

Greene County Youth Center

2016 Local League Rules

Ruckersville, VA

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GCYC LOCAL LEAGUE RULES

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EXTRA HITTER

1. The use of the EH position shall be at the option of the team manager in all League games.
2. A player who has hit two times as an “EH” will have met the local league rule of having played two innings in the field and one at bat. Failure to play a player as defined above will result in **forfeiture** of that game. **Exception:** It is not a forfeiture if a regulation game is terminated due to the 10 run slaughter rule, adverse weather conditions, darkness, or last half of the inning is not played. **However,** players who did not play their minimum playing time in the previous game shall start the next game and play a minimum of two at bats and four innings in the field or the entire game.
3. A player cannot start as an EH in two successive games that the player participates in.
4. If a team starts the game with the EH position, then the team must end the game with an EH. The batting order must hold the 10 or 11 positions throughout the game.
5. If a team is not able to finish a game with the same number of batting positions that it starts with, the missing position is an automatic out. This section of the EH rule is not applicable to teams who play outside of the county.

FREE SUBSTITUTION

Free substitution applies to defensive changes only.

Any player not in the current starting batting order may play in the field defensively at any position at the coach’s discretion. The defensive innings played count toward the mandatory playing time of two defensive innings and one at bat. It is the team manager’s responsibility to notify the opposing manager of any defensive changes.

Free Substitution does not affect the batting order.

Example 1: 10 players are in the starting lineup with 2 subs on the bench. In the 2nd inning the 2 subs are put in the game to play defensive. The batting order stays the same as the 2 starters are still in the batting line up.

Example 2: The 2 subs are inserted into the batting line up in the 3rd inning. The 2 starters can still play defensive in the 4th inning and you can re-enter your starters in the batting order after the subs have completed at least one plate appearance. Players re-entering the offensive lineup must be put back in the same spot in the order in which they started.

GCYC LOCAL LEAGUE RULES

RE-ENTRY RULE (ALL DIVISIONS)

Any of the starting players may withdraw and re-enter once provided such player occupies the same batting position whenever he/she is in the line-up. A substitute who is withdrawn may not re-enter. All pitchers are governed by the provisions of Official Baseball Rule 3.05 if withdrawn while on the mound pitching. The pitcher withdrawn while a batter or base runner may re-enter the game immediately. If the pitcher is removed from the game because of a second trip in the same inning he/she may re-enter the game in any position with the exception of pitcher. An injured player once removed from a game may re-enter. An ejected player may not.

MANDATORY PLAY

Every player on each team shall play a minimum of one at bat and two innings in the field. Failure to play a player as defined above will result in **forfeiture** of that game.

Exceptions:

1. It is not forfeiture if a regulation game is terminated due to the 10 run slaughter rule, adverse weather conditions, darkness or if the last half of the inning is not played. **However**, players who did not play their minimum playing time in the game shall start the next game and play a minimum of two at bats and four innings in the field or the entire game.
2. A team manager shall have the option to waive the mandatory playing rule if disciplinary action is being utilized against a player. Specific examples of player behavior that would warrant such disciplinary action are repeated incidents of unsportsmanlike conduct or repeated incidents of missing scheduled team practices/meetings. If such action is taken, the team manager shall notify the program director/league commissioner at least 24 hours prior to the game or immediately after game if action occurs during a game.

If the player participation rule has been violated, the opposing team manager must file a protest for the forfeiture of a game in writing. The letter of protest must be submitted to the League President within 24 hours of the game. The team manager is also responsible for notifying the umpire that the game is being played under protest at the time of the alleged rule infraction. Protests filed for mandatory playing time violations will still be considered even if the umpire is not notified prior to the end of the game.

Parents who think the minimum playing rules are not being followed are urged to first discuss the issue with the team manager. If resolution is not reached, parents are encouraged to notify a board member of any violations of the minimum playing time rule.

An injured player or a player affected by disciplinary action, in or out of uniform will be allowed to sit in the dugout with his or her teammates. Coaches are required to notify the

GCYC LOCAL LEAGUE RULES

opposing teams coach and umpire prior to the start of the game of players on the bench, not participating, due to injury or disciplinary action.

FORFEITS

If a team is unable to start and finish a game with at least 8 players, a forfeit shall be awarded. A team will be permitted to start and finish a game with 8 players, but the 9th position in the batting order will be called out each time it is due to bat.

This rule applies to all Cal Ripken, Jr. Babe Ruth and Little League Divisions.

