



GBL

BASEBALL

RULE

BOOK

2026 Edition

www.gblbaseball.org

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2025 RECREATIONAL BASEBALL RULES

1.00 GENERAL CONDUCT RULES

1.00 A - Rules for the Germantown Baseball League are applied in the following order of precedence:

1. This document
2. USSSA baseball rules (<http://usssabaseball.org>)
3. TSSAA High School baseball rules
4. Major League baseball rules

1.00 B - In all situations not readily covered, common courtesy and good sportsmanship are to take place. We want everyone to be zealous and competitive, but not at the expense of the players, parents and the City of Germantown.

1.00 C - All league problems, disputes, challenges, etc., shall be communicated and handled as outlined in the Germantown Baseball League (GBL) Issue Management policy, which is available at <http://gblbaseball.org>. Further, it is expected that all players and adults abide by the GBL Code of Ethics as well as the Positive Coaches and Parents Alliance.

1.01 GBL Code of Ethics

1.01 A - Players, coaches or parents shall not ride, taunt, heckle or poke fun at any member of the opposing team. This shall be considered unsportsmanlike conduct and the player(s), coach(es), or parent(s) shall be subject to removal from the game and/or ballpark. This includes (but is not limited to) catchers talking/distracting batters, runners clapping/yelling to distract pitchers, dugout players or coaches making loud noises to distract batters/pitchers, etc. The umpires have been instructed to issue a fair warning and then eject any person from the game who violates this rule. Any coach or person ejected must leave the park. They are not permitted to stay by or around the field. The game will not resume until the person has left the park.

1.01 B - Chatter shall be allowed as long as no player is made fun of, and provided the umpire has not asked your team not to chatter.

1.01 C - No parents (except coaches) are allowed on the field.

1.01 D - A maximum of four coaches are allowed on the field/in the dugout.

1.01 E - All coaches must be inside the dugout or directly in front of and within arm's length with the dugout fence, unless they are in the coaching box on offense.

1.01 F - The Head Coach is responsible for ensuring proper conduct from all players, coaches and parents.

1.01 G - No coach, player, or parent is allowed to harass, yell, argue, or intimidate the umpires or challenge calls on judgement call (strike/ball, safe/out. Fair/foul etc.)

1.01 H - The umpires and field directors have the authority to warn and/or eject any player, coach, or parent from the field for harassment.

1.01 I - The Head Coach may be ejected after proper warning for failure to ensure proper conduct of his coaches, players, and/or parents.

1.01 J - Any player or coach that is ejected for misconduct will also serve a minimum of one game suspension. This also includes any actions at the end of the game where ejection is not feasible due to the completion of a game. The length of the suspension may be lengthened based on the severity or previous conduct as determined by the GBL Board of Directors.

1.01 K - If a player is ejected during a game, an automatic out will be recorded when the ejected players spot comes up in the batting order. A player that is ejected for misconduct will also serve a minimum of one game suspension.

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1.01 L – Any coach ejected twice in a season will be automatically subjected to a review by the Board of Directors to determine his status as a coach for the remainder of the season, and any seasons beyond the current season.

1.01 M – Any coach who is removed from his coaching position by the League Director and/or Board of Directors is prohibited from serving as a coach in any capacity any subsequent years. A coach may apply for re-instatement after one year removed from coaching. The GBL Board of Directors will decide if re-instatement is warranted.

1.01 N – All head coaches and assistant coaches must submit a background check prior to the start of the season. Any coach not passing the background check must be removed from his coaching position immediately.

1.01 O - The use of all tobacco and alcohol is prohibited anywhere on the fields, dugouts, bleachers and common areas between the fields.

1.01 P – **No walk up music is allowed in any age division**

2.0 GENERAL RULES OF PLAY

2.01 – PLAYING FIELD, EQUIPMENT AND SAFETY

2.01 A - The playing field shall be laid out according to the recommended dimensions contained within these rules.

2.01 B - All bats for age divisions 4-14 must be permanently stamped with the USSSA 1.15 BPF Mark, USABats stamp or BBCOR.50 Certified Mark. Wooden bats are not allowed. (See Rule 3.01 for more details)

2.01 C - In age divisions T-Ball thru 13/14 Division, non-metal cleats **MUST** be worn. In the 15/18 division, traditional metal baseball spikes shall be permitted.

2.01 D - The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup (ages 9 and up). In all divisions, the catcher's helmet shall fully cover both ears.

2.01 E - Special Protective Gear: GBL continues its long-standing policy of permitting players to determine the use of additional protective equipment when they deem it appropriate.

2.01 F - Bat boys / girls under the age of eighteen (18) shall not be permitted.

2.01 G – Game Balls: All game balls must be those that were distributed to coaches at the beginning of the season or provided by the league to the umpire prior to the start of the game. No other ball should be used for game balls.

2.01 H – In all divisions, except for Jr. Coach Pitch and T-Ball, the league will provide game balls to the umpire prior to each game.

2.01 I – Batting Helmets: All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout.

2.01 J - A player who deliberately or intentionally removes his helmet, while the ball is in play, will be immediately called out. This is a judgment call and final. The intent of this rule is to reduce the chance of an injury.

2.01 K - Any player warming up a pitcher – on or off the field - must wear a facemask.

2.01 L – The Uniform: Only GBL approved uniforms and caps will be worn by teams in league and tournament play. Intentional failure to do so will result in a game forfeiture.

2.01 M - Hitting practice aids (such as hitting sticks) are prohibited inside the fence or field of play during games.

2.01 N - The umpire will give a player one (1) warning for throwing a bat. If the warned player throws his bat again, he will be automatically called out and a dead ball exists.

2.02 – STARTING AND ENDING A GAME

2.02 A The Batting Order: The batting order or line up must include all players present for a game and be given to the other team's scorekeeper prior to the start of the game. This includes the name and number of the player.

