

# **2022 GREATER EASTERN AREA BASEBALL LEAGUE** **RULES**

## **Minors Division (Ages 9 - 10)**

The schedule between teams within the GEABL with the following exceptions and clarifications:

### **GAME RULES:**

#### **A. Starting Times**

1. Games running from the beginning of the season until **May 8th**:

Games will begin at 5:30 PM on weekdays. The home team will have the field for warm-ups until 5:10 PM. The visiting team will have the field for warm-ups from 5:10 PM to 5:25 PM. Ground rules will begin promptly at 5:25.

2. Games running from **May 9th** until the end of the season:

Games will begin at 5:45 PM on weekdays. The home team will have the field for warm-ups until 5:20 PM. The visiting team will have the field for warm-ups from 5:20 PM to 5:40 PM. Ground rules will begin promptly at 5:40.

Night games will start at 7:00PM. Weekend games are subject to field availability. The same 20-minute warm up sequence will be followed as long as the field is available.

#### **B. Innings / Official Games**

Games will be 6 innings. A game is considered official if the losing team has completed its turn at bat in the 4th inning. A game is also official if either team is leading by 10 runs or more after 4 completed innings, or if a team is leading by 15 runs or more after 3 completed innings. The game will be complete and official when either team takes a 10 run lead at any time thereafter (ex: if the away team goes up by 10 in the top of the 5<sup>th</sup>, the home team does not get to bat)

## C. Time Limits

1. ***ALL GAMES:*** There will be a 2 hour time limit. No inning may start after the 2 hour time (regardless if the field has lights or no lights). Any inning in progress when the game reaches the 2 hour time limit will be completed. If that inning can't be completed due to darkness (umpire's discretion at that time), the final score will revert back to the score at the end of the last completed inning. Games tied after 2 hours will remain a tie. In the event the score is tied after 6 innings and the time limit has not passed yet, teams will continue to play another inning until the 2 hour time limit goes into effect.

## D. Unofficial Games / Completing Games

Tie games, prior to becoming an official game, or any other game not considered an official game will be played from where they ended. Games that can't be completed due to rain, darkness, etc., will be started at the point it was rained out. When the game is rescheduled, the original batting order will remain the same as from the previous game played. Players may be added to either line-up at the bottom of the order. If kids are not present at the make-up date, they are automatic outs the first time they would come to bat. If multiple kids are missing, the maximum amount a team can be penalized is for 3 total outs in the rescheduled game. . All pitch count rules still apply. See EE – Umpire Pay

## E. Postponed / Canceling Games

If a game is postponed for weather it must be rescheduled within 2 days and made up within 2 weeks of the scheduled game. Each manager will arrange the dates. The Home manager must then notify the umpire assignor and their commissioner. Once the season starts the only reason a game can be canceled is weather related i.e. rain, rain soaked field, or if an unexpected school function comes up that the commissioners agree on may be rescheduled. ***School dances will not be considered!***

Once the season begins, if a coach needs to change a game due to a non-weather related reason, that coach (***not the organization***) must pay a \$20 fee to the league (GEABL) to get that game switched. ***We will not change a scheduled game due to dances (unless a coach pays the fee).*** If a team needs to at any time during the season, use call-ups from the age level below (See Section W). Any changes to a schedule must be made through your league representative.

## **F. Starting Line-ups / Playing Time Required**

Teams in all age groups must have at least 9 players to start a game. (if any injury occurs, a team may play with 8). There is ***NO*** grace period. Teams must wait 10 minutes to wait for the 9<sup>th</sup> player. If the player has not arrived at that time, the game will be considered a forfeit. A ***continuous batting order*** with all players in uniform listed will be used (Meaning all players at the game must bat before the top of the line-up hits again). All players are required to play 2 innings in the field and have one at-bat.

## **G. Late-arriving players**

If a player is late for the game he is to be added to the last batting position in the order that was established at the beginning of the game. If a player would arrive after the 2<sup>nd</sup> inning has already been completed, the coach has the discretion on whether he wants to play him or not. That player is not obligated to play 2 innings and get his 1 at-bat. If he does allow him to play, he would be added to the bottom of the line-up.

## **H. Batting Rule**

A 10 batter limit will apply for all innings other than the last inning when the team in the field must record 3 outs. (If a team only has 9 batters, they would still follow the 10 batter rule – 1 batter would just hit twice in the inning.)

If an umpire decides that a game will be shortened by an inning or two (due to darkness or time limit rule), then that last inning that is about to be completed will not have a 10 batter rule for the final played inning.

Bunting is allowed. A batter will not be allowed to square around to bunt and pull back and hit the ball instead.

