

GSA 13U-18U Rules

FIELD DEMENSIONS

13U-18U: Pitcher's Mound will be set at **60 feet** from back of **home plate**.

90-foot base lines

Game Time limits and rules:

- A) GAME TIME LIMITS
 - a. A complete game will consist of **7 innings** or **1 Hour and 40 Minutes** of play (inning will finish if time expires during the inning).
- B) Championship games will have a time limit of **two hours** and will be determined by a coin flip.
- C) Home and Away teams for **pool play** will be determined by a coin flip.
For **bracket play** (excluding championship game), **Home team** will be determined by the **higher seed**.
- D) Inning Completion
 - a. An inning continues until the defensive team has recorded **three (3) outs**.
 - b. An inning can end if the Mercy Run Rule is met in the bottom half of an inning.
- E) MERCY RUN RULE:
 - a. **12+ Run Lead after 3 Completed Innings**
 - b. **10+ Run Lead after 4 Completed Innings**
 - c. **8+ Run Lead after 5 Completed innings**
- F) **Pool play** games can end in a tie at the end of a completed game or the time limit has been reached.
- G) In the event a **bracket play** game is tied at the end of a completed game or a time limit has been reached, an "**international tie breaker**" will be put into play. The last out of a previous inning will be placed on second base with no outs; and will continue until a team has won.
- H) **All games can start up to thirty minutes before the scheduled game time.**
- I) All game times may be adjusted by the discretion of the site director.
- J) **DROPPED THIRD STRIKE:** The Dropped third Strike Rule is in play.
- K) The defensive team may ask for time out only when the Umpire has considered play to have stopped. **Time out will not be allowed** if the umpire considers the play "live".
- L) **Infield fly rule** is in effect.
- M) The HOME team is responsible for the scorekeeping; **The umpire will keep the game score and will be deemed the final decision on all score related issues.**

Batting rules:

- A) Teams must list at least nine batters on the lineup card.
- B) A team may start the game with 8 players, however the 9th spot in the order will count as an out until it is filled.
- C) Teams have the option to bat as many players as they choose.
- D) Any players not in the batting lineup **must be listed as a substitution player** under the section on the scorecard.

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- a. **Penalty:** A Substitution player left off the lineup card, that enters the game is considered an illegal player regardless if the player is listed on the tournament roster. The game would resolve in a **forfeit**.
- E) **D)** All players in the lineup that are not in the defensive lineup will be listed as an **Extra hitter (EH)**. The EH can go in and out of the field without defensive changes being recorded to the umpire.
- F) **E)** **No team may add** a player to their lineup once the official scorecard has been turned into the umpire in chief. **Any errors to the scorecard** “MUST” be addressed prior to turning it into the umpire in chief. It becomes an “official game card” once it has been handed to the umpire in chief at the plate meeting.
- G) If a player in the batting lineup is removed from the game due to a coach’s decision or injury and there is no sub to go in, that position in the batting order will be listed as an **automatic out** when it is reached until the player returns to the game.

Designated Hitter/Extra Hitter Rule:

- A) Any team may use the DH rule for any player in their line-up. (Please see the **MLB DH Rule 6.10** for detailed definition of the rule)
- B) The “**Extra Hitter or Extra Player**” rule allows any team to bat eleven (11), twelve (12), etc. the EH/EP is free to substitute for any of the nine (9/10) defensive players on the field at any time. The batting order does not change. Any team batting their roster affords them the ability to bat their entire roster and have “free substitutions” on defense.
- C) Should a player in the lineup be forced to leave the game for any reason and no legal substitutions are available, his/her spot will be an automatic out every time it comes up in the line-up.

Intentional Walk Rule:

- A) If an intentional walk is called for, the pitcher will not have to throw four pitches outside the strike zone. Instead, the team’s manager may signal and point the runner to first base. No players can make this call.

Defensive rules:

- A) A maximum of 9 players will be on the field for defense.
- B) The infield shift is allowed.
- C) Teams have the option to sub freely on defense (with their EH/s) without the umpire having to report changes, excluding the pitcher.
- D) Pitching changes must be reported to the Umpire.

Pitching Rules:

- A) 13U division: A pitcher cannot pitch more than thirty (30) outs in a three-day tournament and no more than twenty-one (21) outs in one day.
 - a. If a pitcher is in violation of the pitching rules, the manager and player will be ejected from the game. The game will resume.
- B) 14U-18U divisions: No pitching restrictions on the amount of outs a pitcher may throw.

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- C) Once a pitcher is removed from the mound, they may not return to the mound that same game.
- D) Pitchers may not wear on either hand; wrist bands, batting gloves, and arm sleeves, regardless of color or style
- E) Pitchers may wear prescription glasses. All other eyewear is left up to the umpire's discretion.

Re-Entry rule:

- A) Starters can re-enter only once in a game. Starters and substitutes are "married" to each other for the re-entry requirements.