10 RUN SLAUGHTER

A league game will be terminated once becoming regulation if one team is ahead by 10 or more runs and has had equal times at bat or the home team is leading.

SUSPENDED GAME

A Cal Ripken League game completing 4 or more innings (3.5 if the home team is ahead) or a Babe Ruth League game completing 5 or more innings (4.5 if the home team is ahead) is considered a regulation game. If the game is stopped before it becomes a regulation game due to darkness or weather, it will be declared a "Suspended Game" and will be rescheduled and picked up from the point of suspension. Pitching records for the week and hitting records are retained.

CALLING GAMES DUE TO DARKNESS

Because of limited lighting, the Greene County Youth Center has adopted the following policy for games that may be affected by darkness.

All teams will pay special attention to the sunset times as published for our area. A copy of the sunset times will be posted in the concession stand and umpires will be made aware of the sunset time. No new inning will begin after the posted sunset time for the game.

Because safety is our primary concern, it is within the discretion of the umpire to end the game at any time he or she deems conditions are unsafe, including but not limited to unsafe lighting conditions. If a game is called before an inning has been completed and the game is a "Complete Game", the official score shall be the score at the end of the last completed inning. If the game is not an official game it will be determined a "Suspended Game" and will be rescheduled and picked up at the point of suspension.

GCYC LOCAL LEAGUE RULES

TIE GAME

In order for a game to be declared a “Tie Game” by the umpire, it must be a regulation game (i.e. 3 1/2-4 innings must have been played in the Cal Ripken League). If a game is tied after regulation innings, the “**Universal Tie Breaker**” rule will apply (see below).

Universal Tie Breaker Rule

If the game is tied after regulation innings, the following will apply:

1. The last player out from the previous inning will take second base (visiting team), and there will be one out charged against the batting (visiting) team.
2. The batting (visiting) team will bring the next batter in their lineup to bat, and then subsequent batters in the lineup (if needed) in an attempt to bring the player on second base home in order to score a run. This half of the inning continues until the third out is made.
3. Whether the visiting team scored or not, the home team will play their half of the inning in the same manner.
4. If after the first inning of the tie breaker no winner has been declared, the tie breaker will be repeated for one additional inning, starting with the last player out from the previous inning on second base, with the next batter in the lineup to bat.
5. If no winner has been declared after two extra innings as defined above, the game shall be declared a tie.

In the case of a “Tie Game”, the results are entered into league records as a “Tie Game” and are so indicated in league standings. After the regular season is concluded, the “Tie Game” will be replayed as a new game **only** if the tie game affects the league standing of the **first place position**. Pitching eligibility for the replay is determined according to the calendar week in which the game is replayed. If the replayed game results in a tie after regulation innings, the “**Universal Tie Breaker**” rule will apply with the exception that there shall be no limit to the number of tie breaker innings played.

If positions are tied at end of regular season, team win-loss records (ties will be thrown out) will be used, followed by head-to-head record.

This rule applies only to the Minor League, Major League and Jr. Babe Ruth League.

RAINOUTS/RESCHEDULING

The President or their designee will determine field playability before all scheduled games. Every effort will be made to notify all affected team managers as soon as possible if the determination is made that field conditions are unplayable. Once a game is started, the umpire will determine if conditions become unplayable primarily from a safety perspective. Game rescheduling will be determined by the next available open date/time on the master schedule. **Exception:** If **rescheduling** causes any one team to

GCYC LOCAL LEAGUE RULES

have more than three games in one week (Monday-Sunday), Program Directors will make every effort to accommodate those affected teams through rescheduling.

LIGHTNING

Lightning is one of the most consistent causes of weather-related deaths and injury in the "U.S. According to the National Severe Storms Laboratory, there are approximately 100 lightning-related deaths and over 1000 injuries yearly. Risk is present WHENEVER lightning can be seen or thunder can be heard. As soon as lightning is seen or thunder is heard, practice and competition should be suspended immediately. All players, coaches and parents are to leave the field and dugouts and go to their cars in the parking lot and remain there for 30 minutes.

- If lightning is seen and/or thunder is heard during the initial or any subsequent 30-minute count, the clock is reset for another 30 minute delay.

REQUEST TO REENTER THE DRAFT

Requests to reenter the draft must be in writing and submitted to a board member at least 5 days prior to the draft. Parents may be requested to meet with the Board of Directors to discuss their request. No late requests will be accepted.

