



2023 General Local League Baseball Playing Rules

THE CAMDEN COUNTY PSA ATHLETIC DEPARTMENT HAS INSTITUTED A ZERO TOLERANCE POLICY ON PROFANITY, TOBACCO, DRUG AND/OR ALCOHOL USE, PHYSICAL OR VERBAL ALTERCATIONS DURING ANY EVENT SPONSORED BY THE PSA. ANYONE VIOLATING THAT POLICY IS IT A FAN, COACH, OFFICIAL, OR PLAYER CAN BE SUSPENDED FOR UP TO ONE YEAR FROM PARTICIPATING OR ATTENDING ANY ATHLETIC EVENT SPONSORED BY THE CCPSA LEISURE SERVICES. DANGEROUS PLAY MUST NOT BE TAUGHT OR ENCOURAGED. PROPER RESPECT FOR OPPOSING TEAMS, COACHES, AND SPECTATORS MUST BE EXHIBITED AT ALL TIMES BEFORE, DURING, AND AFTER EACH GAME. COACHES, PARENTS, PLAYERS AND/OR SPECTATORS CAN BE REMOVED FROM ANY GAME SITE FOR VIOLATION OF THE ABOVE-MENTIONED POLICY.

Dennis Hickox Athletic Coordinator

GENERAL RULES FOR ALL AGES

UNSPORTSMANLIKE CONDUCT: The National Federation of Youth Sports has expanded this rule to read as follows: “Use of profanity, intimidation tactics, and remarks reflecting unfavorably upon any other person or taunting or baiting. The National Federation disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under circumstances including race, religion, gender or national origin. The use of the word **CHEATER** is considered unsportsmanlike conduct. “Coaches are responsible for their spectators and their actions. Spectators will be held to the same standards of conduct as the players and coaches. Any player, coach, or spectator which advocates physical violence, physical or verbal abuse, profanity, unsportsmanlike conduct, or is under the influence of drugs or alcohol is subject to removal and possible banishment from future youth league games and Camden County PSA Leisure Services property.

ELIGIBILITY:

Section A - Age Divisions

- 1) 7u Division.... Ages 7, 6, 5: **a four year cannot waive up.**
Division if their date of birth is within One (1) year of the Sept. 1st cutoff date.
- 2) 9u Division Ages (9, 8) a seven-year-old may waiver up to Mite
Division if their date of birth is within One (1) year of the Sept. 1st cutoff date.
- 3) 11u Division.... Ages (11, 10) A nine-year-old may waiver up to the Midget Division if them
date of birth is within One (1) year of the Sept. 1st cutoff date.
- 4) 14u Division Ages (12,13, 14) A eleven-year-old may waiver up to the Juniors Division if
Their date of birth is within One (1) year of the Sept. 1st cutoff date.

All youth coaches must be certified and approved by the Camden County PSA and must have Heads Up Concussion training.

Rule Interpretation Order: The order of precedence that the officials will use in rule interpretation.

will be: Local league, Georgia Recreation Parks Association, and National Federation Baseball Rules.

RAIN OUTS: We will attempt to reschedule any rain outs during the regular season when time and weather permits until the end of a season.

Number of players to play: A team can start or continue with (8) players, unless the ninth player was ejected for unsportsmanlike conduct; then it is a forfeit. An 8U or 10U team with pitching machine can start or continue with nine (9) 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). Note: If a team does not field the minimum number players and the game is forfeited the umpires do have to stay and call a scrimmage game (3 innings max.) if requested by the coaches and the PSA site supervisor.

GAME TIMES: The forfeit time of the first game of the day has a ten-minute grace period. You must start with the players present and not wait for starters to show up. All other forfeit times will be the game times listed on the schedule. The official start of a game or inning will be the first pitch of said game or inning. Please have your players show up at least 20 minutes prior to the start of your game. Coaches should be at the field no later than 30 minutes prior to your game time. All pre-game warmups must be conducted off the infield. Pitcher's pre-game warmups must be conducted on the side. Not From the Pitcher's Mound.

