

**GENEVA BASEBALL ASSOCIATION
2010 MAJOR LEAGUE RULES
(Revised 12-08-2009)**

PURPOSE:

This is a competitive league with emphasis on full skill development and good sportsmanship. Play will be conducted on that basis. Rules as published by Major League Baseball and Pony Baseball, Inc., will apply with the following amendments:

OPERATIONAL GUIDELINES:

I. GENERAL

1. A game shall be forfeited by a team that cannot field a minimum of eight (8) players within ten (10) minutes of the scheduled start times or any time during the game. Should the game be commenced with eight (8) players (or for any reason, such as injury, the game is played at any time with eight players) the ninth (9th) position (or vacant position) in the batting order shall not be considered an out.
2. The legal age of players will be any youth who will attain the age of eleven years before August 1st of the current season, and who will not attain the age of thirteen years before August 1st of the current season. Players participating in the in-house program will have the option to play at their school grade level, with the understanding that he/she will be restricted from any travel team tournaments if their legal age violates tournament rules.
3. Regulation game length is 7 innings. The length of the game shall not be limited unless terminated by darkness or field availability. Umpire(s) decision with regard to darkness is final. In the event that there is another game scheduled on the field immediately after the game being played, the length of the game will be limited to not starting a new inning after the game is in progress for two and one half (2 ½) hours **from the time of the first pitch**. The score of any game terminated due to darkness or field availability shall revert back to the last completed inning. Five innings constitutes a complete game (4 ½ in the event that the home team is ahead). Any game terminated for any reason prior to that point shall be considered a suspended game and resumed at a later date at the discretion of the league president. Any game ending in a tie will be continued until a winner is determined depending on field availability. In the case of a suspended game, the pitcher can reenter at that same position. Standard pitching rules will still apply.
4. If an umpire sees lightning he/she is required to stop the game immediately. Whenever lightning is present, all players, coaches and spectators are to leave the playing area and proceed to a vehicle or shelter area. The game will not resume until 20 minutes have passed since the last sighting of lightning.

5. If a Manager/Coach sees lightning he is required to inform the Umpire immediately. The umpire will then postpone the game which will resume after 20 minutes have passed since the last sighting of lightning. Parents are also responsible for reporting lightning. If a parent sees lightning, he/she should inform their team's Manager/Coach who will immediately inform the Umpire at which time the game will be postponed until all is clear.

6. Formal protests are to be handled by the league president.

7. Players coming into the division will be drafted by managers or their representatives as follows:

a. Prior to the draft, the Major League President will obtain a list of players who have registered for the upcoming season. Based upon this list, the Major League President shall identify "new players" and instruct these new players to participate in a "new player evaluation" session. At this session all new players will be evaluated by Major League managers and coaches for the purpose of placing these players in the proper position within the draft.

b. Using player evaluation forms from both the previous season and the "new player evaluation" session, the Major League President (with the help of Major League managers) will determine the position of players in each round of the draft for each age group. All second year major players will be grouped with the higher age group.

c. On draft night, the players will then be drafted by the managers of each team as follows:

i. Each age group will be drafted separately. And the players in the higher age group will be selected first, beginning with round 1 (best evaluations).

ii. For each age group, the Major League President will randomly assign the selection order for each "odd" round of the draft (beginning with round 1). The selection order of each "even" round of the draft will be in the reverse order of the previous "odd" round. For instance, let's say that during round 1 of the draft, the Cubs drafted first, followed by the White Sox, Yankees, and Cardinals. Because the Cardinals drafted last during round 1, they would then draft first during round 2, and therefore the draft order for round 2 would be the Cardinals, followed by the Yankees, White Sox and Cubs.

iii. Each team will be able to choose a player in each round for each age group, unless coaches' children are assigned to those rounds. The process will continue for each round to the conclusion of the rounds in that age group. At the end of the age group, if there is an uneven amount of

players remaining to complete another round, they will be pooled with the remaining players at the end of the next age group to make a final round.

iv. On each team, the Manager's sons/daughters and one Coach's sons/daughters will be drafted in the round assigned. If two coaches' children from one team are in the same round the child with the lower score will drop to the next lower round and be selected during that round. The player with the highest score from the lower round will move up to the higher round to take the place of one of the coaches children. For example if the Cubs have two coaches children in the second round, the child with the lower score will drop to the third round and be selected then. The highest scoring player from the third round will move to the second round to take the place of the coaches' child

d. Finally, trades will be limited to 1 per team. The trades must be between players of the same age and must be approved by all managers and the Major League President.