REQUESTS TO MOVE UP OR PLAY DOWN

Parents who wish to request that their child play up or play down in the next age bracket or league must comply with the following:

The request must be made in writing

1. The request must be made by the last advertised registration date
2. The player in question may be required to participate in a tryout.
3. A three person committee appointed by the league president shall evaluate the player's skill level and determine if the player shall be permitted to "play down" or "play up".
4. If a player "plays down" he or she will not be eligible to participate in an all-star team.
5. If a player "plays up" they are eligible to participate in an all-star team in the league in which they are playing if selected.
6. The committee's determination is final.

LATE REGISTRATION

A limited late registration policy is utilized by the Greene County Youth Center Inc.

After draft is completed in each league, late registrations will be accepted in a league for a **three week period** to equalize the number of players on each team in a league or 12 players, whichever is greater.

GCYC LOCAL LEAGUE RULES

After the three week period a “Provisional Late Registration” application can be filed. Players will only be placed on a team to fill slots vacated by existing players or to fill a team up to 10 players.

The Registration Fee and a \$10.00 Late Registration must be paid before a late filed registration is considered to be filed. No financial aid from the GCYC will be available for Late Filed Applications. The application will be kept on file for the season in the event that slots do open up on a team. The registration fee will be returned for those players not assigned to a team. Any player who registers late is not guaranteed to be placed on the same team that he/she played on the previous year.

FINANCIAL AID

The entire registration fee must be paid before a player will be permitted to be registered. The following financial assistance is available to help offset some of the registration fee.

The Carson Raymond Foundation offers partial scholarship that will help offset the registration fee in the amount of \$35.00. To apply go to <http://www.carsonraymondfoundation.com/> go to “What do We Do” on the top banner then “Request Sponsorship”. Complete the application and print a copy of the approval notification and present it with the application.

The Greene County Youth Center Inc. has a limited financial assistance available. Requests for assistance will be considered case by case based on financial need. All applicants for financial aid from the Greene County Youth Center Inc. will be notified as to whether their request was approved or disapproved. If approved a check for the amount of approved financial aid will be mailed to the applicant.

All applications for Financial Aid must be accompanied by the “Carson Raymond Foundation” approval letter and the balance of the registration fee before the application will be considered by the Board of Directors.

LEAGUE BOUNDARIES

The geographical boundaries established for Baseball and Softball teams organized through the Greene County Youth Center shall be Greene County. A player must play within the league’s geographical boundaries in which the player resides. This is determined according to the legal residence of the player’s parents or legal guardian.

A player is also permitted to play Little League Softball if she lives outside of the county boundaries, but attends a school within the county boundaries.

If a player is rostered in a GCYC league and moves outside of Greene County, the player has the option to remain with the GCYC the following season if he/she is eligible to play in the age bracket.

GCYC LOCAL LEAGUE RULES

Players from localities other than Greene County are allowed to participate at GCYC if allowed by Babe Ruth Leagues of Virginia, Inc.

BAT THROWING

The first time a batter throws the bat in the act of hitting, the umpire shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a “dead ball” and all runners shall return to the base they occupied prior to the play.

PLAYER/COACH/PARENT/FAN EJECTION

The following behavior by a player, coach, parent or fan will warrant an immediate ejection from the game:

- The throwing of helmets, bats, gloves, or other equipment; displaying unsportsmanlike conduct on the field or in the dugout.
- Profanity
- Other unacceptable behavior as determined by the umpire.

Penalty: The player or coach will be ejected from the game and shall leave the playing field and dugout area. The player or coach ejected shall also serve a **mandatory one game suspension**. A player if in his/her full uniform can sit in the dugout during the mandatory one game suspension. A coach is not allowed in the dugout or the playing field if he/she has been ejected or is serving the one game mandatory suspension. The coach shall not have any contact with the team during a game in which he/she has been ejected or is serving the one game mandatory suspension. All ejections may be subject to further disciplinary action by the Board of Directors.

When the ball is declared dead, no player shall advance unless forced.

T-BALL LEAGUE (4-6 Year Old) RULES

The primary goal of this league is to begin to instruct young players in the fundamentals of baseball in a supportive team environment. All batters will hit the ball from a tee. Official scorekeeping will not be kept for the 4-6 year old T-Ball League. Coaches are responsible for the flow of the game and the calling of safes and outs.