LINEUPS: Lineup cards are to be turned into the scorekeeper Fifteen minutes prior to game time. Lineup cards should contain the player's number, position, first initial or name, and full last name.

COMPLETED GAME: A Game called by the umpire due to weather or darkness shall be considered a completed game if after 3 and ½ innings are complete and the home team is ahead.

TIE GAMES: After the regulation game or time limit has expired each team will have one opportunity to break the tie. **The international tiebreaker will be used.** The last scheduled batter will be placed on second base. The next batter in the lineup will bat. Whichever comes first one out or a run. If the game is still in a tie after both teams have had their opportunity, the game will end as a tie. The game will go down as a ½ game won and ½ game lost in the standings.

ON DECK CIRCLE: For Safety reasons the on-deck batter will be allowed to warm up in the on deck circle facing the batter's back in all age divisions. No one is allowed in the on-deck batter's circle. facing the front side of a batter. The umpire shall not require the on-deck circle to be occupied.

BATTER'S BOX: A batter need not keep one foot in the batter's box throughout his or her. time at bat; however, if the batter is delaying the game, then a strike can be assessed by the home plate umpire against the batter.

THIRD STRIKE: Three strikes constitute an out, and a batter is not allowed to run if the catcher misses or drops the third strike in the 6-7, 8-9 and 10-11 age groups. In the 9 & under and 11 & under Divisions Other runners may advance at their own risk of being thrown out.

PITCHER WARM UP: Adult coaches are allowed to warm up pitchers. Warm up pitches thrown to a coach will count toward the maximum warm up pitches allowed by rule (7). For your own safety it is **STRONGLY** recommended that all adult coaches use a catcher. mask and cup while warming up their pitchers.

Charged Conferences: Each team when on defense may be granted no more than three (3) conferences during a game without penalty. A charged conference is when a coach or his representatives confer with a defensive player or players including a 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 umpire shall deny any subsequent defensive team's request for charged conference in mite baseball with machines. The penalty for using conferences in excess of the times listed above will be the removal of pitcher from the pitching position for the balance of the game.

Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that teams' members to confer with base runners and/or the batter. The umpire shall deny any subsequent offensive team's request for a charge conference.

UNIFORMS: A uniform shall include a baseball cap, a jersey numbered on the back with a six inch (6") factory type non-duplicated number, full baseball trousers, baseball hose/socks, and shoes. All shirts tails will be tucked in. Hats may be worn under batting helmets during bats and running the bases. Tennis shoes and rubber spiked cleats are permitted. Steel spikes are prohibited except in the Junior's (14u) age group. No jewelry allowed.

BAT SIZES for Local League: NEW IN 2018:

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 7U, 9U, 11U Traditional, and 12U "Major" Divisions, bats must meet USA Baseball bat standards.

Approved Bat List: <https://usabat.com/>

About USABat: <https://usabat.com/about/>

FAQ: <https://usabat.com/faq/>

Tee Ball Info: <https://usabat.com/approved-tee-balls/>

Softball Info: Check www.usasoftball.com for a complete and up-to-date list of legal bats.

Visit <https://USABat.com> for detailed information.

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.

b. 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 required and may not be altered. 2 1/4" bats are not allowed in 14U and 17U Divisions. Example: A 32" long bat cannot be less than 29 ounces in weight.

c. There are no weight restrictions for bats in 8U, 10U and 12U divisions as in GHSA.

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 8 & under and 10 & under with machine, no courtesy runner for the pitcher is allowed.

PROTECTIVE EQUIPMENT: Catcher's must wear full protective equipment. Catcher's mask, protective helmet, chest protector and protective cup. The protective cup must be provided by the catcher. Batters must wear batting helmets with face mask while at bat, running the bases, and in the on-deck circle. Any player not wearing a helmet during live ball play shall be declared out. **The penalty for sliding with a helmet with attached face mask is an out.** If a player removes his or her helmet before entering the dugout after a play, then they may be called out or ejected from the game. Any player throwing or otherwise damaging PSA issued equipment may be ejected from a game. If you discover any defective equipment it is your responsibility as a coach to take this equipment out of play and notify the athletic office and schedule a replacement to be issued.