## **I. Pitching**

1. One pitch is considered an inning. A pitcher taken from the mound can't return to the mound later in the game. Pitchers will be limited to 6 innings per week with a maximum of 3 innings per game. A week will begin on Sunday and end on the next Saturday. Should a pitcher hit 3 batters during a pitching appearance, the pitcher must be removed immediately after the third batter was hit. If a coach is not following the required days rest for their pitchers, a forfeit may be given to the coach in violation.

GREATER EASTON AREA BASEBALL		LEAGUE			
DIVISION	DAILY MAX PITCHES (INNINGS)	REQUIRED REST (PITCHES)			
		1 Day	2 Days	3 Days	4 Days
MINORS	75 PITCHES OR 3 INNINGS	0-35	36-50	51-65	66+

Rest days begin the **same day** the pitcher last threw an official pitch. (Ex: A pitcher pitches on Saturday and requires 3 days of rest, even though the innings reset Sunday, that pitcher is not eligible to pitch again until Tuesday.)

**Max 45 pitches per inning.** If a pitcher reaches 45 pitches in an inning during an at bat, he is allowed to finish the at bat before being removed.

If 45 pitches are reached during an at bat and it is the last batter of the inning, the pitcher **IS** allowed to stay in the game and pitch again the next inning. (Example: Third out of an inning or 10<sup>th</sup> batter in Minors Division).

Coaches are responsible for verifying the number of pitches for each pitcher after each inning along with game score.

Home team book is official for score and pitch count.

2. A pitcher may finish out the batter he is facing and not be penalized for throwing extra pitches over the maximum number if the coach informs the other coach and umpire that they are taking out the pitcher after that at-bat. (ex: A pitcher throws the 50<sup>th</sup> pitch to the batter and it requires 5 more pitches to get the batter out or on base. The pitch count reverts back to the 50<sup>th</sup> pitch as long as the coach had informed the other

coach and umpire that they are coming out after that at-bat.) The pitch count in this example would then be at 50, not 55, and require only the 2 days of rest (note 3). The coach should also have a kid warming up during this time to speed up the timing of the game.

3. If a runner leaves early and a pitch is made, the play is considered a dead ball and that pitch is **not** counted towards the pitch count totals.
4. In the case of a rain-out (and only because of a rain-out) where a team is forced to play 4 games in one week, 2 additional innings will be added to the maximum innings per week. However, the pitch count rule and the rest days would still be the same for the given week. This will not apply if you are already playing 3 games in one week and a 4th game happens to be a make-up for reasons other than a rain-out. A week is defined above.
5. No curve or breaking balls are allowed. The umpire will determine if a curve or breaking ball is thrown. If the umpire determines a curve or breaking ball is thrown, then that pitch will be called a ball regardless if the batters swings and misses. If the batter swings and hits the ball he has the option of taking the result of the hit or returning to the batter's box to resume the at bat. The umpire will hold all curveball decisions until the result of the pitch is determined.
6. Batter is out on a third strike regardless of whether or not the pitch is caught by the catcher.
7. No intentional walks are allowed.
8. Managers are allowed to visit the mound once per inning. However, a second trip to the mound in the same inning for the same pitcher will result in that pitcher being automatically removed as a pitcher. A visit to the mound between innings is considered one visit for the new inning.
9. If a double-header is being played, the days of rest will be based on the total pitches thrown in one day (not per game). If a pitcher throws 40 pitches in game 1 and 30 pitches in game 2 of that day, his 70 pitches on the day requires him to have 4 days of rest.

## **J. Stealing**

From the start of the season until May 8th, If a runner leaves early, before the ball crosses the plate, the pitch will be "dead" and the runner(s) return to their original base. No further action. From May 9th to the end of the season if a runner leaves early, before the ball crosses the plate, the pitch will be "dead" and the runner will be OUT. NO WARNING. If multiple runners left early on the same pitch then the LEAD runner will be out and the others will go back to their original base.

***Once a team is up by 10 runs or more, there is NO stealing allowed for any reason.*** If the losing team begins to comeback and gets the score within 10 runs, then that team is allowed to steal again.

Runners can't advance to the next base on an overthrow, even if the ball is still in play.

**Potential stealing scenarios:**

1. A runner at 1<sup>st</sup> steals 2<sup>nd</sup> and the ball is overthrown into centerfield, the runner can't advance to 3<sup>rd</sup>, even if the ball is still in play.
2. A runner at 2<sup>nd</sup> steals 3<sup>rd</sup> and the ball is overthrown into leftfield, that runner can't advance to home, even if the ball is still in play.
3. Runners on 1<sup>st</sup> and 2<sup>nd</sup> and a double-steal takes place, runners may only advance to the base they are stealing. They can't advance to the next base, even if the ball is still in play or overthrown.