Established Babe Ruth “Rule Book” rules and Green County Youth Center Local League Rules apply to all games. But note specific rules/exceptions below that will apply to this League:

GCYC LOCAL LEAGUE RULES

1. All games will be played four full innings. In the event a game is stopped due to weather, the game will be considered complete if 3 full innings have been played. If 3 full innings have All games not been played, the game will be rescheduled. If the game is stopped due to darkness, the game will be considered to be a complete game.
2. Ten (10) players are allowed on the field defensively (in infield shall be 4 infielders, pitcher, and catcher; all other players shall be in outfield). The defensive pitcher must have at least one foot in contact with the pitcher's plate before the batter attempts to hit the ball. The catcher must be positioned at least 6 feet behind home plate and must wear a batting helmet with a face shield. The catcher will move to normal defensive position at home plate after the ball has been hit (batting coach shall remove tee from home plate after ball is hit).
3. Each infield position including the catching and pitching position must be manned. If a player arrives after the game has started, he/she will be added at the bottom of the batting order.
4. Each player must hit from a batting tee. It shall be adjusted to a height that allows the batter to swing level. The tee is to be placed immediately in front of the stationary home plate in a mirror image with that plate.
5. The infield fly rule is not used.
6. The first time a batter throws the bat in the act of hitting, the umpire shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a "dead ball" and all runners shall return to the base they occupied prior to the play.
7. On-deck batters will not be allowed. All players of the offensive team, except for the batter and players occupying a base, must remain in the dugout.
8. The offensive team can have 3 coaches on the field; a batting coach stationed in the area of home plate and first and third base coaches. The base coaches shall be confined to a coach's box. The defensive team will be allowed to have 1 coach on the field. The defensive coach must remain in the outfield grass while the ball is in play.
9. **Special Dead Ball Situations (Time shall be called):**
 - a. The ball will be declared dead when the defensive team stops the lead runner, the lead runner abandons the effort to advance, or the defensive team's has clear control of the ball in the infield after a batted ball has been hit into the outfield.
 - b. The ball will be declared dead when a player is injured.
 - c. The ball will be declared dead on a defensive overthrow to first or third base and the base runner on which the attempt was made shall be awarded one base. Other

GCYC LOCAL LEAGUE RULES

base runners shall only be awarded the next base if it is a force situation. An overthrow is defined as a thrown ball that clearly hits the fence closest to the base in question.

ROOKIE LEAGUE (7-8 Year Old) RULES

The basic concept of this league is to make the game safer, more fun and interesting for younger players. A pitching machine will be utilized to provide controlled pitches and diminish the fear of being hit by a pitched ball.

Established Babe Ruth "Rule Book" rules and Greene County Youth Center Local League Rules apply to all games. But note specific rules/exceptions below that will apply to this League:

1. The game length will be 6 innings. Each half inning will end after the offensive team scores 5 runs or the defensive team records 3 outs, The number of runs scored in an inning is capped at 5. Once the team has scored 5 runs the inning is over. The only exception to this rule is for the last inning of the game (no run cap during the last inning). If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning and the 5 run cap will not apply.
2. Ten (10) players are allowed on the field defensively (4 each in the outfield and infield, 1 pitcher and 1 catcher).
 - a. The defensive pitcher must be positioned on either side of the pitching machine, but not in front of or directly behind the machine.
 - b. The catcher takes his/her normal position in full gear (boys must wear cup!).
3. A team cannot play with less than 8 players. Each infield position including the catching and pitching position must be manned if a team only has 8 players.
4. Each player must play 2 innings defensively.
5. All players present for the game will be entered in the lineup to bat. All batters bat in the order they appear on the line-up throughout the game. If a player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing coach must be notified in the event of a late arrival. If a player leaves the game before its completion, all players below that player in the order will be moved up one position.
6. **Pitching Machine:**
 - a. A spring loaded pitching machine will be used for all league games.
 - b. The machine will pitch to all batters and the offensive coach will operate the pitching machine.
 - c. The pitching machine will be located 46 feet from the back of home plate to the front of the pitcher's rubber (pitching machine pivot joint over pitching rubber). Note: Care should be taken NOT to align pitching machine with Girls Softball pitcher's rubber location at 40 feet.