CPSA Issued Equipment: All CPSA issued equipment must be returned to the CPSA Athletic Department immediately after the season is over.

FIELD PREPARATION/SETUP: **If at any time you go to a baseball field and there are white lines on the field that means it is prepared for those nights or the next morning's games. When a field is prepared for a game. DO NOT GET ON THAT FIELD FOR ANY REASON.**

PLAYER/COACH EJECTIONS: **(First time)** If a coach or player is ejected from a game, they must sit out the remainder of that game and the next scheduled game for that team and the coach loses his chance at being considered as a coach for the all-star team.

(Second time) When a coach receives a second ejection, during the season, they must step down from their coaching position. He will not be allowed to continue coaching that season. He must be evaluated by the athletic department before he will be allowed to coach again in any youth program.

*Any player who is ejected the second time must sit out the remainder of that game and the remainder of the season for that sport and the player loses his chance at being considered as an all-star player.

Serving an ejection: If the games are rained out or rescheduled for any reason, the result will be the ejected player serving the suspension the very next game. The ejected player not being present for the game does not serve the suspension/punishment. It must be served at the next game the player is in attendance to play.

Any type of violent altercation with other coaches, officials, parents, etc... will result in a one-year suspension from coaching and the coach must be evaluated by the athletic staff before being permitted to represent leisure services as a coach again.

COACHES: Any Coaches on the field or in the dugout must fill out proper paperwork with the Rec Center, turn in a completed background check, and have on PSA Coach's shirt during games. If you have lost, misplaced, or forgotten your shirt you must first check with the PSA site supervisor, and he/she must confirm your name on an official PSA coaches list before you are allowed to enter the field area. All coaches must remain inside the dugout area while your team is on defense unless otherwise specified by the rules for your age group. Both offensive coaches must remain in their respective coaches' boxes during your teams at bat.

BAT BOY/ BASE COACHES: Coaches you may use a bat boy during your games but if said person is under 18 years of age, they must wear a batting helmet while on the playing field. All base coaches must be certified adult coaches when possible.

BASEBALL/SOFTBALL MANDATORY PLAY RULE:

A player must play 12 outs and have an at bat to meet mandatory play requirements. All substitutions must be made in the top of the 2nd inning. **NO EXCEPTIONS.** BELOW IS THE FORMAT FOR SUBSTITUTIONS FOR ALL AGE GROUPS BELOW:

- **Substitutions will happen in the 2nd, 3rd, and 4th inning.**
 - **Players that don't play in the first inning must be sub in the top of the of the 2nd inning, taken out in the top 3rd inning and sub back in the game in the top of the 4th inning.** Ex. If Johnny is subbed in the top of the 2nd inning for Josh, in the top of the 3rd inning Josh must be subbed back in for Johnny and in the 4th inning, Johnny must sub for Josh. **If EPs are used, subbing can be done for any player.** The substitution rule is to guarantee everyone plays in the field.
 - **For Batting, if you have one or two extra players use your EPs in your batting order.** *Using EP's will help every player get a bat.*
 - The scorekeeper will make sure the coaches' sub during the 2nd, 3rd, and 4th inning.

Violations of the Mandatory Play rule will be handled in the following manner:

- A. The first time a coach is found guilty of violating this rule he must forfeit the game he just played if. He won and he will be charged with an ejection.
- B. The second time a coach is found guilty of violating this rule he must forfeit the game he just played. if he won and sat out his next scheduled game to be played. He will be charged with a second. ejection. Any coach with two ejections for mandatory play violations will be suspended from coaching. for the remainder of the season and removed from any All-Star consideration.
- C. The official score keeper's scorebook will be the official record.

