



A Golden Past.  
A Shining Future.

## GLYNN COUNTY RECREATION & PARKS DEPARTMENT Athletics Division

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(912) 554 – 7780 / Fax: (912) 267 – 5744

***Our Mission:** To provide quality, year round recreational activities, facilities, and services that are safe, fun, and enhance the quality of life for all Glynn County citizens.*

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### Glynn County Recreation and Parks Department 2021 Youth Baseball Rules and Regulations

#### Governing Authority

1. The Manager of the GCRPD reserves the right to all final decisions.
2. The official rules of the Georgia High School Association and GRPA will be used in all leagues except those noted in the General Rules and League Rules.

#### General League Rules

1. The age control date for youth baseball is the age on or before September 1<sup>st</sup>, 2020.
2. The age divisions for youth baseball are as follows:

7-8	Farm League
9-10	Mites
11-12	Midgets
13-14	Juniors
15-17	Seniors
3. All players that are present for the game will be inserted in the scorebook and must bat in that order for the entire game.
4. Players arriving late for a game will be inserted at the bottom of the batting order and will be inserted into the rotation as soon as possible.
5. A game may be started with eight (8) players. The game will be a forfeit if there are less than eight (8) players present. If both teams have less than eight (8) players both teams will forfeit. If a team begins a game with eight (8) players, they must take an out in the ninth (9<sup>th</sup>) spot of the batting order until/if that player arrives to fill the spot.
6. The scorekeeper will keep the official game time on the scoreboard. Both coaches will be made aware of the starting time. **NO NEW INNING WILL START WITH FIVE (5) MINUTES OR LESS LEFT IN A GAME. This means if the clock shows a 6 or more on the clock, then a new inning will start after the third out is made, otherwise the game is over.**
7. There must be one NAYS certified coach with each team at all times.
8. No coaches or players will be allowed on the field using tobacco or alcohol products or wearing tobacco or alcohol related material.
9. Coaches or players demonstrating unsportsmanlike conduct (i.e. using bad language, throwing bats, helmets, and gloves etc.) may be ejected from a ball game and will not be allowed to participate in the next game. If a coach or player is ejected a second time they

will not be allowed to participate in the remainder of the season. **ANY COACH EJECTED FROM ANY GAME WILL NOT BE ALLOWED TO COACH OR ASSIST IN AN ALLSTAR GAME. ALSO, ANY COACH WHO REMOVES HIS TEAM FROM THE FIELD WILL BE SUSPENDED FROM COACHING ANY SPORT INDEFINITELY.**

10. A game that cannot be completed, except due to time limit, will be completed from the stopping point on a newly scheduled date if time and field space allows. The game will continue with the lineup and the field assignments the same as when the game was stopped. If a player is not available for the continuation then a player that was not available for the first game may be entered into the open position in the lineup. A game will be considered complete if the home team is ahead after the visitor's bat in the top of the fourth inning or if the home team has completed the bottom of the fourth inning.
11. If a game is tied after the time limit for that league, the game will remain a tie.
12. The speed up rule will be used in all leagues (the catcher on base with two outs the player who made the last out will replace him). This rule will not apply when the home team has their last at bat.
13. The home team will occupy the first base dugout.
14. The catcher is required to wear catcher's equipment including helmet, cup, shin guards, and chest protector. (Cup must be worn inside pants.)
15. Batters must wear batting helmets at all times.
16. When sliding to a base, headfirst sliding will not be allowed in leagues that wear face masked helmets. This will constitute an out. This does not apply when sliding back to a base.
17. After (1) one warning per game, per player for slinging her/his bat, the batter will be out, a dead ball called, and no runner advances.
18. Shoes are mandatory for playing youth baseball games. Rubber molded cleated shoes are approved for use. **Steel spikes are approved for the Junior division.**
19. No jewelry is to be worn during games. This means no watches, earrings, necklaces, etc.
20. If a pitcher is removed from the mound then he is not able to return as pitcher during that game.
21. The GRPA run rule will be used in all age divisions. The run rule is as follows: ten (10) runs after five (5) innings, twelve (12) runs after four (4) innings, and fifteen (15) runs after three (3) innings.
22. A new inning will begin after the third out is made in the bottom of the current inning and more than 5 minutes left in the game.
23. The rotation rule will apply in all leagues. All players will play in each game. All players that are not going into the field in the first inning must go on the field in the second inning. Example: In the first inning, John, Jimmy, and Jerry are on the bench. When your team goes on the field in the second inning, John, Jimmy, and Jerry must go on the field leaving three different players on the bench. The same three players cannot be on the bench two innings in a row.
24. A player may play up no more than one year. Example: If Jimmy is eight years old then he can move up into the Mite League as an eight year old.
25. The umpire, at his discretion, can adjust the pitching machine any time during the game for ball control. No adjustment to the speed will be allowed.
26. If a player is injured during an at-bat and cannot continue the at-bat (at the umpired discretion), it will be nullified, and the next batter listed in the official lineup will come to the plate with a new count with no penalty enforced. If a player is injured while playing defense and is unable to bat when his/her turn comes up in the official batting order (at the umpired discretion), his/her spot in the batting order will be skipped with no penalty enforced.