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2.02 B - If a player is not present at the start of the game but joins the team after the game has started, he will be placed at the end of the order, unless a call up player is being used, then the call up player will bat last and the late player shall bat next to last. The coach must inform the umpire and the opposing team of the change in order.

2.02 C - This batting order must be maintained once the game has started. Any player batting out of order shall be called out in accordance with Major League Baseball Rules.

2.02 D - If a player is found to be batting out of order, he will be called out and any baserunners returned to their original base. If the batter is found to be out of order during his/her at-bat, then the correct batter will resume the at-bat with the count remaining the same.

2.02 E - Starting a Game: Each team must be able to field at least eight (8) players defensively to start the game. One of the players must be a catcher (9/10 Division and up).

2.02 F - Offensively a team with only eight (8) players will have an automatic out when the ninth batting slot bats. This rule will also take effect if, due to injury, the team is left with only eight (8) players.

2.02 G - If a team drops below eight (8) players during the game, the game will be declared a forfeit.

2.02 H - If a player is clearly injured, he must be removed from the game prior to his next at bat or his next mandated play in the field whichever comes first to avoid the automatic out if the team still has at least nine (9) healthy players. If eight (8) players remain, the out must be taken. GBL participation rules state that a player must play in the field every other inning. That rule cannot be ignored because of an injury.

2.02 H.1 - If the injury occurs in the field and the player comes to the dugout, he must return to the field in the 2nd half inning after the injury to satisfy the GBL participation rule. If he can't return, the umpire must be notified that the injured player has been removed from the line-up. If his turn at bat occurs before his mandated return to the field, a decision must be made at that point.

2.02 H.2 If the injury occurs while on offense, a courtesy runner (last batted out) may be used if approved by the umpire, but the player can only sit out the next half inning on offense or until his next at bat. At that time, the umpire must be notified that the injured player has been removed from the line-up.

2.02 I - A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

2.03 CALL UP PLAYERS

2.03 A - A team is eligible to use a "call-up" player if they have less than nine (9) players who will be eligible to play in a game.

2.03 B - The call up player must be a registered, active participant in a GBL League Division only, and can only be called up from the age group immediately below the team needing the player. The call up player must be in the older age group of the division (TB/JR CP=6, CP=8, 9-10=10, 11-12 =12, 13-14=14).

2.03 C - The call-up player must play the entire game as a usual player and rotation schedule is observed.

2.03 D - A maximum of three (3) call-up players may be used to reach the full roster of nine (9).

2.03 E - The call-up players are eligible to play outfield positions only in this order of priority: one call-up can play LF or RF, two call-ups must play LF and RF, and a third call-up can play CF.

2.03 F - A call-up player is ineligible to pitch, catch, and play infield.

2.04 THE DEFENSE

2.04 A - Once a team has taken the field defensively, no player can be taken off the field during that inning except for injury or illness, except for the removal of a pitcher.

2.04 B - Players may be shifted from one defensive position to another during the inning.

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2.04 C - All players present must play at least every other inning in the field. Failure to comply with this rule will result in a warning to the coach and the player must be immediately placed in the game. The second infraction will result in an automatic forfeiture.

2.04 D - Since this is a recreational league, it is expected that Coaches will rotate players in different defensive positions (examples are allowing players to learn and play both infield/outfield, rotating who sits out each inning, etc.) when possible and not presenting a risk to the player's safety.

2.04 E - In 9/10, and Coach Pitch, a maximum of six (6) players (including pitcher and catcher) may be in the infield on defense, and the outfielders must be positioned on the outfield grass and a minimum of thirty feet behind the base paths.

2.04 F - Bunting: Bunting is only allowed in kid pitch divisions.

2.05 PLAYER ELIGIBILITY

2.05 A – All players must be the required age of their division by their age on April 30th of the calendar year, unless they have received an exemption from the League.

2.05 B – In the 18U HS Division, players must still be in high school and must be no older than 18-years old by April 30th of the current year.

2.05 C – In the 18U HS Division, players are ineligible to compete in GBL if they are on the Varsity or JV baseball roster of their High School.

2.05 C — In the 18U HS Division, Proof of age by either birth certificate or valid driver's license must be presented in order to be eligible.

3.00 – BAT RULES

Bat Rules are put into place for Player Safety. It is the responsibility of Parents, Players and Coaches to make sure that only approved Bats are used by Batters. Coaches should inspect the bats before each game to ensure that all bats in the dugout are approved for use. Coaches should "remove" any unapproved bats from the dugout to avoid inadvertent use.

3.01 A - For ages 4-14: The bat shall be an unaltered baseball bat (not softball), with the following age specific requirements:

3.01 A.1 – Approved bats must be permanently stamped with the USSSA 1.15 BPF Mark, USABats stamp or BBCOR.50 Certified Mark. Wooden bats are not allowed.

3.01 A.2 - The diameter of the barrel of the bat shall be no larger than 2 ¾".

3.01 A.3 - BBCOR bats are legal for use in ages 4-14.

3.01 A.4 - Bats that are broken, cracked, dented or defaced are illegal.

3.01 A.5 - There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.

3.01 A.6 - Molded grips and choke up knobs are illegal

3.01 B - Appeals as to whether a bat is approved should be made to the home plate umpire before the bat is used. The offensive coach should not pitch to any batter using an unapproved bat.

3.01 C - Should an unapproved bat be discovered during a game; it shall be removed from the playing field. Any plays resulting from the use of an unapproved bat will be official and may not be appealed.

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3.01 D - To clarify, the use of an illegal bat does not constitute an out. The play stands and the bat must be removed from play.

3.01 E - Failure to consistently apply these requirements will be reviewed by the League Director and appropriate action will be taken for any coach violating these rules.