Mandatory Play Rule Exceptions:

- A. All discipline problems must be entered in the score book before the game begins. A player who is being disciplined by a coach will not have to meet the mandatory play rule. This includes bad attitude, sickness, bad grades, tardiness or unexcused missed practices or games etc. Any player who is listed as being injured at the start of the game cannot be entered at any time during the game.
- B. All no-show players must be marked in the rule book as no shows. When they show up you may let the scorekeeper know. (This will not waive the automatic out rule). Players who are late will not have to meet the mandatory play rule.

SUSPENSION FROM SCHOOL: Any player suspended from school may not participate in league activities during his or her suspension. Example: If a player is suspended from school for 3 days starting on Tuesday and his/her return date to school is Friday they are ineligible for play on Tues., Wed., and Thurs. games. **SCHOOL AGE CHILDREN CURFEW:** We have a 10:00pm curfew for all school age children. No games will be allowed to continue after this time. No games in any age group will begin on or after 9:30pm.

EXTRA PLAYER

A maximum of 2 EP's (Extra Players) can be used at all levels of GRPA baseball. These players are extra batters and can be substituted freely in the field. The extra players stay in the batting order in the same place the whole game. They are able to substitute freely in the field for any player (example: He/She can sub at 1st base one inning and move to 2nd base the next inning and play the outfield the next). The extra players cannot increase your number of players on defense but can freely substitute for any defensive player during the game. Your batting order will remain the same unless you substitute for a player in the batting order.

AGE DIVISIONS LOCAL LEAGUE RULES

7u Boys Coach Pitch 2023

1. Ages 5-7 boys.
2. **Drop dead time:** A completed game will consist of five (5) innings or one hour time limit, whichever comes first. No new inning may start if 5 minutes are left in the 60-minute time limit. The official game timekeeper will be the home plate umpire and scorekeeper.
3. **The Run Rule** will only apply in games in which the score is kept. **20 after 2 innings, 15 after 3 innings, 12 after 4 innings, or 8 after 5 innings or more.**
4. One (1) umpire and one (1) score keeper per game.
5. An offensive coach will pitch to his/her own team.
6. 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)
7. **The pitcher may pitch anywhere from outside of the 20' foul arc and the pitching circle.**
8. **Pitcher may not cross the foul arc or enter the pitching circle (while pitching)**
9. **Pitcher must keep one foot on or straddle the pitching line.**
10. **Pitcher must pitch over-handed. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch).**
11. If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
12. 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.
13. 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.
14. **Batters will get five (5) pitches or three (3) swings unless the third swing is a foul ball.**
 - a. **If the fifth pitch is fouled, he may continue to bat.**
 - b. **If the fifth pitch is fouled and caught, it is an out.**
15. **A team may not score more than (6) runs per inning. Play will stop after the sixth run scores then the teams will swap from offense to defense.**
16. There will be no walks or advancement by the batter on a third strike pass ball.
17. **It is mandatory that the pitcher wears a face mask.** It is recommended all infield wears face mask.
18. **Bunting is not allowed in the 7U coach pitch division.** Fake bunts are not allowed. If a batter shows bunt, an out will be called. 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.
19. **Infield fly rule will NOT be in effect.**
20. **On Defense** no rolling the ball intentionally will be allowed.
21. 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).
22. Play shall not be stopped by the defensive team heading off or stopping the front runner. Trailing runners may advance at their own risk. To stop playing, the defensive team must stop the play themselves **OR** timeout may be called on any part of the infield grass. When timeout is granted, the base runners will move on to the next base if they are past the half-way point in the base path. This will always be up to the discretion of the umpire.
23. In the event of an overthrow at **first base only**, each runner on base can advance one base. This only applies on a forced-out play. (ie: meaning a one plus one). Any other overthrow is regular play and baserunners may continue at their own risk.
24. Mandatory Play rule is in effect. (See General Rules)
25. Bat boys/girls will not be allowed in this Division.
26. A dead ball/stop play occurs when in the opinion of the home plate umpire the ball breaks the plane of the pitcher's circle (in the air or on the ground).
27. Players advancing past the halfway point between two bases in the judgment of the umpire will.