## League Rules

### Farm League 7-8

1. A complete game will consist of six innings, one hour, or with the home team at bat and winning with five minutes or less left in the game.
2. The infield fly rule will not be in effect.
3. A team may not score more than (10) runs per inning. Play will stop after the tenth run scores.
4. The pitching machine will operate at an approximate speed of 40 miles per hour. It will be positioned 46 feet from home plate. If the machine cannot be used then the batting team's coach or designated adult will pitch from approximately 30 to 40 feet from the plate.
5. There is no bunting or base stealing.
6. A batter is allowed five pitches. If the fifth pitch is fouled the batter will receive another pitch until she hits fair or misses. A batter is out on three swinging strikes.
7. (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 machine prior to the pitch.
8. Coaches will be allowed to stand outside the outfield lines to encourage and coach defensive players. Coaches will not be allowed to go on the field and arrange their defensive players. Offensive coaches must remain in the coach's box.
9. If a batted ball hits the pitching machine it will be ruled a dead ball single and all runners will advance, if forced. If a live thrown ball hits the machine a dead ball will be called and all base runners will advance one base. This part of the rule does not include throwing the ball back to the pitchers helper after a play has ended or after a pitch has been made.
10. To stop play 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 baserunners 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.
11. In the event of an overthrow at **first base only**, each runner on base can advance one base. This only applies on forced out plays. Any other overthrow is regular play and baserunners may continue at their own risk.
12. All bats used must be official USA baseball bats.
13. The official bat shall be round, and made of wood, metal, or another material acceptable for batting as approved by rules governing play in the GHSA. Regulation aluminum bats which meet GRPA standards are permitted in all divisions. Bat sizes for each division are as follows:
  - A. In the 8U, 10U & 12U "Major" Divisions, bats must meet USA Baseball bat standards.  
Approved Bat List: <https://usabat.com/>  
About USABat: <http://usabat.com/about>  
FAQ: <https://usabat.com/faq/>  
Tee Ball Info: <https://usabat.com/approved-tee-balls/>

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.
14. All batters must wear a helmet with a facemask.
15. An unhittable pitch thrown by the pitching machine will not be considered one of the batter's five pitches. This is in the judgment of the umpire. If so judged by the umpire a "NO PITCH" call will be made and the batter will not be charged a pitch for it.
16. There will be one offensive and one defensive time out per inning.

## Mites 9-10

1. A complete game will consist of six innings, one hour, or with the home team at bat and winning with five minutes or less left in the game.
2. The infield fly rule is not in effect.
3. A team may not score more than (10) runs per inning. Play will stop after the tenth run scores.
4. The pitching machine will operate at an approximate speed of 46 miles per hour. It will be positioned 46 feet from home plate. If the machine cannot be used then the batting team's coach or designated adult will pitch from approximately 30 to 40 feet from the plate.
5. Bunting is not allowed. If a batter presents the bat to bunt he/she will be out. Fake bunts are not allowed. It does not matter if contact was made or not.
6. A batter is allowed a maximum of five pitches. The batter can strike out on any combination of three swinging or called strikes. If the last pitch is fouled the batter will receive another pitch until he hits fair or strikes out. There will be no walks. Umpires on the field will call strikes.
7. (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 machine prior to the pitch.
8. If a batted ball hits the pitching machine it will be ruled a dead ball single and all runners will advance, if forced. If a live thrown ball hits the machine, a dead ball will be called and all base runners will advance one base. This part of the rule does not include throwing the ball back to the pitchers helper after a play has ended or after a pitch has been made.
9. There is NO automatic stop play rule. The defensive team must stop play themselves.
10. All bats used must be official USA Baseball bats.
11. The official bat shall be round, and made of wood, metal, or another material acceptable for batting as approved by rules governing play in the GHSA. Regulation aluminum bats which meet GRPA standards are permitted in all divisions. Bat sizes for each division are as follows:
  - A. In the 8U, 10U & 12U "Major" Divisions, bats must meet USA Baseball bat standards.  
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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.
12. All batters must wear a helmet with a facemask.
13. Stealing is not allowed.
14. Each team must have a catcher (in his position) and not sitting, squatting or standing off to one side or the other.
15. An unhittable pitch thrown by the pitching machine will not be considered one of the batter's five pitches. This is in the judgment of the umpire. If so judged by the umpire a "NO PITCH" call will be made and the batter will not be charged a pitch for it.
16. There is a maximum of one offensive and one defensive time out per inning.