8. No throwing of helmets, bats, or equipment will be tolerated by coaches or players. The manager will discipline as needed. **UNDER NO CIRCUMSTANCES WILL THERE BE ANY ARGUING ON THE FIELD.** Managers are responsible for the conduct of their players, parents and coaches. Any such actions will be reported to the league president and disciplinary action may be taken.

9. Postponed or suspended games are to be re- scheduled by the league president if possible.

10. Uniforms are to be worn properly, tucked in, proper socks, hats, etc. Players' last names are now allowed on uniforms. Instructions to be provided at a later date by GBA. Additional stickers or patches (i.e. stars, etc.) are not allowed on team uniforms and hats.

11. Disciplinary action toward a player (beyond benching during a game in progress) must be approved in advance by the league president. Action toward a manager must be approved by the Executive Board.

12. In order to provide a source of replacement players, the major league president will assign two (2) 10 year old teams to each major league team. When a manager has knowledge that he will have less than ten (10) players for a given game, he may arrange for replacement players from (and only from) the manager's two assigned 10 year old teams. In the event a manager brings up a replacement player(s), both the major league president and the opposing manager (at game time) should be notified. Replacement players must bat last in the lineup and will not play more defensive innings than a regular rostered player. A manager is allowed to call up only enough players to have **10** players at the game. The replacement player may not pitch or catch.

13. If an umpire fails to show by game start time, both managers will agree on a suitable umpire substitute. This umpire substitute will be the only umpire allowed on the field and will remain for the entire game or until the scheduled umpire arrives.

14. Rubber cleated baseball or all purpose shoes are recommended. No metal spikes are allowed.

15. After the losing team bats in the 5th inning, if losing by more than 20 runs the game will end. After the losing team bats in the 6th inning, if losing by more than 15 runs the game will end.

16. The Home team receives the third base dugout and the visiting team will receive first base dugout. The Home Team is identified as the team listed last on the schedule.

17. Teams may warm up a minimum of thirty minutes prior to the start of the first weekend and weekday games. The visitors will have the first 15 minutes and the home team will have the last 15 minutes. For example, a 9:00am start for a Saturday game, the visiting team will have the field from 8:30am – 8:45am. Home Team will have the 8:45-9:00am slot.

II. BATTING:

1. All team members present at a game will bat in continuous rotation.
2. A manager, coach or other adult shall be allowed in each coaches box (1st and 3rd base) while his team is at bat.
3. Only the on-deck batter is allowed in the on-deck portion of the field, including manager, coaches and players.
4. There are no illegal bat sizes. Big barrel bats are allowed.
5. Slashing is not allowed (show bunt then swing away on same pitch). The batter will be immediately called out and the ball is dead.

III. FIELDING:

1. All team members must play four defensive innings and not sit out three consecutive innings. (13) players. If you have less than 13 players, all team members must play five defensive innings.
2. Free substitution is allowed so players may re-enter the game. This does not permit pitchers to re-enter as a pitcher after having been removed from that position.

3. All catchers are REQUIRED to wear an athletic supporter with a cup while participating as a catcher in games, practices and warm-ups. It is STRONGLY SUGGESTED that all male players wear this safety equipment at all times.

4. Catcher must wear full catcher's gear (catcher glove, shin guards, chest protector, mask and cup) while a catcher in games and practices. A mask must be worn during warm-ups on or off the field of play.

IV. PITCHING:

1. Pitching rubber to home plate is **48** feet.

2. No intentional walks.

3. No pitcher can pitch more than four (4) innings in any game including extra inning games. Delivery of a single pitch constitutes an inning.

4. No player can pitch more than seven (7) innings in any calendar week.

5. Each team must pitch a first year player or a combination thereof a minimum of two complete innings in a 7 inning game. If a game goes into extra innings there is no limit on how many innings a second year player may pitch.

6. Also, if a first year player is relieved by a second year player, or vice versa, that inning will not count against the teams two inning minimum. If you pitch two first year players in one inning, it will only count as one inning against the team inning count. In both instances, it will count as one inning for both individual players. **For the purposes of this section, "First year player" and "Second year player" are based on the age group a player was drafted.**

7. Should a team be required to play a fourth game in a calendar week, pitching rules #4 will be modified for the **4th game only** to read as follows:

a. No player can pitch more than nine (9) innings in a calendar week.

8. A calendar week will begin at 12:01AM Monday and will end at 12:00 midnight on the following Sunday.

9. The throwing of breaking pitches is not allowed. Change-up pitches are allowed. If, in the opinion of the home plate umpire, a breaking pitch has been thrown, the umpire(s) shall immediately call a ball and warn the pitcher that repeated violation of this rule can cause the subject pitch to be called a ball and the pitcher removed from the pitchers mound. Should the pitcher thrown a breaking ball following the warning, the pitch shall be called a ball and the pitcher removed from the pitchers mound.

