



Gretna Youth Softball and Baseball Association Handbook

Baseball edited on: 9/25/2024



GYSBA Board Contact Information

- President - President@gysba.org
- Vice President - Vicepresident@gysba.org
- Secretary - Secretary@gysba.org
- Treasurer - Treasurer@gysba.org
- Field Maintenance Director - Fieldsdirector@gysba.org
- Thunder Baseball Director - Thunderdirector@gysba.org
- Storm Softball Director- Stormdirector@gysba.org
- Rec Director- Recdirector@gysba.org
- Fundraising Director - fundraising@gysba.org
- Umpire Coordinator - Umpires@gysba.org

General Rules

1. GYSBA Board is the only one that can modify, edit, change, alter, or rewrite the rules that are in place for the Gretna Youth Softball & Baseball Association. No coaches or managers are allowed to modify, edit, change, alter or rewrite any rule without the approval of the GYSBA Board.
2. It is highly recommended that all coaches carry these rules as well as a USSSA baseball or USA (aka ASA) softball rulebook with them to all games.
3. The visiting team occupies the first base dugout. The home team will occupy the third base dugout.
 - 3.1. At NP1 will be the opposite, the visiting team occupies the third base dugout and the home team will occupy the first base dugout.

Fields

1. GYSBA Fields Director or a GYSBA Board Appointed Representative will determine if fields are playable for each practice or game day. A notification will be posted by 3:00 PM if a field is deemed "closed" for that day.
2. GYSBA uses RainoutLine.com to communicate field closures. Type "Gretna" in the search box to find GYSBA fields.
3. All teams are responsible to pick-up the trash at their assigned fields. dugouts as well as the bleachers. Please help keep the park neat and clean for players, families, and visitors.
4. Please contact the GYSBA Board members on issues that need any work/repair to promote a safe field site.
5. Games on school fields cannot start before the 2nd week of April without permission from the school administration.
 - 5.1. Games on High School Fields cannot start before High School graduation without permission from the school administration.
6. Games on City Fields can start once the fields are deemed "Open", typically by April 1.
7. Fields must be vacated 60 minutes before scheduled games to provide time for field prep.
 - 7.1. Example: This means no 5:00 PM practice if there is a 6:00 PM game scheduled.
8. If a field is prepped (chalked and drug) for a game you may not have an infield practice, even if it's 90 minutes before the game starts.
Stay off a prepped field.

Equipment

1. We would like the Rec Coaches and Managers to encourage parents to buy batting helmets with face masks for their kids. It's mainly due to health, personal hygiene reasons and a better fit for the kids. If a player is unable to provide their own batting helmet, one will be made available by the GYSBA.
2. GYSBA Rec will provide one (1) uniform shirt and hat (baseball only), catcher's protective equipment (no mitt), one (1) dozen game balls and two (2) dozen practice balls. No batting helmets will be issued to teams unless requested from the Head Coach.

Team & Individual Player Eligibility, Registrations, Refunds

1. Team Eligibility



- 1.1. No GYSBA Team shall be allowed to compete with any player that has not first completed the GYSBA player registration process and is paying GYSBA fees.
- 1.2. GYSBA will maintain the official rosters of all teams.
- 1.3. GYSBA will maintain all coaches, team managers & players current contact information.
2. Player Eligibility
 - 2.1. A player that is found to be illegal due to an age division violation during or after a game or tournament game is subject to disciplinary actions from the GYSBA Board in accordance, but not limited to, USSSA Baseball Rules and USA Softball Rules.

BASEBALL DIVISIONS

Players who are league age 4-5 are eligible for a Tee Ball Team.
 Players who are league age 5-6 are eligible for a Coach Pitch Team.
 Players who are league age 6-7 are eligible for a Machine Pitch Team.
 Players who are league age 7-8 are eligible for a 8u Kid Pitch Team
 Players who are league age 9-10 are eligible for a 10u Kid Pitch Team
 Players who are league age 11-12 are eligible for a 12u Kid Pitch Team
 Players who are league age 12-14 are eligible for a 14u Kid Pitch Team

Age Division	Birthday Restriction
4-5u	5 or under by May 1st
6u	6 or under by May 1st
7u	7 or under by May 1st
8u	8 or under by May 1st
10u	10 or under by May 1st
12u	12 or under by May 1st
14u	14 or under by May 1st

3. Registration & Refunds

3.1 All registration fees shall be decided on by the GYSBA Board of Directors. No refunds of registration or other fees will be made after the player is assigned to a team. Exception: In extreme cases, a refund (less administrative & processing fees) may be granted at a later date, subject to approval by the GYSBA Executive Committee.

3.2 There will be a \$25.00 processing fee per family charged on all checks returned from the bank for any reason.

SOFTBALL DIVISIONS

Rules

1. All Rec Softball Rules will follow those of USA Softball except where noted herein. Click here to view [USA Softball Rules](#)
2. Any player who before January 1st of the current season reaches the listed age restriction in the birthday restriction column, they must play at this age level, but may play at an older level.