- be allowed to advance to the next base at the time a dead ball/stop play is called. **There will be a line to determine the halfway point.**
28. Players must remain on the base until the ball is hit. No stealing or playing off the base is permitted. 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.
 29. (10) players constitute a team. Players must play in their designated position with one pitcher and one catcher. All outfielders must be on the outfield grass. The pitcher must have one foot on the clay area behind the pitching coach prior to the pitch. The batting order will consist of these ten players. Additionally, one or two EP’s can be utilized but not both. **In coach-pitch Baseball and Softball, 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.**
 30. A courtesy runner may be used for the catcher only. A courtesy runner must be anyone not in the current batting order or the last batted out if no substitutions are available.
 31. Your batting line-up will consist of players from your complete team roster that are present, listed as you choose, and no changes in the batting lineup may be made after the game has started. Both teams must bat an equal number of players. Example: If Team A has 12 players and Team B has 10 Players on Team B will bat around until 12 players have batted in them at bat. If 3 outs occur before you go through your complete batting order you must start from that spot in your lineup the next inning. You do not go back to the top of the order.
 32. After one warning per game, per player for slinging her/his bat, the batter will be out, a dead ball called, and no runner advances.
 33. Tie Breaker: International Tie breaker:
 - One extra inning (inning will consist of one out only)
 - Runner in second. (This runner will be the last out of the previous inning)
 - The next batter in the lineup will bat.
 - Team can either get one out or score one run. Whichever comes first.
 - Note: You will play this as an extra inning, if the batter hits a home run, then you will have two runs. Then we will swap over to the next team. Play will continue until you score or get one out.
 - Swap over for the other team to get their chance.
 - If at the end of the one inning overtime, the game is still tied. Then the game will end as at tie.

9u Boys Live Pitch 2023

1. Ages 8-9 boys
2. **The pitching distance is 46ft. Base distance will be 60 ft.**
3. A pitcher may pitch a total of 6 innings within that week of games. If a pitcher pitches one pitch in the fourth inning of a game, they must wait until the next week to pitch a game. For teams who may have 3 games fall within the week your total number of innings pitched may be increased to 8. The new week starts every Sunday. Pitching Rule Violations may result in your pitcher being unavailable for your future games. Once a pitcher leaves the mound, he/she cannot return to the mound in that game, regardless of the number of pitches.
8. **Drop dead time: Games will consist of 6 innings or 1:15 minute time limit whichever comes first. No new inning may start if 5 minutes are left in the 75 minute time limit. The official timekeeper will be the home plate umpire.**
4. **The Run Rule** will only apply in games in which the score is kept. **20 after 2 innings, 15 after 3 innings, 12 after 4 innings, or 8 after 5 innings or more.**
5. One (1) umpire and one (1) score keeper per game.
6. **A team may not score more than (6) runs per inning. Play will stop after the sixth run scores then the teams will swap from offense to defense.**
7. There is NO automatic stop play rule. The defensive team must stop playing themselves.
8. Bunting is allowed in this age group. Fake bunts are not allowed. Any batter that shows bunt and then swings away will be declared out.

