

GPWSLL – A League

Rules and Regulations

1.0 “A” LEAGUE DIRECTOR

The responsibilities of the “A” League Director are:

- A. Ensure league compliance with Little League Baseball, Inc. Official Regulations and Playing Rules;
- B. Coordinate annual evaluations with other League Directors and form teams.
- C. Ensure league compliance with the GPWSLL local rules;
- D. Conduct manager meetings as necessary.

1.1 THE TEAMS

1.1.1 The number of teams in the “A” League shall be determined by the number of players available to play. If possible, all teams shall have the same number of players per team with a minimum of 12 and a maximum of 15.

1.1.2 Parents may not specify the manager and/or team they wish their child(ren) to play for.

1.2 GENERAL RULES

1.2.1 When a pitching machine is used the following rules apply:

- A. The placement on the pitcher's mound and adjustment of the pitching machine shall be made prior to the start of the game by the umpire and representatives of both teams. Further adjustments to the pitching machine shall be made only by the umpire.
- B. If the pitching machine is hit by a batted ball the play is declared “dead” and the batter shall advance to first base. Any other base runner may advance to the next base only if forced by the batter awarded first base.
- C. The home team will set up and take down the pitching machine.
- D. The pitcher shall be positioned even with the pitching machine and 3 to 4 feet to either the left or right of the machine until the ball is pitched.
- E. A ball in play is considered dead when a defensive player, in an attempt to return the ball to the infield, throws the ball beyond the edge of the outfield/infield grass. Runners who have not advanced more than half way to the next base must return to the base last occupied. Note: A runner past half way is advancing at their own risk and is eligible to be tagged out.
- F. A throw to first or third base from the **INFIELD** which goes beyond the dead ball area at either location is considered an overthrow resulting in a dead ball which allows base runners to automatically advance to the next base.

- G. All defensive players at infield positions, other than pitcher, shall be positioned at “**NORMAL**” infield depth until the pitch has been delivered.

1.2.2 In the event of pitching machine failure, it shall be removed, and the game continues under regular rules, except that the following will also apply:

- A. The manager or coach will pitch to his/her own team from a position within 5 feet of the pitching rubber.
- B. A defensive player will be positioned near the pitcher’s mound and play the position of pitcher.
- C. For purposes of clarity, the pitch count will be resumed from the point of the machine failure (not reset).

1.3 PLAYER EVALUATIONS AND DRAFT

1.3.1 Before the team selection process begins, the A League Director will obtain an evaluation of each returning A League player from the player's previous manager.

1.3.2 Player evaluations for all players will be conducted prior to the season to ensure the creation of balanced teams and safety.

1.3.3 All players of league age 7 or 8 years old are eligible to play in A League.

1.3.4 Under certain circumstances, subject to evaluations and approval from the GPWSLL Board of Directors, a player of league age 6 years old may play in A League (but **MUST** have proof of having played at least one (1) year or instructional/T ball.

1.3.5 The initial order of select by the team Managers is determined by lottery and thereafter the order of selection in each succeeding round is reversed (for example, if there are 6 teams; round one (1) order is 1,2,3,4,5,6 and round two (2) order is 6,5,4,3,2,1).

1.3.6 All players who register after the selection of the teams shall be placed on a team in the order his/her application is received by the Director of the A League. The responsible League representative shall place these players according to the following priorities:

FIRST: The team or teams with the fewest number of players.

SECOND: Continuation of the player draft order.

1.4 MANAGER’S OPTION

The child of the manager of each team in A League shall be drafted in the round that corresponds to the rank recommended by the Managers with final approval of the A League Director..

1.5 COACH'S OPTION

Each manager may report to the League Director the name of one person who shall be the Coach of the team. The child of the Coach of each team in A League shall be drafted in the round that corresponds to the rank recommended by the managers with final approval of the A League Director.

1.6 SIBLING OPTION

When the first child of a family is placed on a team, any sibling(s) is (are) to be drafted by the same team in the next succeeding round(s), unless the parents of the children express their objection prior to the start of the evaluations. Siblings must be of league age for the sibling option to apply.

1.7 OTHER RULES

- 1.7.1** The batting order must be provided to the League Director prior to the start of the first game of the season and again by June 1st, for all regular season games to be played on or after that date. Once presented these batting orders may not be changed.

The batting order must indicate the player's name and jersey number. Players acquired after the order has been submitted must move to the last position in the order.

A new batting order for the play-off games only may be submitted prior to the first game.

- 1.7.2** The leadoff batter in each game shall be the batter following the batter who made the last out in the previous game. All players present at each game must bat around in order through the roster before beginning with the first batter again.

Any team who faces a first round "bye team" in the second round of the playoffs may elect to "reset" their batting order to the beginning of their batting lineup for that game only.

- 1.7.3** The GPWSLL Board of Directors requires that every player sit out one defensive inning per game before any player can sit out a second inning, consecutive or not.

- 1.7.4** No player shall sit out two (2) consecutive innings except in the case of injury or illness.

- 1.7.5** During each turn at bat, the player will receive **seven (7) pitches**. If, after **seven (7) pitches**, the hitter has not hit the ball into fair territory, the hitter will be called out. If the hitter fouls the **7th pitch**, further pitches will be delivered until the ball is not fouled.

- 1.7.6** There are no called balls or strikes.

- 1.7.7** On the last pitch to a batter, a foul tip will result in an out if the ball is caught by the catcher.
- 1.7.8** There is no base stealing. The runner must remain in contact with the base until the ball is hit.
- 1.7.9** Bunting is not allowed.
- 1.7.10** A ball hit in the infield, is dead (play is stopped) if it passes the dead ball area at either first or third base, touches an individual not in the game, touches equipment in or about the dugout, goes outside the sideline fences, or catches in the backstop or dugout screen beyond the dugout. A runner is entitled to advance to the next base.
- 1.7.11** There may be unlimited substitutions. Each player must play at least three (3) innings defensively including one (1) inning at one of the following positions: first base; second base; shortstop; third base or pitcher. No player may be removed from the field during an inning except for reason of injury.
- 1.7.12** No one player shall play more than three (3) innings combined at 1st, 2nd, shortstop and pitcher. At a minimum, all players must play one (1) defensive inning in the outfield.
- 1.7.13** No defensive switches within an inning unless the player is injured or leaves the game.
- 1.7.14** Play-offs only: when a game is tied at the end of regulation, teams may “reset” their defense positions as it applies in Rules 1.7.11 and 1.7.12.
- 1.7.15** Ten players, including four (4) outfielders, will play defense during an inning. All outfielders must play on the grass portion of the outfield or a similar distance behind the base paths.
- 1.7.16** A player positioned in the outfield during the inning, cannot play the infield at any time during play. All outfielders must remain on the grass in the “outfield” area for that inning and in their appropriate “baseball” positions and not stacked in front of another player or positioned in such a way to support or reinforce one area of the field of play.
- 1.7.17** A team's time at bat shall terminate prior to the third out under the following conditions:
- A. Immediately upon scoring of the fifth run for the team that is ahead or tied at the start of that half-inning.
 - B. When a team begins an at bat behind in the score, the at bat will end when that team has tied the score and gone ahead by five runs.

C. The official scorer is responsible for calling this mercy rule.

1.7.18 During the regular season, one coach/manager from the defensive team shall be allowed to coach from the outfield while his/her team is in the field. Coaches/Managers will not be allowed to coach from any portion of the playing field during the play-offs