Age Division	Birthday Restriction
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7U	7or under January 1
8U	8 or under January
10U	10 or under January 1
12U	12 or under January 1
14U	14 or under January 1
16U	16 or under January 1

Softball & Baseball Recreational Definition

- The Recreational (Rec) League Program gives traditional league based teams to compete amongst teams formed by a similar system. Age divisions shall include Tee Ball-14U.
 - The GYSBA Registration Coordinator will assign players to a team, in accordance with the rostering process, once a player has completed the registration process and has paid all registration fees.
 - All GYSBA Teams must have a roster of at least 75% Gretna School District Kids unless otherwise pre-approved by the GYSBA Board of Directors.
- GYSBA Rec teams shall compete in-house if the age division has enough teams. If not they will compete against other area teams, or find a local league to join, at the discretion of the GYSBA Program Directors.
- GYSBA Rec teams shall not compete against GYSBA Select teams, unless it is a scrimmage game only.
- GYSBA Rec teams are equal opportunity teams. Coaches and Managers should try their best to give equal playing time to all players, regardless of skill level. All players should have an opportunity to play at least one (1) infield position per game, and should never sit more than 2 innings per game.

Softball Rules of Play

7U CoachPitch Recreational (GYSBA Suggested Ages 6-7)

- Field Dimensions:
 - Base length is 60 feet
 - Coach Pitching rubber is 35 feet
- Coaches will pitch to all batters
- Players are not permitted to pitch in games
- Two (2) adult coaches are allowed to be positioned behind the outfielders while their team is on defense. They can verbally realign players prior to the pitch, but cannot interfere with players or the ball once it is hit
- Teams will bat their entire roster
- Batters will be pitched 6 balls and the batter can use a tee after a failed attempt at bat
- Runners are allowed to run to the next base if the ball is hit into the outfield. Runners do not have to stop until the ball is thrown back into the infield
- Once the ball is thrown back into the infield time is called and no play should be made, and players should return to their previously occupied base
- Runners cannot advance on an overthrow
- No stealing or lead-offs are allowed
- An inning ends after batting the entire lineup
- Defense is allowed to play 10 players, including 4 outfielders



13. Defensive players are not allowed to play the same position more than 2 innings in the same game 14. Game Play:
- 14.1. 30 min of practice will be allowed before game play begins. Coaches may begin the game sooner if both coaches agree
- 14.2. No 10-run mercy rule

8U Recreational

1. ASA/USA Softball rules apply unless specifically noted below, then local rules shall govern.
2. Game length will be 1 hour drop dead or 5 innings. Games may end in a tie.
3. Base length will be 60 feet with the pitching rubber at 35 feet with an 8 foot chalked pitching circle.
4. RIF1 (reduced injury factor) balls shall be used. Note: This is not an incredible leather.
5. Innings and Outs:
 - 5.1. 5 inning maximum.
 - 5.2. 3 outs or 5 runs will conclude a half inning.
 - 5.3. Pitch maximum - Batter out occurs after 5 pitches; with a max 8 pitches to account for foul balls. If 5th or last pitch is a foul ball, another pitch can be delivered until a maximum of 8 pitches. After the 8th pitch, the batter is out if the ball is not put into play.
 - 5.4. Caught foul ball is an out (regardless of pitch count) including a legitimate fly ball to the catcher. Batter is out on a "tipped" and caught 5th pitch.
 - 5.5. Infield fly rule is not in effect.
 - 5.6. Dropped third strike rule is not in effect.
6. Coach Pitch:
 - 6.1. The player fielding the pitcher's position shall not pitch to the batters.
 - 6.2. The coach, from the offensive teams coaching staff, shall pitch the ball in an underhand motion to the batter.
 - 6.3. The coach shall start pitching from and maintain contact with the rubber, but may move forward at the umpire's discretion, while staying in the pitcher's circle, to deliver a hittable pitch.
 - 6.4. The player fielding the pitcher's position shall be no closer to home plate than the coach pitcher and be within the pitching circle.
7. Defense:
 - 7.1. 10 players maximum in the field, eight minimum, no more than 4 infielders, 1 pitcher and 1 catcher. Borrowing from other teams is allowed if coaches agree. Unlimited field substitutions allowed.
 - 7.2. Outfielders must be positioned behind the base path/back side of the bases and cannot be in the infield.
 - 7.3. No infielder may be closer than 27 feet to home plate.
 - 7.4. No more than two coaches or volunteer parents may help direct from the outfield behind players (Pitching coach plus 2 coaches in the field).
 - 7.4.1. Coaching moments are greatly encouraged, but coaches should refrain from guiding and touching players during live play. If a ball hits any coach/ parent assisting the coach in the field of play then it is a live ball (e.g. umpires are part of the field).
 - 7.4.2. Intentional directing or redirecting of the ball by the coach/parent is not allowed and the play shall be replayed.
 - 7.5. Players should rotate positions every inning, at least one inning in the infield and one in the outfield. Players should have the opportunity to play all positions during the season.
8. Hitting:
 - 8.1. No bunting.
 - 8.2. All players will bat regardless if they are playing the field. Batting order must remain the same throughout the game. No penalty for players leaving the game (batting order) early.
 - 8.3. All batters must have helmets with face guards when in the field of play and in the batting circle. Chin straps are not required, but if present must be used and secured properly.
9. Baserunning:
 - 9.1. If a play is being made at first, players must run through first base by hitting the safety bag if present. two inning