9. 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.
- 10. Pitching rule for walks.**
- A. When the pitcher walks a batter, for the next batter after the 4th ball, the coach will pitch the remaining strikes to the player.**
 1. The coach must pitch to their team at 30 feet. The pitch must be overhand with no arc.
 2. Pitcher may not cross the 30 ft line or enter the pitching circle (while pitching)
 3. Pitcher must pitch over-handed. (Any batted ball that hits the pitching coach will be a dead ball and called no pitch). If the pitching coach intentionally allows the ball to hit him. (Penalty: batter is out - Umpire's Judgment). No runner may advance.
 - B. Ex. 4 balls and 1 strike. The coach will pitch two pitches only to put the ball in play.**
 - C. The batter must swing on the coach's pitches. If the batter does not swing, the batter is out after the third strike is called. If the batter fouls the ball on the third strike, he gets another pitch.**
 - D. No intentional walks for any players are allowed. (Local level only)**
9. **Stealing is allowed with the following limitations:**
- i. A player cannot steal to home.
 - ii. A base runner can steal when the ball **reaches** home plate, and then only one base advance is allowed.
 - A. If a throw becomes an overthrow during a stolen base attempt, the one-base restriction will apply for stolen bases only (ball is dead, no advance).
 - B. If the machine throws a ball that is uncatchable (too wide or too high), it will be called no pitch and runners cannot advance.
 - iii. Runners must maintain contact with the base until the ball crosses the plate. The penalty is and out.
10. In the 10u Division, four (4) outfielders shall be used. Ten players will be used on defense at the following positions: Catcher, Pitcher, 1st baseman, 2nd baseman, 3rd baseman, shortstop, and four (4) outfielders. 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 nine players. Additionally, one or two EP's can be utilized. You can bat around. An inning does not end with nine players batting.
11. The infield fly rule is in effect.
12. 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.
13. Mandatory play is in effect. (See General Rules)
- 14. Drop dead time: Games will consist of 6 innings or 1:15 minute time limit whichever comes first. No new inning may start if 5 minutes are left in the 75 minute time limit. The official timekeeper will be the home plate umpire.**
15. Run rule is: 20 after 2 innings, 15 after 3 innings, 12 after 4, and 8 after 5 or more innings.
16. Helmets with attached face masks are mandatory.
- Sliding to first base is PROHIBITED.
 - All head first sliding to any base is PROHIBITED and the player sliding head first will be declared out, if this rule is violated.
 - A dive back to a base on a pick off or base overrun is not considered a headfirst slide.
 - Runners in rundown situations may not slide headfirst.
 - 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.

17. There will be no walks or advancement by the batter on a third strike pass ball.
18. The first offense for a slung bat will result in a warning for that player. Second offense the player will be called out.
19. Tie Breaker: International Tie breaker:
 - One extra inning (inning will consist of one out only)
 - Runner on second. (This runner will be the last out of the previous inning)
 - The next batter in the lineup will bat.
 - Team can either get one out or score one run. Whichever comes first.
 - Note: You will play this as an extra inning, if the batter hits a home run then you will have two runs. Then we will swap over to the next team. Play will continue until you score or get one out.
 - Swap over for the other team to get their chance.
 - If at the end of the one inning overtime, the game is still tied. Then the game will end as at tie.

11u Boys Live Pitch **2023**

1. Ages 10-11.
2. **Drop dead time:** Game time is **1:15** minutes or six (6) innings. No new inning may start if 5 minutes is left in the 75 minute time limit. The official timekeeper will be the home plate umpire. The clock will start when the pitcher throws the first live pitch. Please make sure your catcher is dressed and ready for the next inning.
3. Bunting is allowed.
4. Infield fly rule is in effect.
5. Run Rule: 20 after 2, 15 after 3, 12 after 4, and 8 after 5 or more innings.
6. Pitching distance is 50 ft. Base distances will be 65 ft. A pitcher may pitch a total of 6 innings within that week of games. If a pitcher, pitches one pitch in the fourth inning of a game they must wait until the next week to pitch a game. For teams who may have 3 games fall within the week your total number of innings pitched may be increased to 9. The new week starts every Sunday. Pitching Rule Violations may result in your pitcher being unavailable for your future games. **Once a pitcher leaves the mound, he/she cannot return to the mound in that game, regardless of the number of inning pitch**
7. Two (2) umpires and one (1) scorekeeper per game.
8. Stealing is allowed under the following limitations:
 - A. The runner is not allowed to play off the base. A runner is required to stay in contact with the base until the pitch reaches home plate. At this point, in the flight of a pitched ball, the runner is permitted to advance at his own risk of being thrown out.
 - B. A runner is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent actions on the pitch is canceled. All runners must return to the base held at the time of the pitch.
 - C. 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.
 - D. Three strikes constitutes an out, and a batter is not allowed to run if the catcher misses or drops the third strike. Other runners may advance at their own risk of being thrown out.
9. A total of (2) Extra Players will be permitted in league play. The EP's must be announced before the game starts at the coaches meeting at home plate.
10. Mandatory Play Rule is in effect. (See General Rules)
11. Courtesy runner may be used for the pitcher or catcher. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both positions. This has no effect on Mandatory play rules.