3.02 A - For ages 15-18: The bat shall be an unaltered baseball bat (not softball), with the following age specific requirements:

3.02 A.1 - BBCOR Only: All non-wood bats "MUST" meet BBCOR (Batted Ball Coefficient of Restitution) standards and "MUST" possess a "clearly identifiable" manufacture's certification stamp.

3.02 A.2 - DROP 3 MAX : A bat shall not weigh numerically more than, three ounces less than the length of the bat.

3.02 A.3 - The diameter of the barrel of the bat shall be no larger than 2 5/8".

3.02 A.4 - Wood Bats are allowed for use but must comply with "Drop 3" and barrel diameter limit

3.02 A.5 - Bats that are broken, cracked, dented or deface the ball are illegal.

3.02 A.6 - There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob.

3.02 A.6 - Molded grips and choke up knobs are illegal

3.02 B - Penalty for use of Illegal Bat Rule for 15-18 Division: If an Illegal Bat is found to be used by the Batter after taking at least one (1) pitch or has just advanced to base....

3.02 B.1 - The opposing Team must issue protest to the Home Plate Umpire

3.02 B.2 - The Home Plate Umpire shall inspect the bat to verify/confirm its required marks & specifications as per Bat Rules for Ages 15-18

3.02 B.3 - If deemed an approved bat, no action is required

3.02 B.4 - If deemed to be an unapproved bat, the Home Plate Umpire shall

3.02 B.4.a - Declare batter "at bat" out and instruct the Head Coach to remove the bat from the field of play/dugout.

3.02 B.4.b - Declare base runner, which just advanced using illegal bat, to be "out" and all baserunners (if any) shall return the original base (s), if they advanced.

3.02 B.4.c - If the opposing Team does not issue Illegal Bat Protest prior to the successive Batter's plate appearance who receives a first pitch, then no protest is allowed and no penalties may be issued.

3.02 B.4.d - If this failure to protest occurs and an illegal bat is identified, it shall be removed from the Field of Play and Dugout and no penalty shall be applied.

3.02 b.4.e - In the event of an Illegal Bat Violation, the Home Plate Umpire is required to report this promptly after the game to the Director of Umpires who will notify the 18U HS Division Director.

3.02 C – Coaches Penalties:

1st Offense for Illegal Bat Violation - Head Coach issued a Warning

2nd Offense for Illegal Bat Violation – Head Coach suspended for one game.

3rd Offense for illegal Bat Violation - Head Coach removed from the Team

4.00 – PITCHING RULES

The spirit and intent of the following rules are established to protect athletes throwing arms from over-use injuries. They are not intended to restrict a team’s ability to compete effectively, nor are they targeted towards any specific situation.

4:01 PITCHING OVERVIEW

4.01 A - A pitcher may not pitch in non-GBL games while the team is participating in the end of season tournament.

4.01 B - Pitchers removed from the position may not return as pitchers within the same game. (Exception: 18U HS Division the starting pitcher may be reinserted as a pitcher one time, but not in the same inning he was removed.)

4.01 C - The Head Coach is responsible to remove the pitcher when individual pitcher reaches the per game limit for his/her age group as noted below. The pitcher may remain in the game at another position.

4.02 A – PER GAME PITCH COUNTS

Division	Per Game Limit
9/ 10 Division	60 Pitches Per Day
11/12 Division	80 Pitches Per Day
13/14 Division	90 Pitches Per Day
15 -18 Division	105 Pitches Per Day

4.02 B - Exception: If a pitcher reaches the per game limit for his/her age bracket while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occurs:

4.02 B.1 - That batter reaches base;

4.02 B.2 - That batter is put out;

4.02 B.3 - The third out is made to complete the half-inning

4.03 MANDATORY PITCH LIMITS

Ages 14 and Under: All Pitchers must adhere to the following requirements:

4.03 A - If a player pitches 46 or more pitches in a day, two (2) calendar days of rest MUST be observed

Example: Pitch Saturday, Rest Sunday, Monday, eligible to pitch again Tuesday. (Exception: 18U HS Division – 66 or more pitches = 2 days rest)

4.03 B - If a player pitches 21 to 45 pitches a day, one calendar day of rest MUST be observed (see #6 below).

Example: Pitch Saturday, Rest Sunday, eligible to Pitch again Monday. (18U HS Division -31 to 65 pitches = 1 day rest)

4.03 C - If a player pitches 1 to 20 pitches in a day, no rest is required. (18U HS Division = 1 to 30 pitches = no rest required)

4.03 D - Pitchers may go over the allotted per game pitch count ONLY to finish the current batter.

4.03 E – The per game pitch limit is the only time a pitcher can finish a batter and not be penalized. For example if a pitcher reaches 20 pitches thrown during an at-bat he must be removed following the 20th pitch to be available to pitch the next day.

Ages 15-18: All Pitchers must adhere to the following requirements:

4.03 E - If a player pitches 66 or more pitches in a day, two (2) calendar days of rest MUST be observed

Example: Pitch Saturday, Rest Sunday, Monday, eligible to pitch again Tuesday.

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4.03 F - If a player pitches 31 to 65 pitches a day, one calendar day of rest MUST be observed. Example: Pitch Saturday, Rest Sunday, eligible to Pitch again Monday

4.03 G - If a player pitches 1 to 30 pitches in a day, no rest is required.

4.03 H - Pitchers may go over the allotted pitch count ONLY to finish current batter. If pitch count exceeds allotment above rules will still be in effect.

All Pitchers 14 & Under		All Pitchers in 15/18 Division	
46+ pitches	2 Days Rest	66+ pitches	2 Days Rest
21 to 45 pitches	1 Day Rest	31 to 65 pitches	1 Day Rest
1 to 20 pitches	No Day Rest	1 to 30 pitches	No Day Rest

4.04 ADDITIONAL PITCHING RULES

4.04 A - Back to Back Games: If a team plays back-to-back games on the same day, the pitcher is eligible to accumulate their maximum allowable pitches.