- 9.2. Dead ball occurs once an infielder has control and possession of the ball inside the base-paths in fair territory. Runners advance or return to the nearest base once the ball is dead (e.g. a runner more than halfway to 2nd base can proceed to second base; a runner not half way to 2nd base would return to first base).
- 9.3. Leading off is allowed once the ball crosses home plate. Once in the lead off position a player may only advance forward if the ball is put in play. Runner is out if they leave the base prior to the ball crossing the plate.
- 9.4. Stealing is not allowed. Players are only allowed to advance to the next base after the ball is struck by the batter.
- 9.5. Advancing **one** base on a maximum of one overthrow is allowed at the player's own risk. Players may be put out in the attempt to advance. No continuous over throws – Max 1 overthrow and 1 base). Should a 2nd overthrow occur, the ball is dead and all base runners must return to their previously occupied bases without risk of being put-out.
- 9.6. Home is closed. A runner may advance home on an overthrow if the bases are loaded or the overthrow is at third base.
- 9.7. A base may not be blocked by a player unless they are in possession of the ball.
- 9.8. **Close plays (tag outs), there shall be no intentional collisions allowed and player must slide or attempt to get around the fielder (without leaving the base path). If a collision occurs, the player can be called out at the umpire's discretion for not avoiding the collision.**

10U Recreational

1. ASA/USA Softball rules apply unless specifically noted below, then local rules shall govern.
2. Game length will be 1 hour 15 minutes drop dead (can finish the inning if no games follow) or 6 innings. Games may end in a tie. Tournament games will finish the inning until a winner is declared. Should extra innings be needed for a tournament game (i.e. time expired/completed last full inning), the offensive team will start with a runner (last out from prior inning) on second base.
3. Base length will be 60 feet with the pitching rubber at 35 feet with an 8 foot radius chalked circle.
4. Innings and Outs:
 - 4.1. 6 inning maximum.
 - 4.2. 3 outs or 5 runs will conclude an inning.
 - 4.3. A caught foul ball is an out. Runners may advance at their own risk.
 - 4.4. Infield fly rule **is not** in effect.
 - 4.5. Dropped third strike rule **is not** in effect.
 - 4.6. Run rule - 10 run rule in 5 innings, 15 in four innings.
5. Pitching:
 - 5.1. Two inning maximum for each player per game.
 - 5.2. Pitcher must start on the pitching rubber and her pitching motion must keep her inside the chalk circle.
- 5.3. Umpires will call balls and strikes for players
6. Defense:
 - 6.1. 10 players maximum in the field, eight minimum. Borrowing from other teams is allowed if coaches agree.
 - 6.2. Unlimited field substitutions allowed.
7.
 - 7.1.1. Coaching moments are greatly encouraged, but coaches should refrain from guiding and touching players during live play.
 - 7.1.2. Intentional directing or redirecting of the ball by the coach/parent is not allowed and the play shall be replayed.
 - 7.2. Players must rotate positions. Players should have the opportunity to play all positions during the season.
8. Hitting:
 - 8.1. Bunting is allowed.
 - 8.2. All players will bat regardless if they are playing the field. Batting order must remain the same throughout the game. No penalty for players leaving the game (batting order) early.
9. Base running:
 - 9.1. If a play is at first base, players must run through first base by hitting the safety bag if present.
 - 9.2. Lead off allowed only after the ball has left the pitcher's hand (can be called out for leaving early).



- 9.3. Stealing is allowed, only on player pitchers. One bag per attempt regardless of whether or not.
- 9.4. Advancing one base on a maximum of one overthrow is allowed at the player's own risk. Players may be put out in the attempt to advance. No continuous over throws – Max 1 overthrow and 1 base. Should a 2nd overthrow occur, the ball is dead immediately and all base runners must return to their previously occupied bases without risk of being put-out.
- 9.5. Home is closed. The only way to score is when a ball is in play. A runner may advance home on an overthrow if the bases are loaded or the overthrow is at third base.
- 9.6. A base may not be blocked by a player unless they are in possession of the ball.
- 9.7. **Close plays (tag outs), there shall be no intentional collisions allowed and player must slide or attempt to get around the fielder (without leaving the base path). If a collision occurs, the player can be called out at the umpire's discretion for not avoiding the collision.**
10. Base running "Look Back Rule / Pitching Circle Clarification"
 - 10.1. According to the USA/ASA fastpitch softball rule book, the look back rule specifies that when the pitcher has control of the ball inside the pitcher's circle **and does not attempt** to make a play on any runner, then all runners who are on base must stay on the base.
 - 10.2. On the other hand, any runner off the base must either go back to the previous base or advance to the next base without any hesitation / without looking back. This means that if the runner off base, while on her way to any base either stops or changes direction, then she will be called out.