GCYC LOCAL LEAGUE RULES

- d. The speed at which the pitching machine delivers the ball shall be constant and unchanged throughout a game. Coaches need to check the machine before their team bats. Coaches can only adjust the micro adjustment during the game. The machine will be set at 40 mph for all scheduled games.
7. The “Infield Fly Rule” is in effect for the Rookie League. No base stealing is allowed. Bunting is allowed for all scheduled games. Even in bunt situations, the pitcher must remain at either side of the pitching machine until ball is released. No batter is allowed to fake bunt, then swing. This results in an automatic out.
8. Each batter receives a maximum of 5 pitches. If the batter strikes out or if the ball has not been hit into play after 5 pitches, the batter is out. If batter fouls the 5th pitch, batter will receive pitches as long as batter continues to foul the pitch.
9. The first time a batter throws the bat in the act of hitting, the umpire shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a “dead ball” and all runners shall return to the base they occupied prior to the play.
10. On-deck batters will not be allowed. All players of the offensive team, except for the batter and players occupying a base, must remain in the dugout.
11. Pitcher must be at least 46 feet from home plate on either side of the pitching machine.
12. The offensive team can have 2 coaches on the field (a first and third base coach are allowed but shall be confined to a coach’s box). The defensive team will be allowed to have 1 coach on the field. The defensive coach on the field must remain in the outfield grass while the ball is in play.
13. **Special Dead Ball Situations (Time shall be called):**
 - a. The ball will be declared dead when the defensive team stops the lead runner or the lead runner abandons the effort to advance.
 - b. The ball will be declared dead when a player is injured and in the umpire’s judgment is unable to continue the play.

The umpire shall call “Time” when, in his/her judgment, any of these situations occur.
14. **Batted ball hitting the pitching machine (refer to Rule 5.09(f)):** The pitching machine is considered the same as an umpire. When the ball is declared dead, the batter occupies first base, and the base runners advance one base, only if forced.

MINOR LEAGUE (9-10 Year Old) RULES

Established Babe Ruth “Rule Book” rules and Greene County Youth Center Local League Rules apply to all games. But note specific rules/exceptions below that will apply to this League:

GCYC LOCAL LEAGUE RULES

1. The game length will be 6 innings.
2. Ten (10) players are allowed on the field defensively (4 each in the outfield and infield, 1 pitcher and 1 catcher).
3. A team cannot play with less than 8 players. Each infield position including the catching and pitching position must be manned if a team only has 8 players.
4. Each player must play 2 innings defensively.
5. All batters bat in the order they appear on the line-up throughout the game. If a player arrives after the game has started, he/she will be added at the bottom of the batting order. The opposing coach must be notified in the event of a late arrival.
6. The first time a batter throws the bat in the act of hitting, the umpire shall issue the player a warning. If the same player throws the bat a second time in the act of hitting the ball during the game, the umpire shall call the batter out. The batted ball will be called a “dead ball” and all runners shall return to the base they occupied prior to the play.
7. Cal Ripken Special Base Running rule is not applicable to the Minor League. (Page 12 of the Babe Ruth League Official Playing Rules).
8. The number of runs scored in an inning is capped at 5. Once the team has scored 5 runs the inning is over. The only exception to this rule is for the last inning of the game (no run cap during the last inning). If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning and the 5 run cap will not apply.

MAJOR LEAGUE (11-12 Year Old) Rules

1. The game length will be 6 innings. Each half inning will end after the offensive team scores 5 runs or the defensive team records 3 outs. The number of runs scored in an inning is capped at 5. Once the team has scored 5 runs the inning is over. The only exception to this rule is for the last inning of the game (no run cap during the last inning). If the game is going to be shortened due to the time limit or darkness, the umpire shall announce the last inning and the 5 run cap will not apply.

SOFTBALL RULES

Established Little League “Rule Book” rules and Greene County Youth Center Local League Rules apply to all games.

SWING PLAYER

The use of swing players is not permitted.

GCYC LOCAL LEAGUE RULES

FALL BASEBALL AND SOFTBALL RULES

Established Cal Ripken, Babe Ruth, and Little League “Rule Book” rules and Greene County Youth Center Local League Rules apply to all games. The following specific rules/exceptions below will apply to Fall League Games:

Fall League Game Rules

1. All games consist of 6 innings. Each half inning will end after the offensive team scores 5 runs or the defensive team records 3 outs.
2. All players shall play 2 full innings on defense.
3. All players present for the game will be entered in the lineup to bat. All batters bat in the order they appear on the line-up. New innings start with the next batter at bat, the batter following the third out of the previous inning.
4. Ten players are permitted on defense (4 outfielders).
5. Pitchers are limited to two innings per game and four innings per week. One pitch thrown in an inning counts as an appearance.
6. The re-entry rule is not in effect. Free substitution is permitted.
7. There will be no trophies given at the conclusion of “Fall Ball” the emphasis is on instruction and playing experience.