

### Program Inclusions (“What You Get”)

For the registration fee, each participant in the Youth Basketball League shall receive the following:

- 1) Uniforms & Equipment
  - A) One (1) GPARD-issued game jersey top.
  - B) One (1) GPARD-issued hat/visor
  - C) One (1) GPARD-issued game belt.
  - D) Access to game and practice balls provided by GPARD.
  - E) Use of GPARD and GISD facilities for scheduled practices and games.
- 2) Practice Opportunities
  - A) Assigned practice time slots (two per week; Boys-Mon/Thur and Girls - Tues/Fri.)
  - B) GPARD staff coordination of practice facility access and scheduling.

### Local League Playing Rules (Game Operations)

#### a) Governing Rules

- 1) Games will follow USSSA rules except where modified by GPARD.
- 2) Local league rules supersede national rules where conflicts occur.
- 3) Officials appointed by GPARD shall have full authority to interpret and enforce all rules during play. Their decisions shall be final, subject only to the official protest process as defined in the By-Laws.

#### b) Season Format:

- 1) Games are on Saturdays.
- 2) GPARD shall determine game dates, times, and locations.
- 3) Games may be canceled due to inclement weather.

#### c) Practice Structure:

- 1) GPARD shall assign all practice times, dates, and facilities.
- 2) Teams shall practice only at their assigned facility, date, and time.

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- 3) Coaches, players, and parents shall not schedule or conduct unauthorized practices at GPARD or GISD facilities.
- 4) Players are expected to attend practices regularly.
- 5) Coaches must notify GPARD of repeated unexcused absences.
- 6) Players may not be benched or disciplined by coaches for missed practices without GPARD approval.
- 7) All practices shall begin and end on time.
- 8) Only rostered players and approved coaches may participate in practices.
- 9) Parents and spectators may observe from designated areas but shall not participate in coaching or drills.
- 10) Coaches shall ensure all drills are age-appropriate and conducted in a safe manner.
- 11) Jewelry and unsafe accessories are prohibited at practices, consistent with game safety rules.
- 12) Coaches must immediately report any injuries occurring during practice to GPARD.

### **d) Game Structure**

- 1) Game time is Forfeit time.
- 2) **Pre-Game.**
  - A) Umpires conduct a pre-game equipment check (cleats and bats)
- 3) **Playing Rules**
  - A) No warming up between the entrance and exit at the Baseball complex. Players must be warmed up and ready to go by game time.
  - B) Only (9) players can play defense, a team can start with (7) but will take an out for the 8<sup>th</sup> and 9<sup>th</sup> spot in the batting order. If team has less than (7) players, it will be a forfeit. There will be an option to split the teams and scrimmage. This excludes 4-5-year-olds.
  - C) If rain shortens a game and the home team is ahead after 3.5 innings, game is final.

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- D) No infield allowed before games. Teams are expected to be warmed up ready to go at game time. Catch will be the only warmups allowed on the field with time allowing.
- 4) **Player and Position Requirements:** All players must play at least (6) outs on defense. Teams will bat their entire roster. Players arriving late will be added to the bottom of the roster.
- A) Defensive substitutions must be reported to the home plate umpire.
  - B) An intentional walk may be issued without any pitches thrown. (Cannot walk consecutive batters)
  - C) Catchers must make every attempt to position themselves to avoid contact at all times (runner, batter, umpire, etc).
  - D) (1) mound visit per pitcher, per inning. 2<sup>nd</sup> visit must change pitchers.
  - E) If changing pitchers, pitcher will receive (5) warmup pitches.
  - F) When transitioning from offense to defense between innings, pitcher will receive (5) warmup pitches and infield can take ground balls from first baseman.
  - G) A player removed from the game may re-enter at any defensive position after sitting out for three consecutive outs.
  - H) Runner must always make an attempt to avoid contact. (Dead ball, runner is out. Intentional contact results in an automatic ejection.)
  - I) Coaches cannot touch a base runner during live play. (Runner is out)
  - J) Courtesy runners are allowed for **pitcher** and **catcher**. Courtesy runner can be any player not playing defense. Must wait until on defense to sub in if that player is going to be a courtesy runner.
- 5) **Infield Fly Rule:**
- A) Must be less than (2) outs.
  - B) There must be runners on 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>.
  - C) The fly ball cannot be a bunt or line drive.
  - D) Infield must be able to catch the ball with **ordinary effort**.
- 6) All Bats **MUST** be stamped with the official **USSSA 1.20 BPF**.