12U LEAGUE RULES

1. The 12U League is for girls that are 12 years old as of Jan 1st.
2. This league plays on a field with base distance of 60 feet, and distance from pitching plate to home plate of 40 feet. A. 12-inch regulation size softball is used in this league.
3. Special rules apply to this league as follows:
 - 3.1. TEAM: Each team will field nine (9) players when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster (see borrowed players policy). No batting penalty for playing with less than 9 players. PAGE | 13 12U LEAGUE RULES CONTINUED
 - 3.2. GAME: A game will consist of 1 hour & 15 min (75 min). NO drop dead & no inning limit. Teams are allowed to finish the inning unless the home team is batting and leading when time expires the game is over. An inning will consist of three (3) outs or (five) 5 runs maximum, whichever comes first. No new inning may start after time expires. The inning ends immediately when run No. 5 scores. Games may end in a tie. Run rules will now apply and are as follows: 12 runs after 3 innings, 10 after 4 innings, and 8 after 5 innings.
 - 3.3. PITCHING/CATCHING: In an effort to develop more players in these positions, the following rules will be used. Pitchers and catchers will be allowed to pitch and catch no more than two (2) innings in a game. For purposes of enforcing this rule, an inning is defined as making an appearance at these positions during one turn of the team playing the defensive position. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty.
 - 3.4. BATTING/BASE RUNNING: Player pitch only & walks are allowed. Bunting is allowed. All fair balls are played, the infield fly rule is NOT in effect. The dropped third strike IS in effect. Batters hit by the pitch will take first base. Batter limit changed to five (5) runs maximum per inning. Only five (5) runs count towards the total score, the inning concludes immediately when the 5th run scores. One base advance on an overthrow that leaves the field of play. Stealing is allowed only after the ball leaves the pitcher's hand. Please do not allow girls to leave early. Opposing coaches will be asked to monitor this and a runner who leaves early will be required to return to their original base. If the umpire sees the offending runner leave early she will be called out for leaving the base early. Stealing home is permitted. The runner may be picked off at 3rd base by the catcher. One base advance on an overthrow that leaves the field of play. On any overthrow back to the pitcher in the circle runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when the pitcher has control of the ball.



14U LEAGUE RULES

1. The 14U League is for girls that are 13 -14 years old as of Jan 1st. This league plays on a field with base distance of 60 feet, and distance from pitching plate to home plate of 43 feet.
2. A 12-inch regulation size softball is used in this league.
3. Special rules apply to this league as follows:
 - 3.1. TEAM: Each team will field 9 players when possible. A team must field a minimum of seven (7) of its own players or the game will be declared a forfeit. A team may borrow up to two players to field a 9-player roster. Borrowed players must play in the outfield and bat at the bottom of the batting order (see borrowed player policy). Teams playing with less than nine (9) players will not be penalized with an automatic out at the open spots in the batting order.
 - 3.2. GAME: Games will consist of 1 hour & 15 min (75 min). NO drop dead & no inning limit. Teams are allowed to finish the inning unless the home team is batting and leading when time expires the game is over. An inning will consist of three (3) outs or (six) 6 runs maximum, whichever comes first. The inning ends immediately when run No. 6 scores. Run rules are 12 after 3 innings, 10 after 4, & 8 after 5 innings. Games may end in a tie. Free substitution will be utilized; but, a pitcher may not return to the mound in the same inning she is withdrawn. A removed pitcher may play another position or go to the team bench. No new inning may be started after time has expired.

Baseball Rules of Play

Tee Ball (GYSBA Suggested Ages 4-5)

Often, a family's first introduction is in the Tee Ball program. Tee Ball is the entry level division for players, ages 4-5. The experience is grounded in fun, fitness, and fundamentals while also being a key to growing a child's love for the game.

1. Tee Ball Overview
 - 1.1. Emphasis is placed on basic fundamentals such as throwing, catching, running and hitting. Games are not scored and practices focus on team building and fun.
2. Field Dimensions:
 - 2.1. Base length is 55 feet
3. Two adult coaches will be positioned behind the infield to provide verbal instruction to infield and outfield players
4. One coach will be behind home plate to help batters and speed the game along
5. Either a coach or parent will be placed at first base and third base to help base runners
6. Players and coaches are not permitted to pitch in games
7. There are no outs or scores recorded
8. All players will play defense
 - 8.1. Extra players will be placed in the outfield areas
 - 8.2. Two players will be placed at the pitcher mound no less than 30 feet away from home plate
 - 8.3. Infield positions will be filled as follows 1st, 2nd, SS, and 3rd. With extra players in the outfield
9. All batters will use a tee to hit the ball
 - 9.1. Entire roster will bat their lineup each inning
 - 9.2. Last batter will clear the bases. Inform the coach of the other team when the last batter is up
 - 9.3. Coaches are recommended to rotate the batting lineup every game
10. One base is allowed per hit, no extra bases are allowed, other than the last batter of each inning will be allowed to hit an "Inside the Park Homerun!"
11. Game Time:
 - 11.1. 20 to 30 minutes of practice will be allowed before game play begins. Coaches may begin the game sooner if both coaches agree.