4.04 B - In the event of a game that is suspended by darkness, weather, or other causes and resumed the next day or later, the pitch counts from the suspended game do factor into that pitcher's eligibility.

4.04 C - Intentional or unintentional failure to remove a pitcher who has reached his/her maximum number of pitches or the use of an ineligible pitcher (has not served mandatory days of rest) shall constitute a Pitch Count Violation

4.04 D - If a Pitch Count violation is identified by the opposing Team, a protest must be filed with the Home Plate Umpire by the Head Coach when it occurs, or when identified "while the game is still in play".

4.04 E - The umpire may choose to consult with the League Director on Duty for clarification.

4.04 F - If a violation is confirmed (exceed Pitch count limit or use of ineligible pitcher), the umpire shall remove the pitcher from the mound and direct the Head Coach to assign a new pitcher.

4.04 G - The umpire shall note the details of the violation and communicate them to the Umpire in Chief immediately after the game.

4.04 H - The offending Head Coach will be issued a warning from the League Director. A Pitcher Rules Violation Report will be filed by the Division Director to the GBL Board.

4.04 I - One or more penalties may be applied based on the severity and importance of the violation....

- Strong Written Warning to the offending Head Coach
- One (1) game Suspension of the offending Head Coach
- Forfeit of the game, if warranted.
- Removal of the Head Coach from the team

4.04 J - Additional penalties up to and including disqualification of the Head Coach from further participation may be imposed if, in the opinion of the GBL Directors and Umpires Committee: A coach willfully and knowingly disregards the requirements of this set of rules.

4.04 K - Intentional walks require four (4) thrown balls to the catcher, outside the hitting zone (No automatic walks without throwing). Balls thrown count against total pitches, and are live play (meaning: a batter can attempt to hit them while in batter's box, pass balls are live for on-base runners).

4.04 L - Pitchers shall have one minute of warm-up time and be limited to five (5) warm-up pitches at the start of the game and between innings.

4.04 M - The time clock begins for pitchers to warm up as soon as the third out is made or a run limit met in the prior inning.

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4.04 N - The umpire may, in the case of a pitching change, injury or other circumstances, exercise discretion to allow additional warm-up pitches.

4.04 O - Pitchers may not re-enter the game as a pitcher (Exception: 18U HS Division the starting pitcher may be reinserted as a pitcher one time, but not in the same inning he was removed.)

4.04 P - Any pitching protest regarding a violation of the above pitching rules must be filed with the head umpire immediately. The umpire and/or protesting coach should also notify the Director on Duty regarding the violation.

4.04 Q - If a pitcher balks there is no warning and the runners will move up one base. (9/10 league does not have balks).

4.04 R - Any pitcher hitting a batter with a pitch three times in a game must be removed from the mound.

4.04 S - A coach is allowed one free mound visit per inning. If a coach makes a second mound visit in an inning the pitcher must be replaced with a new pitcher.

4.05 – PITCH COUNT TRACKING AND REPORTING

4.05 A - Tracking of pitch counts is required to be maintained by each team within their scorebooks.

4.05 B - At the conclusion of each inning, scorers from each team should confer on pitch counts and record in their scorebooks.

4.05 C - Each team's Head Coach is responsible for accurate and timely tracking, recording and reporting.

4.05 D - Both teams are responsible for reporting scores and pitch count information to the League Director designee following the conclusion of the game. They will provide pitcher names, jersey number and pitch count totals for both teams.

4.05 E - Directors will track and post pitch counts on GBL website or in other division apps.

4.05 F - Umpires are not responsible for tracking pitch counts or knowing previous game pitch counts.

5.00 BASE RUNNING AND FIELDING

5.00 A - Regular baseball rules apply in the 11/12 division and older age groups.

5.00 B - Runner may take a lead and then steal at own risk in 11/12 division and older age groups.

5.00 C - Batter may advance on a dropped third strike under the regular rules of baseball in **13/14 division and older age groups**.

5.00 D - In the 9/10 and 11/12 Divisions a batter may not run on a dropped third strike, the batter is out, however the ball remains a live ball for any other runners on base.

5.00 E - In all leagues except T-ball and Jr. Coach Pitch, a courtesy runner may be substituted for the catcher on record but only in the event there are two outs.

5.00 D - Courtesy runner must be the player that made the last batted out. If the last batted out was not made in that inning, the courtesy runner reverts to the player that made the last batted out the previous inning.

5.00 E - In the event a team inadvertently places the wrong last batted out player on base, the correct player should be substituted immediately without penalty.

5.00 F - This rule is intended solely to speed up the pace of play and is completely optional.

5.00 G - On a throw by a fielder, which goes over a foul line fence or into a dugout, runners will be awarded one base in addition to the base which they were advancing. On a pick-off throw by the pitcher, which goes over a foul line fence or into a dugout, runners will be awarded one base.

5.00 H - The Infield Fly Rule is used in the 11/12 Division and older age groups.

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5.00 I - Any base runner that intentionally collides with malicious intent into a defensive player shall be ejected from the game.

5.00 J—Baserunners may also be called out if he collides with a defensive player who was in possession of the ball or in the process of making a play on the runner.

5.00 K - Malicious intent is defined as purposely attempting to take out a defensive player or prevent him from making a play.

5.00 L - Any player simply running the bases or making a legitimate attempt to slide into a base will not be considered to be having malicious intent.

5.00 M - While sliding is not always mandatory, any player not sliding and making contact with a fielder is risking ejection if such is warranted in the umpire's opinion. This is a judgment call by the umpire.

5.00 N - Sliding is however mandatory at home plate if there is a potential for a "play at the plate". In the judgement of the umpire if a player does not attempt to slide on a "play at the plate" that runner will be called out.