- 7) **Mercy Rule:** (15) after 3 innings, (12) after 4 innings, (8) after 5 innings.
- 8) **Runs per Inning:** Only (6) runs can be scored per half inning.
- 9) **Time Limit Rule:**
  - A) If time expires during the top half of an inning, the inning will be completed. If the home team is winning at the end of the top half, the game will be declared final.
- 10) **Extra Inning Rules:** “Texas Tie Breaker”
  - A) Last 3 outs on base with 1 out. Hitting team start with 1 out. Play continues until one team is ahead at end of inning.
  - B) Base Runners will be placed as follows:
    - (i) Last hitter from previous inning @ 1<sup>st</sup> base
    - (ii) 2<sup>nd</sup> to last hitter from previous inning @ 2<sup>nd</sup> base
    - (iii) 3<sup>rd</sup> to last hitter from previous inning @ 3<sup>rd</sup> base

### **Coach Pitch 7u**

- 1) Batter will be allowed (5) pitches or (3) swinging strikes. If the batter does not hit the ball after three swings or the fifth pitch the batter will be called out. (If the batter fouls off 3rd strike and has not go to the 5th pitch yet the at bat will continue.)
- 2) **Tight Bases:** No leading off or stealing bases is allowed in tight bases. A runner is out for leaving the base before the ball is hit.
- 3) **NO** advancing on pass balls.
- 4) **NO** bunting is allowed.
- 5) There is **NO** dropped 3rd strike. Ball is dead.
- 6) Infield fly rule **DOES NOT** apply to 7U.

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- 7) A ball overthrown to 1st base, or any base, the batter/runner may advance (1) base at their own risk.
- 8) The player in the pitching circle shall not leave until the ball is hit. There will be a different player occupying the pitching circle every inning.
- 9) The defense will be allowed to have two (2) coaches positioned in the field to help instruct the players, and teams should provide one (1) defensive coach at the fence behind the catcher to help keep the game moving.
- 10) The offense is allowed two (2) base coaches and (1) pitcher. The coaches must remain inside the circle or coaching boxes when talking to the batters. Coaches cannot go to plate and give instructions to the batter. This causes delays in the game.
- 11) Infielders must remain at least 45' from home plate when the ball is pitched.
- 12) Coaches must pitch from the 35' rubber. The "floating rubber" is not allowed. Coaches are encouraged to pitch as flat a pitch as possible.
- 13) The umpire will not call a play dead just because a defensive player returns the ball to the coach pitcher. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. To facilitate this, coach pitchers should move to foul territory near the first or third base line (away from the play) after the ball is batted into fair territory. If a defensive player gives the ball to the coach pitcher during a live play, the play will be called dead, and each base runner will be awarded an additional base.
- 14) Coach pitchers should make every attempt to remove themselves from the area of play, thereby, discouraging the defensive players from throwing the ball to them.

### Kids Pitch –

- 1) Base runners are allowed to leave the base only after the ball has crossed home plate. (To lead off)
- 2) **Stealing:** Runners may advance (1) base per steal. No advancement on overthrows to 2nd or 3rd base.
- 3) Pass balls player may advance as far as 3rd base. Players can NOT score from a pass ball.

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- 4) A ball overthrown to any base; the batter/runner may advance (1) base at their own risk.
- 5) All players must play at least (6) outs on defense.
- 6) Bunting is allowed. If a player shows bunt, she can either bunt or pull back. (Slashing is not permitted at this level. Slashing is showing bunt, then pulling back to swing.) Batter will be called out and runners return to base if ball was put into play.
- 7) There is NO dropped 3rd strike. Ball is Dead.
- 8) **Infield Fly:** Will apply to 9U
- g) **Kids Pitch – Tight Base 11u-13u**
  - a) Base runners are allowed to leave the base only after the ball has crossed home plate. (If player leaves early, she is out)
  - b) **Bunting** is allowed. If a player shows bunt, she can either bunt or pull back. (**Slashing** is not permitted at this level. Slashing is showing bunt, then pulling back to swing.) Batter will be called out and runners return to base if ball was put into play.
  - c) **Pass balls** player may advance as far as 3<sup>rd</sup> base. Players can **NOT** score from a pass ball.
  - d) **Infield Fly:** Will apply to 11u & 13u
  - e) **Dropped third strike:** The batter may advance to 1<sup>st</sup> or any proceeding base after a dropped third strike is called. If there is a dropped third strike with two outs, with any variation of runners, this is a live ball. If there are less than two outs and first base is occupied the runner cannot run.
- h) **Pitch Counts 9u, 11u & 13u Divisions Daily Limits**
  - 1) **9u:** Daily max is (15) outs.
  - 2) **11U:** Daily max is (15) outs.
  - 3) **13U:** Daily max is (18) outs.
  - 4) If a pitcher pitches more than (9) outs in a day, he must rest for 2 days.
  - 5) No pitcher can pitch 3 days in a row.
- f) **Team Duties:**
  - 1) Both teams shall be responsible for cleaning their bench areas immediately after each game.