- 11.2. Game play will be completed after One Hour (1:00)
- 11.3. No new inning after Fifty minutes (:50)

6U Coach Pitch Recreational (GYSBA Suggested Ages 5-6)

1. Field Dimensions:
 - 1.1. Base length is 55 feet
2. Coaches will be required to pitch overhand from knee to all batters at a minimum of 30 feet
3. Coaches will be allowed to move closer/farther away from hitters based on skill ability of the hitter
4. Two adult coaches will be positioned behind the infield to provide verbal instruction to infield and outfield players
5. One coach will be behind home plate to help batters and speed the game along.
6. Either a coach or parent will be placed at first base and third base to help base runners
7. **Players are not permitted to pitch in games**
8. There are no outs recorded
9. All players will play defense
 - 9.1. Extra players will be placed in the outfield areas
 - 9.2. Two players will be placed at the pitcher mound no less than 30 feet away from home plate
 - 9.3. Infield positions will be filled as follows 1st, 2nd, SS, and 3rd. With extra players in the outfield
10. All batters will be allowed to use a hitter's tee to hit the ball after 5 pitches have been thrown
 - 10.1. Entire roster will bat their lineup each inning
 - 10.2. Last batter will clear the bases. Inform the coach of the other team when the last batter is up
 - 10.3. Coaches are recommended to rotate the batting lineup every game
11. One base is allowed per hit, no extra bases are allowed, other than the last batter of each inning will be allowed to hit an "Inside the Park Homerun!"
12. Game Time:
 - 12.1. 20 to 30 min of practice will be allowed before game play begins. Coaches may begin the game sooner if both coaches agree
 - 12.2. Game play will be completed after One Hour (1:00)
 - 12.2.1. No new inning after Fifty minutes (:50)

7U Machine Pitch Recreational (GYSBA Suggested Ages 6-7)

1. Field Dimensions:
 - 1.1. Base length is 60 feet
 - 1.2. Pitching machine is approx. 40 feet
2. Coaches will use the pitching machine provided by the GYSBA to all batters from the pitching rubber. Pitching rubber should be set 40 feet from home plate.
3. Players are not permitted to use the pitching machine
4. Players are not permitted to pitch in games
5. Two (2) adult coaches are allowed to be positioned behind the outfielders while their team is on defense. They can verbally realign players prior to the pitch, but cannot interfere with players or the ball once it is hit
6. Teams will bat their entire roster
7. Batters will be pitched 8 balls and the batter can strike out after 3 swinging strikes.
8. Runners are allowed to run to the next base if the ball is hit into the outfield. Runners do not have to stop until the ball is thrown back into the infield



9. Once the ball is thrown back into the infield time is called and no play should be made, and players should return to their previously occupied base
10. Runners cannot advance on an overthrow
11. No stealing or lead-offs are allowed
12. An inning ends after batting the entire lineup
13. Defense is allowed to play 10 players, including 4 outfielders
14. Defensive players are not allowed to play the same position more than 2 innings in the same game
15. Game Play:
 - 16.1. 20 to 30 min of practice will be allowed before game play begins. Coaches may begin the game sooner if both coaches agree.
 - 16.2. No 10-run mercy rule
 - 16.3. Game play will be completed after 60 minutes

8U Kid Pitch

1. No metal cleats allowed
2. Field Dimensions
 - 2.1. Base length is 60 feet
 - 2.2. Pitching mound is 40 feet
3. A parent or coach may be placed behind the catcher to speed up the game. He/she will field pitched passed balls
4. Umpires will be used for these games
5. Score will be kept
6. Defense is allowed to play 10 players, including 4 outfielders
 - 6.1. Coaches must rotate players a minimum of every 2 innings
 - 6.2. Players cannot sit more than 1 inning per game
 - 6.3. Players may not play the same defensive position more than 2 innings per game
7. Pitching Rules:
 - 7.1. Players will pitch 3 strikes or 4 balls. If a batter does not hit the ball or gets hit by a pitch, a coach will come in to complete the at bat
 - 7.2. When a coach comes into pitch, the batter will maintain the amount of strikes recorded during the kid pitch portion of the at bat until there is a 3rd strike recorded and the batter is out, or until there is a batted ball in fair territory
 - 7.3. A coach can strike out a batter after 3 strikes have been called by the umpire
 - 7.4. A coach will pitch from a knee remaining in contact with the pitching mound. There will not be any separation between the coach and the pitching mound, ensuring they are stationed roughly 40 feet from home plate.
 - 7.5. The player playing the pitcher position MUST start on the mound while a coach is pitching from a knee.
 - 7.6. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
8. League Age:
 - 8.1. 13-16 – 95 pitches per day
 - 8.2. 11-12 – 85 pitches per day
 - 8.3. 9-10 – 75 pitches per day
 - 8.4. 7-8 – 50 pitches per day
 - 8.4.1. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. NOTE: If a pitcher reaches 40 pitches while



facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

9. Pitchers league age 14 and under must adhere to the following rest requirements:
 - 9.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 9.2. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - 9.3. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - 9.4. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
 - 9.5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - 9.3.1. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”
10. In the case of two games in one calendar day, no pitcher may be allowed to pitch in both games, regardless of the number of pitches thrown in game one
11. Batting:
 - 11.1. Teams will bat their entire roster
 - 11.2. Batters can strike out
 - 11.3. No bunting
 - 11.4. No dropped third strike
12. Baserunning:
 - 12.1. Runners cannot lead off
 - 12.2. Runners must stay in contact with the base until the ball is hit or has reached or passed home plate
 - 12.3. If a runner leaves before the pitched ball has been hit or has reached or passed home plate, the runner will be called out and the pitch shall be considered a dead ball
 - 12.4. Runners may not steal any base
 - 12.5. Home plate is closed, meaning the only way to score a run is on a batted ball in fair territory or a bases loaded walk
 - 12.6. Runners can advance only one base at his/her own risk, if there is a play made on any runner on any base
 - 12.7. Runners are allowed to run to the next base if the ball is hit to the outfield. Runners do not have to stop until the ball is thrown back into the infield
 - 12.8. Once a batted ball is fielded and thrown back into the infield, time will be called by the umpire and no more plays should be made. Players will return to their previously occupied base, if they advanced after time was called by the umpire
 - 12.9. No infield fly rule
 - 12.10. An inning ends after batting the entire lineup, 3 outs or 5 runs, whichever comes first
13. Game Play:
 - 13.1. No organized practice will be allowed before game play begins
 - 13.2. Proper pre-game catch, hitting and warm-up fly balls and ground balls are permitted prior to the official game time start
 - 13.3. No 10-run mercy rule
 - 13.4. Game play will be completed after 6 innings or 90 minutes (1:30), whichever comes first
 - 13.5. If the home team is winning, there is no reason to complete the full inning. The game will conclude immediately upon time expiration
 - 13.6. No new inning after 75 minutes (1:15), even in the case of a tied game
 - 13.7. For purposes of the 75 minutes (1:15), a new inning begins when the last out is made after a complete inning of play.



14. Number of games scheduled:
 - 14.1. Season length will be 15 games + one hour practices scheduled on Fridays, Saturdays, Sundays & Mondays. A single game elimination tournament will be played at the conclusion of the regular season. No more than 2 games being rescheduled due to rainouts/cancellations. No more than 2 games will be scheduled outside of Gretna with a neighboring community.
15. 13 one hour practices will be scheduled

10U Rec Baseball

1. No metal cleats allowed
2. Field Dimensions
 - 2.1. Base length is 65 feet
 - 2.2. Pitching mound is 46 feet
3. Umpires will be used for these games
4. Score will be kept
5. Defense is allowed to play 9 players, standard baseball positions
 - 5.1. Coaches must rotate players every 2 innings
 - 5.2. Players cannot sit more than 1 inning per game
 - 5.3. Players may not play the same defensive position more than 2 innings per game
6. Pitching Rules:
 - 6.1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 - 6.2. A pitcher once removed from the mound cannot return as a pitcher.
 - 6.3. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
 - 6.4. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
7. League Age:
 - 7.1. 13-16 – 95 pitches per day
 - 7.2. 11-12 – 85 pitches per day
 - 7.3. 9-10 – 75 pitches per day
 - 7.4. 7-8 – 50 pitches per day
 - 7.4.1. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
8. Pitchers league age 14 and under must adhere to the following rest requirements:
 - 8.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 8.2. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.



- 8.3. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed. 8.4. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- 8.5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 8.3.1. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.” In the case of two games in one calendar day, no pitcher may be allowed to pitch in both games, regardless of the number of pitches thrown in game one

9. Batting:

- 9.1. Teams will bat their entire roster

10. Baserunning:

- 10.1. Runners CAN lead off
- 10.2. Runner may steal second and third base
- 10.3. Home plate is open on passed balls
- 10.4. Runners can advance only one base at his/her own risk, if there is a play made on any runner on any base
- 10.5. Runners are allowed to run to the next base if the ball is hit to the outfield. Runners do not have to stop until the ball is thrown back into the infield
- 10.6. Once a batted ball is fielded and thrown back into the infield, time will be called by the umpire and no more plays should be made. Players should return to their previously occupied base, if they advanced after time was called by the umpire 10.9. Infield fly rule is in effect

10.10. An inning ends after batting the entire lineup, 3 outs or 5 runs, whichever comes first

11. Game Play:

- 11.1. Proper pre-game catch, hitting and warm-up fly balls and ground balls are permitted prior to the official game time start
- 11.2. No 10-run mercy rule
- 11.3. If the home team is winning, there is no reason to complete the full inning. The game will conclude immediately upon time expiration
- 11.4. No new inning after 90 minutes (1:30), even in the case of a tied game
- 11.4.1. For purposes of the 90 minutes (1:30), a new inning begins when the last out is made after a complete inning of play.

12. Number of games scheduled:

- 12.1. Season length will be 15 games + one hour practices scheduled on Fridays, Saturdays, Sundays & Mondays. A single game elimination tournament will be played at the conclusion of the regular season. No more than 2 games being rescheduled due to rainouts/cancellations. No more than 2 games will be scheduled outside of Gretna with a neighboring community.