10. Pitcher rest rules are to be followed according to the following rules: If a player pitches at least 3 innings, one calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days rest must be observed. Delivery of a single pitch constitutes having pitched an inning.

Example:

<i>If a player pitched 4 or more innings on</i>	<i>. . . and is still eligible, that player can pitch again on:</i>
Sunday	Thursday
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday

11. A manager or coach is permitted to warm-up a pitcher at home plate or on the sidelines.

12. Each pitcher will be afforded one balk warning per game. Upon the first occurrence of the umpire calling a balk, the umpire shall provide a balk warning. This warning shall consist of the umpire calling the manager to the mound, and explaining to the manager and pitcher what infraction constituted the balk call. Upon the second occurrence of the umpire calling a balk, the balk will stand and runners advance accordingly. During a balk warning the ball shall be considered dead.

13. In order to speed up play, the pitcher will be allowed a maximum of three (3) warm-up pitches at the beginning of an inning. A relief pitcher will be allowed a maximum of eight (8) warm-up pitches when he enters the game.

V. BASE RUNNING:

1. Base paths are 70 feet in length.

2. Lead offs are allowed. Base Running rules are the same for the Major League as “regular baseball”.

3. No head first sliding (except when returning to a base): If a runner slides head first, he and his team will be issued a warning. Should an umpire have reason to warn a team a second time, that runner will be called out. (This is done for the safety of the players.)

4. For safety reasons, if a play is made at a base, a player must attempt to avoid contact preferably by sliding on close plays at any base (except first base). A player may not jump (leave the ground) over the catcher to avoid contact with the catcher. If it is determined by the umpire that the player jumped over a catcher to

avoid contact that player will be called out. If unintentional contact is made, the runner may be called out (umpire's discretion). If the act is determined to be flagrant, the offender shall be ejected.

5. The umpire's decision on the sliding rules is final.

6. In order to speed up play, if a catcher is on base with two outs, he must be replaced by a pinch runner. That pinch runner will be the last player to make an out.

7. All fields will use a safety base at first base. If there is a play at first base, the runner must use the safety (orange) base only. The first baseman must use the regulation (white) first base only. If there is no play at first base the runner has the right to either base.

VI. MANAGERS:

1. Managers shall be selected by the league president

2. The Executive Board, by a majority vote of the total number of Officers currently serving terms on the Executive Board may suspend, expel, or terminate the assignment of any manager whenever in its judgment, the best interest of the Association will be served thereby. Any such action taken by the Executive Board shall be justifiable, without prejudice and with cause.

3. A league president shall not be permitted to serve as a manager in the same league that he serves as president.

VII. IN-HOUSE ALL STARS

1. Each year the league will conduct an All Star game to be held in-house with the regular Major League rules governing play except as follows:

2. An equal number of players will be chosen from each team. They will be elected by the players with the Manager having at least one (1) player selection. Ballots must be collected from ALL players. The Executive Board will determine the exact number of players selected by each party.

3. The names of each player elected to the All Stars shall be given to the league president who will be responsible for the assignment of the players onto two competitively balanced teams. These teams shall be called the "American" and "National" Teams.

4. The two (2) managers with the best win-loss records at the time of the in-house All Star game shall serve as managers of the "American" and "National" Teams. If these managers are not available, the league president will name a replacement. The league president shall assign the remaining managers as All Star Team coaches.

5. During the in-house All Star Game, pitchers will be limited to a maximum of one inning pitched.

VIII. IN-HOUSE TRAVEL TEAM RULES

1. All league managers will be polled by the league president to determine the in-house travel all-star players (13 player maximum). Selection process of eleven players to be done by balloting consisting of all in-house players. The manager of this team will be allowed two picks. The in-house travel all-star team manager will be determined by the league president. All attempts will be made to select a different manager in consecutive years.

2. The coaches for this team will be selected by the manager and the league president.

IX. IN-HOUSE TOURNAMENT RULES:

1. The format of the tournament shall be determined by the league president and approved by the Executive Board

2. All regular season rules shall apply to the In-House Tournament. An exception will be that the Pitcher Rest Rule in Section IV(10) shall be waived. However, if a pitcher throws four (4) or more innings in one day, then he is required to rest one day.

In addition, should a team have to play five (5) or more games in a week, the weekly inning pitched maximum described in Section IV(7)(a) will be extended to ten (10) innings starting with the 5th game only.

No pitcher can pitch more than four (4) innings in any game. Should a team be required to play a second game in a day, a pitcher cannot pitch more than six (6) combined innings in a day,

3. In all rounds of the tournament, the home team will be determined by the highest seed.

4. All playoff games must be completed. Any suspended game must be picked up where it was left off and played to its completion.