5.00 O - If there is a collision at home plate due to a runner not attempting to slide that runner will be subjected to ejection from the game and any subsequent "at bats" in the order for that game will be deemed an automatic out. This is also a judgment call by the umpire as to whether there was a malicious intent

5.00 P - Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball may, at the umpire's discretion also be ejected for malicious intent.

5.00 Q - A fielder may not block any base or base path while not in possession of the ball. The runner could be awarded the base due to obstruction anytime that he is prevented from reaching the base due to contact with a fielder that is not in possession of the ball.

5.00 R - Once in possession of the ball, the fielder may block the base in any way that they see fit to prevent the runner from getting to the base provided there is no malicious intent.

5.01 – 9/10 DIVISION ONLY

5.01 A - Once the pitcher is on the pitching rubber and in possession of the ball, and the catcher is in the catcher's box, runners cannot advance or leave the base.

5.01 A.1 - After the pitch, once the pitcher has received the ball from the catcher and is on the pitching rubber, any runner that was off base must return to the nearest base.

5.01 A.2 - Once the ball is pitched and crosses the plate, runners may advance at their own risk.

5.01 A.3 – Runners at third may advance at their own risk once the ball is in-play (This does not apply to Coach Pitch).

5.01 A.4 - If a runner vacates any base he does so at his own risk and can be tagged out, even if that runner is prohibited from advancing per this rule.

5.01 A.8 - If a runner tries to advance in the umpire's judgment before the ball passes home plate, the following rules apply:

5.01 A.8a - If he arrives safely, he is returned to the original base.

5.01 A.8b - If he or another runner is tagged out, the runner is out and any other runners return to their original base.

5.01 A.8c - If at the same time the batter hits the ball, the runner is awarded with one base more than the batter.

5.01 A.8d - If after the umpire warns a coach about his players leaving the base early, the umpire may call the runners on that team out for abuse of the rules.

6.00 - OFFICIAL GAME, RAIN, SCORING, ETC.

	Jr. CP	CP	9/10	11/12	13/14	HS Div
TIME LIMIT						
Minutes	60	75	80	85	95	95
Innings	4	5	5	6	6	7
OFFICIAL GAME						
Home Team Leading	2.5	2.5	2.5	3.5	3.5	3.5
Visiting Team Leading	3	3	3	4	4	4
DEFENSE						
Pitch Distance	Min 20'	35'	46'	50'	54'	60' 6"
Base Path Distance	50'	60'	60'	70'	80'	90'
Max Defensive Players	No Max	11	10	9	9	9
RUN LIMITS						
First 3 Innings	5	5	5	5	5	5
Subsequent Innings	N/A	10	10	10	10	10

6.00 A - No new inning may be started if there are 5 minutes or less left in the time limit.

6.00 B - If the home team is batting when the time limit expires and is ahead or the batting team is mathematically eliminated due to run limit rule, the game will be called.

6.00 C - A new inning begins when the third out of the bottom of the previous inning has been made.

6.00 D - If the game is tied after the final regulation inning has been played during the regular season, the game ends in a tie.

6.00 E - If the schedule does not indicate otherwise, the home team is the team listed first on the schedule. The home team will occupy the dugout closest to the scoreboard.

6.00 F - The home team is the official scorer and is responsible for noting the start time in the scorebook as provided by the home plate umpire.

6.00 G - It is the responsibility of the visiting team to confirm the score at the end of each inning.

6.00 H - If a scoring dispute occurs, the visiting team must notify the head umpire before the next ½ inning starts.

6.00 I - The umpires are responsible for resolving any scoring dispute before allowing play to continue.

6.00 J - The visiting team will supply the scoreboard operator, if applicable.

6.01 SUSPENDED GAMES

6.01 A - A game will be recorded as an official game if the minimum number of innings has been played for an official game.

6.01 B - In league play if an official game is called during a partial inning, the official score shall revert back to the last complete inning unless the home team has tied or taken the lead in the partial inning. If the home team has tied or taken the lead in the partial inning, that score shall become the official score.

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6.01 C - It shall be the responsibility of the home team to keep an accurate record of the official game.

6.01 D - All pitching and play rules are in effect if the continued game was the official game.

6.01 E - Games that are called before the completion of an official game, if replayed, will be replayed from the start.

6.01 F - Innings pitched in an incomplete game will be counted as innings pitched during the week.

6.01 G - The home plate umpire is responsible for declaring when the time limit has expired.

6.01 H - The home plate umpire has discretion to add additional time to a game due to a lengthy delay caused by injury that requires medical attention, or unforeseen stoppage of a game.

6.01 I - The home plate umpire must inform both coaches of a decision to add time when the incident occurs. This is not to be used to offset wasted time by coaches/parents, etc. in arguments, intentional delays, or very minor injuries.

6.02 RUN LIMITS

6.02 A – In each of the first three (3) innings, both the visiting and home team will be allowed to score the maximum of five (5) runs per inning before three (3) outs have been.

6.02 B - For the fourth (4th) and subsequent innings, the visiting and home team will be allowed to score the maximum of ten (10) runs per inning before three (3) outs have been made.

6.02 C - If at the completion of three and one half (3 ½) innings, the home team is ahead by twelve (12) or more runs, or after four complete innings the visiting team is ahead by twelve (12) or more runs, the Mercy Rule is in effect, and the game is officially recorded as a complete game.

6.02 D 1 - The Mercy Rule for 9/10 Division and up.

12 Runs after 3 innings

10 Runs after 4 innings

6.02 D 2 – The Mercy Rule for Coach Pitch will be when the losing team is mathematically eliminated.

6.02 E - The official scorer is responsible for recording the runs scored per inning for both the visiting and home team. The scorer will notify the plate umpire when the maximum number of runs has been scored in an inning.