11. Helmets with attached face masks are mandatory.
 - Sliding to first base is PROHIBITED.
 - All head first sliding to any base is PROHIBITED and the player sliding head first will be declared out, if this rule is violated.
 - 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.
 - 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.
13. The first offense for a slung bat will result in a warning for that player. Second offense the player will be called out.
14. **Tie Breaker: International Tie breaker:**
 - This age group will play up to two extra innings (inning will consist of one out only or one score whichever comes first.)
 - Runner on second. (This runner will be the last out of the previous inning)
 - The next batter in the lineup will bat.
 - Team can either get one out or score one run. Whichever comes first.
 - Note: If the batter hits a home run, then you will have two runs. Then we will swap over to the next team. Swap over for the other team to get their chance.
 - After two extra innings have been played in the overtime period, if the game is still tied, then the game will end as a tie.

14u Boys Live Pitch 2023

1. Ages 12-14.
2. **Drop dead time:** Game time is 1:30 minutes or six (6) innings. No new inning may start if 5 minutes is left in the 90-minute time limit. The official timekeeper will be the home plate umpire. The clock will start when the pitcher throws the first live pitch.
3. Bunting is allowed.
4. Infield fly rule is in effect.
5. Run Rule: 20 after 2, 15 after 3, 12 after 4, and 8 after 5 or more innings.
6. Pitching distance is 54 ft. Base distance will be 80 ft. A pitcher may pitch a total of 6 innings within that week of games. If a pitcher, pitches one pitch in the fourth inning of a game they must wait until next week to pitch a game. For teams who may have 3 games fall within the week your total number of innings pitched may be increased to 9. The new week starts every Sunday. Pitching Rule Violations may result in your pitcher being unavailable for your future games. **Once a pitcher leaves the mound, he/she cannot return to the mound in that game, regardless of the number of innings pitch**
7. Two (2) umpires and one (1) scorekeeper per game.
8. Stealing is allowed under the following limitations: runners can play off the base and are allowed to steal at any point during live play including dropped third strikes.
 - **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 a dropped third strike.**
 - **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 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**
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9. A total of (2) Extra Players will be permitted in league play. The EP's must be announced before the game starts at the coaches meeting at home plate.
10. The Balk Rule is in effect in this age group.
11. Mandatory Play Rule is in effect. (See General Rules)
12. Courtesy runner may be used for the pitcher or catcher. The courtesy runner can be anyone not currently in the batting order. It cannot be the same person for both positions. This has no effect on Mandatory play rules.
15. Helmets with attached face masks are Recommended.
 - Sliding to first base is PROHIBITED.
 - All headfirst sliding to any base is PROHIBITED and the player sliding head first will be declared out, if this rule is violated.
 - A dive back to a base on a pick off or base overrun is not considered a headfirst slide.
 - Runners in rundown situations may not slide headfirst.
 - 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. The first offense with a slung bat will result in a warning for that player. Second offense the player will be called out.

Tie Breaker: International Tie breaker:

- This age group will play up to two extra innings (inning will consist of one out only or one score whichever comes first.)
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- Note: If the batter hits a home run, then you will have two runs. Then we will swap over to the next team. Swap over for the other team to get their chance.
- After two extra innings have been played in the overtime period, if the game is still tied, then the game will end as a tie.

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