

## GMS Rules

Rules apply to both slow and fast pitch unless stated otherwise; these are exceptions to USSSA rules.

The annual cutoff date is January 1. For example: a U8 girl cannot be 9 on or before January 1 of that current year.

FIELD AND GAME RULES					
CLASS	INNINGS	BASE LENGTH	PITCHING	LEGAL GAME	BALL SIZE
U8, U9	5	55 feet	30 feet	4 innings	11 inch
U10, U11	6	60 feet	35 feet	4 innings	11 inch
U12 - U18	7	60 feet	40 feet	5 innings	12 inch
TIME LIMIT FOR U8 - U11 IS 1:30 MINUTES, TIME LIMIT FOR U12 - U18 IS 1:40 MINUTES					

### GENERAL RULES:

- A. The double base {Safety Base} shall be used at all levels. Two standard bases may be attached together if teams do not have a double base.
- B. All players must wear a protective helmet while batting, on base, or while in the on deck circle. {A one size fits all helmet with a chin strap is recommended}. Intentional removing the helmet by the batter/runner will result in the umpire declaring them out.
- C. A legal game is one that is called because of darkness, rain, or run rule. The run rule is 12 runs, {remember the losing team need only bat the specified number.} Example: U8 home team leads by 13 runs, after visiting team finishes their bat in the top of the 4th inning the game shall end.

When a game ends due to time limit it is a legal game no matter how many innings have been completed. If the home team is losing and could not complete their at bat, the partial inning is disregarded from the final score. If the game ends in a tie due to time limit, rain, or darkness, and this is a legal game it shall be recorded as a tie. If a game ends due to weather or darkness and it is not a legal game, it shall be continued at the point it was left at. Coaches are responsible for checking all game situations before leaving.

- D. Continuous batting is optional for U13 - U18. For U12 and under it is
- E. All players in attendance must play two innings on the field. As a courtesy please give all girls a chance to bat.
- F. There is a free substitution in the field every half inning. The pitcher or an injured player are the only ones that may be replaced at any time. The pitcher may come out and go back in just like any other player.

- G. A maximum of 6 runs may be scored in one inning. This applies for all ages both fast and slow pitch.

## **PITCHING**

- A. Once a pitcher strikes 3 batters in one inning she must be removed for the remainder of the inning. If a pitcher hits 6 batters total, she cannot pitch the remainder of the game. {Fast pitch only.}

## **BASE RUNNING**

- A. There is no stealing in slow pitch. The runner may not leave the base until the ball is struck. In slow pitch the batter is out on the 3rd strike.
- B. U10 and U11 FAST PITCH, the runners must wait until the ball crosses the plate to leave the base. The batter is automatically out on the 3rd strike. They may only steal 1 base per pitch, they cannot steal home.
- C. U12 - U18 FAST PITCH: The runner must wait until the ball leaves the pitcher's hand to leave the base. They may advance more than 1 base per pitch, and they can steal home. The catcher must catch the 3rd strike.
- D. The penalty for violating base running rules: A, B, or C is dead ball 1 out recorded. If 2 or more runners leave early on a single pitch, the lead runner shall be called out. The pitch does not count, as the ball has been declared dead before it crosses the plate.
- E. A courtesy runner may be used for the catcher and the pitcher with 2 outs in all ages, both slow and fast pitch.
- F. When a fielder is in possession of the ball and the base runner must avoid contact, she may slide, slow down, or run around. Disregard of this penalized by the runner being called out and possible ejection from the game. This is known as base crashing, it is a judgment call.
- G. The infield fly rule is only in effect for U12 - U18, both slow and fast pitch.

## **FORFEITS**

- A. Fast pitch teams may start and finish with 8 players. Slow pitch teams may start with 9 players. Any team must notify the umpire in advance that they cannot field a team. If a team starts with less than the normal number of players, all later players must arrive before the team has completed their batting order to be added.

## **TEAM AND COACHES RESPONSIBILITIES**

- A. Each team may warm up for 5 minutes prior to the games scheduled start, {NOT if games are running behind.} If an umpire fails to show up, a parent or

fan may be selected if both coaches agree. Once they agree it counts as a regular game. If both coaches cannot agree, the game will be rescheduled following rain out procedures.

- B. Rain outs shall be re-scheduled within 2 weeks of the original date. Home coach is responsible for coordinating date with the visiting team. If a date cannot be reached, the area supervisors will choose a date. If the home team chooses not to play they are charged with a game not played, the visiting team gets a win.
- C. Each manager is responsible for having a roster, copy of league rules, with them at every game.
- D. Each manager is responsible for the conduct of their fans and players. Alcohol and smoking are not permitted on the bench or playing field.
- E. Each team will pay the umpire half of the fees and supply a ball.
- F. The home team is responsible for laying out the field and furnishing bases.
- G. The winning team is responsible for calling in the score to their league scorekeeper within 72 hours.
- H. Anyone {player, coach, or fan} who has been ejected from a game may not attend the next game. This is the manager's responsibility.
- I. Each area will police their own rosters. No new players can be added after the 2nd week of the regular season has been completed.

## **PROTESTS**

- A. The protest board will consist of at least 3 members of the board who do not have a team involved.