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- 2) A maximum of two (2) coaches shall be permitted on the team bench during games.
- 3) Spectators must remain seated in designated areas opposite team benches.
- 4) No unauthorized persons, including siblings or spectators, shall be permitted on the field at any time.

**g) Player Safety & Restrictions**

- 1) Players wearing casts, splints, or braces containing hard materials shall not participate unless cleared in writing by a licensed physician and approved by GPARD.
- 2) Jewelry, watches, and decorative accessories are strictly prohibited during games and practices.
- 3) Adaptive equipment or medical aids may be used only upon prior review and approval by GPARD.

### Appendix A – Coach’s Quick Reference Guide

**a) Returning Players Rule**

- 1) Head coach’s child is automatically placed on roster (counts toward four if returning).
- 2) Assistant coach’s child may be placed with prior approval (counts toward four).
- 3) All others must enter the draft pool.

**b) Playing Time / Substitutions**

- 1) Any player attending 50% of scheduled practices is to play 50% of the game.
- 2) All bench players must enter unless injured, ill, or fouled out.

### Appendix B – Division Quick Reference Chart

League	Umpires	Ages	Innings/Game	Time Limit	Field Dimensions



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<b>T-Ball</b>	<b>N/A</b>	<b>4</b>	<b>6</b>	<b>50 Minutes</b>	<b>Pitching-Tee- Bases 45'</b>
<b>Modified Coach Pitch</b>	<b>N/A</b>	<b>5</b>	<b>6</b>	<b>50 Minutes</b>	<b>Pitching- 35'- Bases 45'</b>
<b>7u Coach Pitch</b>	<b>1</b>	<b>6-7</b>	<b>6</b>	<b>1 Hour 15 Minutes</b>	<b>Pitching- 35'- Bases 60'</b>
<b>9u Tight Base</b>	<b>2</b>	<b>8-9</b>	<b>6</b>	<b>1 Hour 15 Minutes</b>	<b>Pitching- 35'- Bases 60'</b>
<b>11u Open Base</b>	<b>2</b>	<b>10- 11</b>	<b>6</b>	<b>1 Hour 15 Minutes</b>	<b>Pitching- 40'- Bases 60'</b>
<b>13u</b>	<b>2</b>	<b>12- 13</b>	<b>6</b>	<b>1 Hour 15 Minutes</b>	<b>Pitching- 40'-Bases 60'</b>

### Appendix D – Definitions

*For the purposes of these rules, the following terms shall have the meanings indicated:*

**Eligible Player** – A child who has completed registration, paid all required fees, and is officially rostered with GPARD for the current season.

**Returning Player** – A player who was listed on a team’s official end-of-season roster in the immediate prior season and has registered for the current season prior to the draft.

**Draft Pool** – The group of all registered players not designated as returning players or otherwise pre-assigned under these rules.

**Roster** – The official list of players assigned to a team by GPARD after completion of the draft process.

**Official Game** – A game conducted under these rules that counts toward standings. Scrimmages and continuation games after a forfeit do not qualify as official games.





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**Forfeit** – The awarding of a game to one team due to the opposing team’s failure to meet eligibility, roster, or player minimum requirements.

**Scrimmage** – A non-official game played after a forfeit or cancellation, often with players reassigned between teams, that does not affect standings.

**Suspension** – A temporary removal from participation in practices, games, or coaching duties as a disciplinary measure.

**Ejection** – The immediate removal of a coach, player, or spectator from a game by an official or GPARD staff.

**Practice** – A team activity scheduled and approved by GPARD for the purpose of training, instruction, and preparation for games. Only rostered players and approved coaches may participate.

**Game Clock** – The official timing device used by the scorekeeper to measure game duration, as governed by these rules