- 12.2. 13 one hour practices will be scheduled on various days throughout the week

12U Rec Baseball

1. No metal cleats allowed
2. Field Dimensions
 - 2.1 Base length is 70 feet
 - 2.2 Pitching mound is 50 feet
3. Umpires will be used for these games
4. Score will be kept



5. Defense is allowed to play 9 players, standard baseball positions
 - 5.1. Coaches must rotate players every inning
 - 5.2. Players cannot sit more than 1 inning per game
 - 5.3. Players may not play the same defensive position more than 2 innings per game
6. Pitching Rules:
 - 6.1 Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 - 6.2 A pitcher once removed from the mound cannot return as a pitcher.
 - 6.2.1. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
 - 6.2.2.1 The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
7. League Age:
 - 7.1. 13-16 – 95 pitches per day
 - 7.2. 11-12 – 85 pitches per day
 - 7.3. 9-10 – 75 pitches per day
 - 7.4. 7-8 – 50 pitches per day
 - 7.5. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
8. Pitchers league age 14 and under must adhere to the following rest requirements:
 - 8.1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - 8.2. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - 8.3. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed. 8.4. If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
 - 8.4. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - 8.4.1. Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.” In the case of two games in one calendar day, no pitcher may be allowed to pitch in both games, regardless of the number of pitches thrown in game one
9. Batting:
 - 9.4. Teams will bat their entire roster
10. Baserunning:



- 10.4. Runners CAN lead off
- 10.5. Runner may steal second and third base
- 10.6. Home plate is open on passed balls
- 10.7. Runners can advance only one base at his/her own risk, if there is a play made on any runner on any base
- 10.8. Runners are allowed to run to the next base if the ball is hit to the outfield. Runners do not have to stop until the ball is thrown back into the infield
- 10.9. Once a batted ball is fielded and thrown back into the infield, time will be called by the umpire and no more plays should be made. Players should return to their previously occupied base, if they advanced after time was called by the umpire
- 10.10. Infield fly rule is in effect

10.10. An inning ends after batting the entire lineup, 3 outs or 5 runs, whichever comes first 11.

Game Play:

- 11.1. Proper pre-game catch, hitting and warm-up fly balls and ground balls are permitted prior to the official game time start
- 11.2. No 10-run mercy rule
 - 11.2.1 If the home team is winning, there is no reason to complete the full inning. The game will conclude immediately upon time expiration
- 11.3. No new inning after 90 minutes (1:30), even in the case of a tied game
 - 11.4.1. For purposes of the 90 minutes (1:30), a new inning begins when the last out is made after a complete inning of play.
- 12. Number of games scheduled:
 - 12.1. Season length will be 15 games + one hour practices scheduled on Fridays, Saturdays, Sundays & Mondays. A single game elimination tournament will be played at the conclusion of the regular season. No more than 2 games being rescheduled due to rainouts/cancellations. No more than 2 games will be scheduled outside of Gretna with a neighboring community. 12.2.
 - 12.2. 13 one hour practices will be scheduled on various days throughout the week

Softball and Baseball Scheduling of Games

- 1. The appointed GYSBA Scheduler is the only person allowed to assign home or practice time slots. If the GYSBA Scheduler is not available for any reason the GYSBA President may appoint a temporary or permanent replacement
- 2. GYSBA will provide assigned game times and fields for all GYSBA Recreational and Select softball and baseball team ages Tee Ball-14U
- 3. All home games must be scheduled and approved through GYSBA Board processes in order to be an officially recognized game and to have an umpire assigned
- 4. Recreational:
 - 4.1.1. GYSBA will provide a complete season schedule for all Recreational team ages Tee Ball-14U
 - 4.1.2. All 8U Coach Pitch softball games will be scheduled by GYSBA
 - 4.1.3. All 10U-14U softball games will be scheduled according to the competitive leagues participating with the GYSBA..
 - 4.1.4. Recreational teams will be assigned schedules by April 1.

Umpires

- 1. GYSBA shall schedule all games through Premier Sports Officials Association (PSOA) for all paid umpires.
- 2. Recreational:
 - 2.1. Tee Ball - 7U Machine Pitch: No umpires provided
 - 2.2. 7U Coach Pitch Softball: No umpires provided
 - 2.3. 8U: shall have one (1) umpire per game
 - 2.4. Ages 10U-14U Softball teams shall have one (1) umpire per game
 - 2.5. Ages 10U-14U Baseball Teams shall have one (1) umpires per game



3. The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.
4. Each umpire is the representative of GYSBA, and is authorized and required to enforce the rules of the Association.
 - 4.1. Each umpire has authority to order a player, coach, manager, sponsor or spectator to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.
 - 4.2. Each umpire has authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.
 - 4.3. Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.
5. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such judgment decisions.
 - 5.1. Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue balls and strikes shall not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
6. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
7. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
8. Immediately following a game, the umpire shall report to the league / tournament officials all violations of rules and other incidents worthy of comment, including the disqualification of any player, coach or manager and the reasons therefore.
9. All umpires must be certified by the appropriate governing bodies for umpires.
10. All umpires will call games from behind home plate

Sportsmanship and Ejections

1. Zero tolerance for acts of violence, bullying, and abusive language
2. All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Acts of suspension: A team, team member, manager, team official or umpire may be suspended for any of the following:
 - 2.1. Unsportsmanlike conduct.
 - 2.2. Physical violence, such as an attack on an umpire, player, player's parent, tournament official or other participant immediately preceding, during or immediately following a game or practice.
 - 2.3. Commission of fraud, such as playing under an assumed name, falsifying an affidavit or roster or giving false information to tournament officials.
 - 2.4. Participating when they do not meet the eligibility requirements governing play.
 - 2.5. Commission of any act while participating in GYSBA activities such as; failure to pay indebtedness, destruction of property, violation of state or local laws or any other acts that are contrary to the objectives and purposes of GYSBA.
 - 2.6. Participation (including spectators) under the influence of alcohol or illegal drugs.
3. Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the League / Tournament Director.
4. Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred/suspended.
5. Any coach, manager, sponsor or spectator ejected from a game shall immediately remove himself from the vicinity of the playing field and / or grandstands for the remainder of the game. Additional penalties may be assessed at the discretion of the League / Tournament Director.