7.00 POSTSEASON TOURNAMENT PLAY

7.00 A – A Postseason Tournament will be held in all divisions except for T-ball.

7.00 B – Every team in every division qualifies for the Postseason Tournament.

7.00 C – Tournament play will consist of Pool Play and Bracket Play, or in some instances just Bracket Play.

7.00 D – No new inning may be started after the time limit for that league has expired.

7.00 E - In the event of a tie in bracket play only, each team will (in order of inning rotation) place the previous inning's last three batters in rotation on base – last out on first base, second out on second base, Last out on first base. Fourth batter and any sequential batters will face opposing team's pitcher until one out is achieved. Runs scored from any live play apply to score. Winner determined by final score. Repeat if needed to break tie.

7.00 F – In Tournament Pool Play games, games ending with the score tied will result in a tie. No extra innings will be played, unless the time limit has not expired.

7.00 G - If a Tournament game is called due to rain, weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if:

7.00 G.1 For a five (5) inning game, if three (3) innings have been played or if the home team has scored more runs after two and one half (2 1/2) innings the game shall be declared a complete game.

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7.00 G.1a - In bracket play if a game is called after 3 or more innings, the score will revert back to the previous completed inning unless the home team has tied or taken the lead in the partial inning, then that score shall become the official score. If still tied, the game will be a suspended game

7.00 G.2 For a six (6) inning game, if four (4) innings have been played or if the home team has scored more runs after three and one half (3 1/2) innings the game shall be declared a complete game.

7.00 G.2a - In bracket play if a game is called after 4 or more innings, the score will revert back to the previous completed inning unless the home team has tied or taken the lead in the partial inning, then that score shall become the official score. If still tied, the game will be a suspended game

7.00 G.3 For a seven (7) inning game, if four (4) innings have been played or if the home team has scored more runs after three and one half (3 1/2) innings the game shall be declared a complete game.

7.00 G.3a - In bracket play if a game is called after 4 or more innings, the score will revert back to the previous completed inning unless the home team has tied or taken the lead in the partial inning, then that score shall become the official score. If still tied, the game will be a suspended game

7.00 H –All Tournament games that for any reason cannot be declared a regulation game pursuant to *Rule 7.00 G* shall be a suspended game. A suspended game when resumed, shall resume from the exact point of suspension.

7.00 I - Tournament Official Game Time:

DIVISION	Per Game Limit
Jr. Coach Pitch	55 Minutes
Coach Pitch	75 Minutes
9/10 Division	80 Minutes
11/12 Division	85 Minutes
13/14 Division	95 Minutes
HS Division	105 Minutes

7.00 J - Mercy rules are enforced in 9/10 Division and up (12 runs after 3 innings, 10 runs after 4 innings).

2025 RECREATIONAL COACH PITCH BASEBALL RULES

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

8.00 – COACH PITCH GENERAL RULES OF PLAY

8.00 A – The general rules of play in the coach pitch division are the same as the GBL Rules unless noted differently in this addendum for Coach Pitch specific rules.

8.01 – DEFENSE SPECIFIC RULES

8.01 A - A maximum of six players (including pitcher and catcher) may be in the infield on defense.

8.01 B – A maximum of five outfielders are allowed on the field at a time

8.01 C – Outfielders must be positioned on the outfield grass and a minimum of thirty feet behind the base paths.

8.01 D - Infielders must remain behind the base paths until the ball is hit.

8.01 E - The pitcher-infielder must remain farther away from home plate than the coach/pitcher until the ball is hit.

8.01 F – The pitcher-infielder must remain within the pitching circle until the ball is hit.

8.01 G – **One defensive coach may be on or near the field of play while the team is on defense. That defensive coach will be stationed in the outfield and must remain BEHIND the outfielders. No other coaches should be near the field of play. Other than the assistant coaches all other coaches should be within a arm’s length of the dugout or in the dugout.**

8.02 – BATTING SPECIFIC RULES

8.02 A - Batters will receive a maximum of seven (7) pitches.

8.02 B - On the seventh pitch, the batter will be declared out if the bat is swung or not, unless it is hit into fair play or it is fouled off. The at-bat will not end on a foul ball.

8.02 C – A batter is out after three swinging strikes.

8.02 D - Bunting or half swings intended to restrict the flight of the ball are not allowed.

8.02 E – A batted ball must clear the 20’ arc in front of home plate to be deemed a fair ball.

8.02 E - The infield fly rule is not used in this league.

8.03 - PITCHING

8.03 A – A play will be ruled dead once the ball is returned to the infield and possessed by an infielder INSIDE THE BASELINES.

8.03 B – Once the ball is possessed and ruled dead by the umpire, the runners will either return to their previous base or awarded the next base depending on in the judgement of the umpire, if the runner were cross the “halfway” line.

Players “raising” their hands does not kill the play. The play is dead when the umpire calls the play dead. This is a judgement call by the umpires.

8.03 C – The coach must pitch from the designated pitching area.

8.03 D - Once the ball is hit, the coach pitcher is encouraged to move into foul territory and out of the way of the play.

8.03 E - If the coach pitching is hit with the ball directly from the bat, the play is “dead” and base runners must return to their base, while the pitch is replayed. This does not count as a pitch against the batter.

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8.03 F - If the coach pitching, or any coach, intentionally interferes or catches a batted ball, interference will be ruled and the batter called out. In this case, runners would also return to their previous base.

8:03 G – The Defensive team shall provide an **ADULT** coach to stand behind the catcher to help retrieve pitched or foul balls.

8.04 BASERUNNING SPECIFIC RULES

8.04 A - No leading off or stealing will be allowed.

8.04 B - Runners can only advance on hit balls.

8.04 C - Any base runner that intentionally collides with malicious intent into a defensive player shall be ejected from the game.

