out or 5th run of the previous inning.

III. MINORS DIVISION

1. League age 8-10, Minor's division players may request to play "UP" in the "Major's Division." A request must be made in writing to the Player Agent and the player will be required to undergo an evaluation. Player Agents reserve the right to deny the request to move the player up a division if it is deemed a safety risk for the player or her potential teammates.

2. All players must be selected via the evaluation and draft process during Spring season.

3. Minor Division will utilize standard 11" Little League softballs.

4. Pitching plate is 35 feet from home plate.

5. The defensive team will consist of a minimum of 8 players; however, 10 defensive players may be used but will consist of only the 6 regular infielder positions and 4 outfielders.

6. Each Player must play at least two (2) different positions before the end of the 3rd inning and one of the positions must be in the infield. This is to include pitchers and catchers. Bench is not considered a position.

7. All games will be subject to time restraints depending on start time. No new inning will start after 1 hour and 30 minutes. The game will end at 1 hour and 50 minutes once the current at bat is complete. A player is considered at bat when they have stepped into the batter's box. If the home team takes the lead after the no new inning time limit, the game will end when the winning run crosses the plate. The score will revert back to the end of the previous inning if the final at bat results in an incomplete inning. No game will go beyond 6 innings (with the exception of a tie in a tournament game).

8. Leadoffs are allowed ONLY after the pitched ball crosses the plate. Base runners may steal on any pitch, following Little League rules.

9. A team's turn at bat will end on any third out per inning.

10. Each team's batting lineup will include every player present without omission.

11. The 5 Run Rule is in effect, per inning, or the half inning will end when 3 defensive outs are recorded.

12. Run Rules: If after 2.5 innings one team has a 15-run lead or if after 3.5 innings one team has at least a 10-run lead, that team will be declared the winners.

13. This division will host an end of season tournament during Spring season. ALL teams will participate in the tournament.

14. The infield fly rule shall apply.

15. A player may pitch in a maximum of three (3) innings in a game. Delivery of a single pitch constitutes having pitched in an inning.

16. The start of an inning is defined as the moment immediately after the 3rd out or 5th run of the previous inning.

17. No Base on Balls. If a batter receives a count of 4-0, 4-1 or 4-2, the offensive coach will enter the game and pitch the remaining strikes to the batter starting from within the pitching circle. These pitches need to be “Hittable” in the judgement of the umpire. Regular foul ball and base running rules apply. If the batted ball hits the pitching coach, it is considered a dead ball and the pitch does not count. Stealing is NOT allowed while the coach is pitching. Player pitcher must remain within 3 ft of the pitching rubber with both feet inside the pitching circle while the coach is pitching. Note: A batter hit by the pitch while a player is pitching will have the option of taking first base or continuing the at bat with the offensive coach pitching the remining strikes.

18. Only managers and league approved coaches / junior coaches shall serve as coach pitchers.

IV. MAJORS DIVISION

1. League age 10 – 12, Major's division players may request to play "UP" in the "Jr/Sr Division." A request must be made in writing to the Player Agent and the player will be required to undergo a safety evaluation. Player Agents reserve the right to deny the request to move the player up a division if it is deemed a safety risk for the player or her potential teammates.

2. All players must be selected via the evaluation and draft process during Spring season.

3. Major Division will utilize standard 12" Little League softballs.

4. Pitching plate is 40 feet from home plate.

5. A maximum of 9 defensive players may be used for defensive play.

6. Each team's batting lineup will include every player present without omission.

7. Each position including Pitcher and Catcher must be fielded using two (2) different players before the end of the 3rd inning and each player must play one (1) infield position before the end of the 3rd inning.

8. A maximum of 8 runs scored per inning is in effect.

9. All games will be subject to time restraints depending on start time. No new inning will start after 1 hour and 45 minutes. The game will end at 2 hours once the current at bat is complete. A player is considered at bat when they have stepped into the batter's box. If the home team takes the lead after the no new inning time limit, the game will end when the winning run crosses the plate. The score will revert back to the end of the previous inning if the final at bat results in an incomplete inning. No game will go beyond 6 innings (with the exception of a tie in a tournament game).

10. Run Rules: If after 2.5 innings one team has a 15-run lead or if after 3.5 innings one team has at least a 10-run lead, that team will be declared the winners.

11. No game will go beyond 6 innings. (With the exception of a tie in a Tournament Game)

12. This division will host an end of season tournament during Spring season. ALL teams will participate in the tournament.

13. The infield fly rule shall apply.

14. Dropped 3rd strike rule shall apply.

15. A player may pitch in a maximum of four (4) innings in a game. Delivery of a single pitch constitutes having pitched in an inning.

16. The start of an inning is defined as the moment immediately after the 3rd out or 8th run of the previous inning.

V.JUNIORS/SENIORS DIVISION

1. League age 13 – 16. League age 12 players must attend evaluations to be selected

2. Junior/Senior Division will utilize standard 12” Little League softballs.

3. Pitching plate is 43 feet from home plate.

4. A maximum of 9 defensive players may be used for defensive play.

5. Each team’s batting lineup will include every player present without omission.

6. Each position including Pitcher and Catcher must be fielded using two (2) different players before the end of the 4th inning and each player must play one (1) infield position before the end of the 4th inning.

7. A maximum of 8 runs scored per inning is in effect.

8. All games will be subject to time restraints depending on start time. No new inning will start after 1 hour and 45 minutes. The game will end at 2 hours once the current at bat is complete. A player is considered at bat when they have stepped into the batter’s box. If the home team takes the lead after the no new inning time limit, the game will end when the winning run crosses the plate. The score will revert back to the end of the previous inning if the final at bat results in an incomplete inning. No game will go beyond 6 innings (with the exception of a tie in a tournament game).

9. Run Rules: If after 3.5 innings one team has a 15-run lead or if after 4.5 innings one team has at least a 10-run lead, that team will be declared the winners.

10. No game will go beyond 7 innings. (With the exception of a tie in a Tournament Game)

11. This division will host an end of season tournament during Spring season. ALL teams will participate in the tournament.

12. The infield fly rule shall apply.

13. Dropped 3rd strike rule shall apply.

14. A player may pitch in a maximum of five (5) innings in a game Delivery of a single pitch constitutes having pitched in an inning.

15. The start of an inning is defined as the moment immediately after the 3rd out of the previous inning.

VI. Pool Players:

1. The league's player agents will create and run the pool. The league's Player Agents will use the pool to assign players to teams that are short of players on a rotating basis.

2. Managers and/or coaches will not have the right to randomly pick and choose from the player pool.

3. Players used from the pool will not be allowed to pitch during the game.

4. Pool players that are called and show up at the game site must play at least 6 consecutive defensive outs and bat once.

5. A written request must be made to player agents (via email) prior to game start time to arrange for a pool player. Other than Player Agents, President and Vice President no other board members are permitted to arrange for a pool player.

6. Pool players must be easily identifiable as such. They are not allowed to wear the jersey of the team for which they are filling in. They must wear the jersey for the team they normally play on and for which they occupy a current roster spot.

7. A pool player is eligible to play in her current division and with the approval of the Player Agents, may play "UP" one division. A pool player shall not be permitted to play "DOWN".

Changes to these local rules, that are not approved by a vote held by the GSLL board, are prohibited.