6. Any player ejected from a game shall either immediately remove him/ herself from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the League / Tournament Director.
7. All persons ejected may be asked to leave the park and / or venue at the discretion of the League / Tournament Director.
8. Abusive language or cursing shall not be tolerated under any circumstances and shall result in an automatic ejection.
9. Throwing of equipment shall result in an automatic ejection.
10. If necessary, a team may be forced to forfeit a game and / or be removed from the league / tournament.
11. As these rules indicate, the matter of disorderly conduct shall be taken seriously. The leagues / tournaments your team will be participating in will include some of the finest baseball teams in the area. The level of competition will be high and at times fierce. Because of this, please remind all players, coaches, managers, sponsors and spectators to be extra aware of good sportsmanship.
12. All Parents must sign and agree to the GYSBA Parents code of conduct. This document will be kept on file in the GYSBA League offices.
13. All coaches and team managers must sign and agree to the coach's code of conduct. This document will be kept on file in the GYSBA League offices.

Acts of Disbarment / Suspension

1. Acts of disbarment / suspension include:
 - 1.1. Physical attack on an umpire, tournament official, Association Director or Association Officer during a game or immediately following a game, played under the administration of the Association.
 - 1.2. Players, coaches, managers, or sponsors threatening an umpire, tournament official, Association Director or Association Officer.
 - 1.3. Any players, coaches, manager, sponsor, director or officer fighting, using unsportsmanlike conduct or abusive tactics or derogatory or unbecoming acts that could be detrimental to the Association and not in the best interests of GYSBA Baseball.
 - 1.4. Destruction of property or the abuse of hotel / motel property or failure to pay hotel / motel bills.
 - 1.5. Participating in a tournament in which cash prizes are offered.
 - 1.5.1. Comment: A cash prize is defined as a prize or prizes in cash or in merchandise that is easily converted into cash that is awarded to players or teams based on the final standings of a tournament or other competition. A player or team may receive reimbursement for actual expenses incurred, as long as the amount of the reimbursement is not dependent on the final standings of the event. These acts shall apply to an individual player as well as a team or sponsor.
 - 1.6. Paying or receiving compensation in consideration of participating in a baseball competition. These acts shall apply to an individual player as well as a team or sponsor.
 - 1.7. Receiving money directly or indirectly by capitalizing on athletic ability, athletic prominence, or athletic fame in baseball except that a player or team may use his name and likeness to advertise, recommend, or promote the sale of baseball sporting goods equipment or other goods or services if it is done pursuant to a registered personal services contract.
 - 1.8. By knowingly competing with or against illegal or disbarred / suspended players, coach or manager.
 - 1.9. By participating in or permitting a fraud to be perpetuated.
 - 1.10. Any official of the Association who refuses to submit funds to the Association that is due the Association.
 - 1.11. Competing under an assumed name, altered (miss-spelled) name, and or date of birth.
 - 1.12. Submitting a check, for any reason, that cannot be negotiated for payment.
 - 1.13. Failure to appear after entering a State Championship and / or World Series unless reasonable advance notice is given. The GYSBA Board shall determine what "reasonable advance notice" is.
 - 1.14. Purposely using false information to damage, harm, hurt, impair or mar the Association.
 - 1.15. An illegal player as defined by the GYSBA Board may be disbarred / suspended for one year.
2. Only GYSBA Officers and / or the GYSBA Board, have the authority to issue disbarments / suspensions for a period of one year from the time of the incident.
3. The offending party may appear at the convening of the GYSBA Board and give evidence on his behalf as to why the additional disbarment / suspension should not be imposed. The decision of the GYSBA Board shall be final and binding and is not subject to appeal.



4. Players or other announced participants, who have been disbarred / suspended or declared illegal, may use the appeal process procedure set forth in the constitution, except as limited by the provisions of USSSA
5. The GYSBA Board has the authority to issue indefinite disbarments / suspensions for players, teams, and other announced participants who fail to meet financial responsibilities to that state's association.

Weather Conditions

1. All individuals in direct participation or observation of GYSBA events are responsible for their own safety. No weather guideline guarantees safety. All individuals should monitor threatening weather conditions both before and during the activity. Common sense and good judgment should be used. Managers/coaches and umpires should determine whether or not to suspend play. If a thunderstorm appears likely to occur during an event postpone or suspend the activity until the threat passes. This may include suspending the event prior to spotting lightning. In the event of lightning, play should be suspended immediately. All individuals have the right to leave any site or activity to seek a safer environment. Suspension of play for at least 30 should be instituted due to lightning. The 30 minute waiting period may be extended but not shortened if thunderstorm activity persists. Safety is the first priority, games and practices may be made up later.