8.04 D - The runner may also be called out if the defensive player was in possession of the ball or in the process of making a play on the runner.

8.04 E - Malicious intent is defined as purposely attempting to take out a defensive player or prevent him from making a play.

8.04 F - Any player simply running the bases or making a legitimate attempt to slide into a base will not be considered to be having malicious intent.

8.04 G - While sliding is not mandatory, any player not sliding and making contact with a fielder is risking ejection if such is warranted in the umpire's opinion. This is a judgment call by the umpire.

8.04 H - Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball may, at the umpire's discretion, also be ejected for malicious intent.

8.04 I - A fielder may not block any base or base path while not in possession of the ball.

8.04 J - The runner will be awarded the base due to obstruction anytime that he is prevented from reaching the base due to contact with a fielder that is not in possession of the ball.

8.04 K - Once in possession of the ball, the fielder may block the base in any way that they see fit to prevent the runner from getting to the base provided there is no malicious intent.

8:05 FIELDING SPECIFIC RULES

8.05 A - On an overthrow to first base after a hit ball, a runner may only advance one additional base at his or her own risk, regardless of the subsequent action on the overthrow. This means that a batter on a hit and overthrow to first, may only proceed to second base at their own risk even if the ball is errantly thrown away again.

8.05 B - Likewise, a runner starting on first base could only advance to a maximum of third base on a hit ball and overthrow to first baseman.

8.05 C - Other overthrows to bases other than first base are live balls and runners proceed at their own risk with no limit of bases.

8.05 D - On a throw by a fielder that goes out of play over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing.

8.05 E - Play is considered terminated and the ball dead when any defensive player possesses or controls the ball within the basepaths.

8.05 F - Once the ball is possessed by an infielder within the base paths, runners must return to their last base, unless they are more than halfway to the next base. This is a judgment call by the umpires and is final.

8.05 G - Once any defensive player has possession within the basepaths, play is stopped and cannot be re-initiated.

8.06 OFFICIAL GAME, RAIN, SCORING, ETC.

8.06 A - In each of the first three (3) innings, both the visiting and home team will be allowed to score the maximum of five (5) runs per inning before three (3) outs have been made.

8.06 B - For the fourth (4th), fifth (5th) and subsequent innings, the visiting and home team will be allowed to score the maximum of ten (10) runs per inning before three (3) outs have been made. .

8.06 C - The Mercy Rule will also take effect any time a team is mathematically eliminated from the possibility of winning due to run limitations.

8.06 D - The official scorer is responsible for recording the runs scored per inning for both the visiting and home team. The scorer will notify the plate umpire when the maximum number of runs has been scored in an inning.

8.06 E – In the event there are three games scheduled on a field on a weeknight, the official per game time will be 65 minutes as opposed to 75 minutes.

2025 RECREATIONAL JR. COACH PITCH BASEBALL RULES

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

9.00 – JR. COACH PITCH GENERAL RULES OF PLAY

9.00 A – The general rules of play in the Jr. Coach Pitch division are the same as the GBL Rules unless noted differently in this addendum for Coach Pitch specific rules.

9.00 B – A half inning will end upon three outs being made by the offensive team, or inning run limit described below.

9.00 C – No win /loss records will be kept

9.00 D – Regulation baseballs will be used the entire season in game. No soft baseballs or T-balls should be used for games.

9.01 – DEFENSE SPECIFIC RULES

9.01 A - A maximum of five players (including pitcher) may be in the infield on defense. Infielders must play in traditional positions until the ball has been hit. Catchers will not be used.

9.01 B – Any additional players on the team shall play in the outfield. Once pool play or tournament begins, only 6 outfielders will be able to play. No player can sit out consecutive innings

9.01 C – Outfielders must be positioned on the outfield grass and a minimum of 15 feet behind the base paths.

9.01 D - Infielders must be behind the baseline until the baseball has been hit.

9.01 E - The pitcher infielder must remain further away from home plate than the coach/pitcher until the ball is hit.

9.02 – BATTING SPECIFIC RULES

9.02 A –Batters will receive a maximum of seven (7) pitches during an at-bat.

9.02 B - On the last pitch, the batter will be declared out if the bat is swung or not, unless it is hit into fair play. If the ball is hit into foul territory on the last pitch, the batter will be allowed one additional pitch. The batter will be declared out if the pitch is not hit into fair territory.

9.02 C - A batter is out after three swinging strikes.

9.02 D - Bunting or half swings intended to restrict the flight of the ball are not allowed.

9.02 E – A batted ball must go further than the 20-ft arc to be a fair ball.

9.02 F - The infield fly rule is not used in this league.

9.03 – PITCHING

9.03 A – A play will be ruled dead once the ball is returned to the infield and possessed by an infielder inside the base path.

9.03 B – Once the ball is possessed and ruled dead by the umpire, the runners will either return to their previous base or awarded the next base depending on in the judgement of the umpire, if the runner were cross the “halfway” line.

9.03 C – The coach pitcher must pitch from behind the 20-ft arc circle.

9.03 D – A coach may pitch standing up or kneeling outside the 20-ft arc.

9.03 E - Although left to the coach’s discretion, to the extent possible, the coach should try to stand or kneel outside the 20-ft arc and throw overhand and no underhand toss.

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9.03 F – The Coach Pitcher may use as many baseballs as he/she is comfortable holding. The Coach Pitcher should not lay extra baseballs on the ground which could interfere with a batted ball.

9.04 BASERUNNING SPECIFIC RULES

9.04 A - No leading off or stealing will be allowed.

9.04 B - Runners can only advance on hit balls.

9.04 C - For any ball that goes into the outfield, the batter/base runner may continue to advance until the play is deemed dead.

9.04 D - A play is deemed dead after the ball is under complete control of the defensive team within the confines of the base paths.