## Midgets 11-12

1. A complete game will consist of six innings, one hour and (30) minutes, or with the home team at bat and winning with five minutes or less left in the game.
2. The infield fly rule is in effect.
3. Three strikes is an out whether the third strike is caught or not.
4. Pitchers may pitch a maximum of six innings per game.
5. A pitcher who throws 30 or less pitches in a day requires no rest period. A pitcher who throws between 31 and 60 pitches in a day requires 1 calendar day of rest. A pitcher who throws between 61 and 85 pitches in a day requires 2 calendar day's rest. The maximum number of pitches that can be thrown in a game/day is 85 pitches. Exception: If the pitch limit is reached during an at bat the pitcher may continue to pitch until the batter has reached base or has been declared out and/or the 3<sup>rd</sup> out is made to complete the half inning, at which time the pitcher must be replaced. **THE PITCH COUNT SHOULD CONTINUE TO BE DOCUMENTED AS LONG AS THE PITCHER IS ON THE MOUND.**
6. A relief pitcher will get up to (10) pitches, except for replacing an injured pitcher, in which it will be up to the umpires discretion as for the number of pitches needed to warm-up.
7. Breaking balls will be permitted.
8. All bats used must be official USA Baseball bats.
9. **The official bat shall be round, and made of wood, metal, or another material acceptable for batting as approved by rules governing play in the GHSA. Regulation aluminum bats which meet GRPA standards are permitted in all divisions. Bat sizes for each division are as follows:**
  - A. **In the 8U, 10U & 12U "Major" Divisions, bats must meet USA Baseball bat standards.**  
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**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.**
10. Stealing is allowed. Base runners are required to stay in contact with the base until the pitch reaches home plate. A runner is automatically out if he leaves the base before the pitch reaches home plate. The ball is dead and all subsequent action on that pitch is canceled. All runners must return to the base occupied at the time of the pitch. No leadoffs will be allowed. Headfirst slides are not allowed.
11. Squaring to bunt and pulling back to swing is not allowed. If a batter squares to bunt, he must either bunt the ball or pull back and take the pitch.
12. All batters must wear a helmet with a facemask.
13. There will be one offensive time out per inning and three defensive time outs per game without penalty. On the fourth defensive timeout (conference) and for every one thereafter, the pitcher must be removed. A team is not charged a timeout when the pitcher is removed.

## Juniors 13-14

1. A complete game will consist of seven innings, one hour and (30) minutes, or with the home team at bat and winning with five minutes or less left in the game.
2. The infield fly rule is in effect.
3. Pitchers may pitch a maximum of seven innings per game.
4. If a pitcher pitches in four or more innings, in one game, he must have a calendar day of rest before he can pitch again. Example: A pitcher pitches four innings on Monday; he cannot pitch again until Wednesday.
5. A pitcher may pitch a maximum of eight innings per week, Sunday through Saturday. When a team plays three games in a week, a pitcher may pitch (11) innings provided that the day of rest rule is complied with. The delivery of a single pitch or recording an out constitutes an inning of pitching.
6. Bats for 14U 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 5 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 14 & Under.
7. There will be one offensive time out per inning and three defensive time outs per game without penalty. On the fourth defensive timeout (conference) and for every one thereafter, the pitcher must be removed. A team is not charged a timeout when the pitcher is removed.
8. The Bases will be set at 80'.