Contact rule:

- A) Whenever a tag play is evident, a runner must seek to avoid contact with the fielder and/or catcher.
- B) Malicious contact shall supersede all obstruction penalties. Malicious contact is solely the judgement of the umpire.
- C) Runners advancing to a base if in the judgement of the umpire interferes with a throw shall be called out for interference and the batter/runner may also be called out.
- D) Runners may dive around and under the defensive player in an attempt to reach the base or plate safely.
- E) There will be no diving over or leaping (landing on feet) over the defensive players.
 - a. **PENALTY:** The runner shall immediately be declared out. Should contact occur, additional penalties may be assessed.

Courtesy runner Rule:

- A) A courtesy runner may be used for the catcher or pitcher.
- B) The courtesy runner must be a substitute not in the batting line-up.
- C) If no substitutes are available, then the last recorded out will be used. The only exception is in the first inning where no outs have been recorded; in which case no courtesy runner may be used and the catcher/pitcher must run until an out is recorded by the defense.
- D) Should a courtesy runner be on base when their spot in the order comes up, the offensive team may not replace the "courtesy runner" with another but rather their position in the lineup will be called out.
- E) Should **an illegal courtesy runner be used**, and the defensive team brings it to the umpire's attention, no out shall be called but rather, the correct runner shall be inserted. This can be one any time before the runner scores. Should the runner score and they are deemed an illegal runner, they will be called out and the run will not count. ***This must be done before the next pitch***

Cleat Rule:

13-18u divisions have the options of wearing molded cleats, turfs, or metal spikes.

Bat Regulations:

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- A) 13u division will have a maximum drop weight of -8 marked with 1.15 BPF, USA Baseball or BBCOR
- B) 14-18u divisions will be required to meet high school bat specifications (-3 BBCOR).
- C) Wood bats are approved for all age groups

Coaching:

- A) The area directly in front of each dugout will be considered the “coaches’ area”. This area will run the length of the dugout and extend five feet out towards the playing field. Each team may have one manager and one coach in this area during the game. (Some fields do not allow buckets on the field so please respect the park rules)
- B) No coach or manager may walk down the foul line to coach or manager players.
- C) Umpires will have the final judgement on awarding or taking away bases should a live ball come into contact with either a coach or any foreign objects that are brought onto the fields such as buckets, chairs or stools.
- D) Each team may have a total of four (4) coaches in their dugout during a game. You may have three coaches and a scorekeeper but no more than four in total.
- E) Please note that a coach or player may not call “time-out.” They may only ask the umpire, and it will be at their discretion to call an official time out.
- F) Coaches may only use players that are on their tournament roster. No player shall play for multiple teams in the same tournament, regardless of age division. The first team a player plays in a tournament for will be the only team that player can play for, for the remainder of the tournament. **Illegal players** in a tournament will be resolved in a **forfeit**.
 - a. See Batting Rules for more information related to the official scorecard and players being left off scorecards.

Ejection:

- A) Any player or coach ejected from any game will have to leave the playing field. If the umpire believes the situation could become worse if the player or coach is near the playing area still, they may be asked to leave the field site.
- B) If a player is ejected from the game and the team does not have a sub to replace the position in the offensive lineup, that spot in the order will be recorded as an out.
- C) The player or coach may be able to return the next scheduled game depending on the severity of the ejection.
- D) The ejected player or coach shall not return to the field even after the final out is recorded and the game is officially completed.
- E) The site director or tournament director may extend the ejection for the next game or suspend them for the remainder of the tournament.

Protests:

- A) All protests must be raised verbally by the offended team manager at the time of play and before the next pitch.
- B) A fee of \$100.00 in cash (refunded if the protest is upheld) must accompany the protest and be remitted to the site director. Only then will the official game clock stop.

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- C) All protest decisions are final. The site director and tournament director shall comprise the protest committee for all rule challenges.
- D) Should the protest be upheld, the fee will be returned to the protesting team manager and play will resume.
- E) Only decisions involving the misinterpretation or misapplication of a rule may be protested. No Protests shall be allowed in situations involving “judgement of an umpire.”

Suspended Game Policy

- A) Games that do not meet the official game policy due to weather/darkness will be considered a suspended game and resume (if possible) from the point of the suspension at the earliest time available.
- B) If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last completed inning.
 - a. Pool play / consolation games:
 - i. If a game is suspended prior to being official and there is not enough to resume, the game will be considered complete at the end of the last complete inning. If tied at the end of the last complete inning, the game will stand as a tie.
 - b. Elimination games
 - i. If one inning hasn't been completed and the game is suspended without time to resume- the higher seed would advance to the next round.
 - ii. If tied at the end of the last complete inning- higher seed would advance to the next round
 - iii. If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game – we would revert to the tie-breaking system in place.
 - iv. If the championship game starts and is not able to complete due to weather/darkness and there is no time to resume – the game would be considered official at the end of the last complete inning
 - v. If tied after the last complete inning- the higher seed will be named champions.

***Rules not specifically outlined will fall under 2022 MLB Rules and guidelines. ***

***Beginning Spring 2025, All rosters need to be online.**