9.04 E - On an overthrow to first base after a hit ball, a runner may only advance one additional base at his or her own risk, regardless of the subsequent action on the overthrow. This means that a batter on a hit and overthrow to first, may only proceed to second base at their own risk.

9.04 F - Likewise, a runner starting on first base could only advance to a maximum of third base on a hit ball and overthrow to first baseman.

9.04 G - Other overthrows are live balls and runners proceed at their own risk.

9.04 H - On a throw by a fielder that goes out of play over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing.

9.04 I - Malicious intent is defined as purposely attempting to take out a defensive player or prevent him from making a play.

9.04 J - Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball may, at the umpire's discretion, also be ejected for malicious intent.

9.04 K - A fielder may not intentionally block any base or base path while not in possession of the ball.

9.04 L - The runner will be awarded the base due to obstruction anytime that he is prevented from reaching the base due to contact with a fielder that is not in possession of the ball.

9.04 M - Once in possession of the ball, the fielder may block the base in any way that they see fit to prevent the runner from getting to the base (provided there is no malicious intent.)

9.05 OFFICIAL GAME, RAIN, SCORING, ETC.

9.05 A - In each of the first three (3) innings, both the visiting and home team will be allowed to score the maximum of five (5) runs per inning before three (3) outs have been made.

9.05 B - For the fourth (4th), fifth (5th) and subsequent innings, the visiting and home team will be allowed to score the maximum of ten (10) runs per inning before three (3) outs have been made.

9.05 C - If at the completion of three and one half innings, and the home team is ahead by twelve (12) or more runs, or after four (4) complete the innings the visiting team is ahead by twelve or more runs; the Mercy Rule is in effect, and the game is officially recorded as a complete game.

9.05 D - The Mercy Rule will also take effect any time a team is mathematically eliminated from the possibility of winning due to run limitations.

9.05 E - The official scorer is responsible for recording the runs scored per inning for both the visiting and home team. The scorer will notify the plate umpire when the maximum number of runs has been scored in an inning.

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POSTSEASON TOURNAMENT

9.06 A – Each team in the division will participate in the Postseason Tournament. Seeds will be drawn out of a hat.

9.06 B – Coach Pitch (7-8 year old) rules will govern the Postseason Tournament.

9.06 C – Umpires will be provided for postseason games.

2025 RECREATIONAL T-BALL BASEBALL RULES

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

10.00 – T-BALL PITCH GENERAL RULES OF PLAY

10.00 A – The Tee-Ball League is for 4, 5 and 6-year-old boys and girls. The primary goal of the league is to teach the fundamentals of baseball and to have fun. These rules are only provided as general guidelines. The most important part of the game is to make sure the kids are learning and having fun.

10.00 B – All Players in the batting order will bat each inning.

10.00 C – Three outs does not end the inning.

10.00 D - Official score will not be kept

10.00 E – No win /loss records will be kept

10.00 F - No Postseason tournament will be held in T-Ball

10.00 G - Coaches may call "Time" to regroup and/or instruct the players. "Time" will only last two minutes.

10.01 – DEFENSE SPECIFIC RULES

10.01 A - A maximum of five players (including pitcher) may be in the infield on defense.

10.01 B – Any additional players on the team shall play in the outfield. Only 5 outfielders are allowed. No player can sit out consecutive innings.

10.01 C – Outfielders must be positioned on the outfield grass and a minimum of 15 feet behind the base paths.

10.01 D - Infielders must remain behind the base paths until the ball is hit.

10.01 E - The pitcher infielder must remain farther away from home plate than the coach/pitcher until the ball is hit.

10.01 F – The pitcher infielder must remain within the pitching circle until the ball is hit.

10.01 G - No one or two players can be placed at pitcher's mound and/or first base for the entire game.

10.01 H - Each coach should rotate players in these and all positions.

10.01 I - No fielder may intentionally, or be coached, to roll a ball to a base or another player. (This technique does not aid the player in learning the true fundamentals of baseball).

10.02 HITTING SPECIFIC RULES

10.02 A - Each team will bat all players each offensive inning.

10.02 B - Once all players from a team have batted that half inning is over and the other team shall bat.

10.02 C - A player who is called out may remain on the base at the coaches' discretion: however it is encouraged to have kids not stay on base to teach them the game of baseball.

10.02 D - After the first inning, the line-up will be reversed.

10.02 E - The line-up may not be changed during the game.

10.02 F - Late arriving players may be added to the bottom of the line-up.

10.02 G - The "Tee" will sit IMMEDIATELY behind home plate.

10.02 H - For a "hit" to count, the ball must go at least five (5) feet beyond home plate in fair territory, otherwise it is considered "a strike".

10.02 I - A batter shall be given ample opportunity to bat a ball in play.

2025 GBL RECREATIONAL BASEBALL RULES

10.02 J - Batters should not be called out on strikes. However, excessive attempts to bat a ball into play should be avoided in order to not hold up play. If a player can't, in a reasonable amount of time, put the ball into play the batter's coach can declare him out on strikes.

10.02 K - Each player will be allowed 3 balls pitched by the coach. If after three balls, the player does not get a hit, regardless of where the balls were pitched by the coach, the ball must be put on the tee and hit by the player.

10.02 L - If the player swings and misses the ball, it may be placed on the tee and another attempt to hit the ball will be allowed until the ball is put into play.

10.02 M - If the player swings and misses the ball, it may be placed on the tee and another attempt to hit the ball will be allowed until the ball is put into play.

10.02 N - An adult will place the ball on the Tee. Adult supervision is important around home plate.

10.02 O - A coach may touch the player to position him while he is in the batter's box.

10.02 P - He may also adjust the Tee height and instruct the player at any time.

10.02 Q - Each Coach has the option to remove the batting tee for any batter and pitch in any safe manner from any distance, to the batter, as long as he does not hold up play



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