***\*\*If the runner at 1<sup>st</sup> does not immediately break and leaves late on the steal (ex: ball overthrown into leftfield on a 3<sup>rd</sup> base steal attempt), the runner at 1<sup>st</sup> can try to advance to 2<sup>nd</sup> and that play is live, the runner on 3<sup>rd</sup> would NOT be able to go home on that play, even if an attempt is made on the runner now stealing 3<sup>rd</sup> and that being overthrown. Can only advance 1 base on a steal attempt.***

**\*\*4. Runners on 1<sup>st</sup> & 3<sup>rd</sup>, the runner on 1<sup>st</sup> steals 2<sup>nd</sup> base: if the catcher chooses to throw down to second base, the runner on 3<sup>rd</sup> will no longer be allowed to advance to home on the play.\*\***

**A runner on 3<sup>rd</sup> can only advance to home on a base hit or walk/HBP with the bases loaded.**

5. If a catcher tries to pick off a runner at first base and the ball is overthrown into right field, only the runner at first can advance to 2<sup>nd</sup> if it is unoccupied (no one else can advance).

## **K. Sliding**

Sliding is not mandatory, but highly encouraged if there is a close play at a base to prevent a collision. No player may attempt to dislodge the ball from the fielder. Any runner colliding with a fielder will be automatically called out. Should a violent collision occur, the runner may be ejected from the game. This is the umpire's judgment. There are no head first slides unless the runner is returning to the bag. If a head first slide occurs the runner will be out. No fielder, including the catcher, may block a runner's path to the

base WITHOUT the ball. It is up to the umpire ONLY to determine if a play will be made.

## **L. Courtesy Runner**

A courtesy runner can be used for the pitcher or the catcher anytime they reach base.

A courtesy runner ***MUST*** be used for the catcher when there are 2 outs. The runner must be the runner that made the last out.

## **M. PLAY STOPPAGE**

Play until all runners have stopped, a dead ball occurs, or time is called by the umpire.

Play will stop once the ball is in the possession of the pitcher and the pitcher is in the proximity of the mound area. (ex: ball hit to the outfield and the pitcher receives the ball at 2<sup>nd</sup> base, the play continues until the pitcher would run near the mound – if the pitcher would stand there, the play is NOT over). The umpire will call time at this point. All runners that have left a base may advance at their own risk to the next base only.

## **N. Out of Play**

This rule is a baseball rule. One of the most confusing rules by all parties involved. 2 things to always remember about this rule. First, the runners and batter will always get 2 bases max. Secondly, majority of the time the outcome will be the same regardless if it was an infielder or

outfielder that started the throw. If play is started by an infielder and the ball goes out of play the ruling is as follows: The batter and any runner(s) on base will get 2 bases from where they were at TIME OF THE PITCH. This matters because if you would have a steal play on and the ball is hit softly down the line and the 3rd baseman would attempt to throw a batter out at first and the runner is already past 2nd base the ruling would be.... the batter gets 2nd and runner would get 3rd. If OUTFIELDER initiates the throw and ball goes out of play then the batter and base runner(s) would get 2 bases from where they were at TIME OF THROW. Again the majority of time the same bases will be awarded. Example of difference: runner stealing on pitch ball is batted into right field. Right fielder gets the ground ball and attempts to throw the batter out at first. At the time of the ball being thrown, the base runner is not passed 2nd...he would get 3rd and batter gets 2nd. If runner would be past 2nd base by TOT, runner would score and batter would get 2nd

## **O. Infield Fly Rule will not be used at the minors level.**

## **P. Substitutions**

Free substitution is in effect at all times. Only restriction: a pitcher taken out of a game can't go back into pitch during that same game.

## **Q. Injury**

If an injured player is removed from the game, that spot in the batting order will be considered an out their next at-bat, but only the first time around. This is the only time a team may play with 8 players in a game.

## **R. Fields**

Home teams are responsible for their fields. Fields should be fully lined. Bases will be at 60 feet for the minors level. The pitching rubber is 46 feet from home. Batter Boxes should be fully lined and enclosed. There should be no open batter boxes.

## **S. Equipment / Bat Requirements**

All players must wear a team hat and numbered shirt. No shorts will be allowed. Metal spikes are not allowed. Catchers must have full protective gear including helmet, throat protector, and protective cup (as should every player). All batters must wear helmets with over the ear protectors. If a runner deliberately removes their helmet while running the bases he may be called out by the umpire.

All bats are required to have the USA baseball stamp on it.

**Any size bat can be used with any drop as long as it has the USA baseball stamp on it.**

Any size one piece wood bat is allowed. No 2 piece composite wood or bamboo bats are allowed unless they have the USA bat stamp. One piece doesn't need the stamp.

If an illegal bat is used in a game and the umpire is informed of it at the time of the at-bat, the batter will be called out.

Protective vests and facemasks, while required by some organizations, are optional. This will be left to the respective organizations to decide.

## **T. Scorebooks**

Home team scorebook is official. Teams must exchange lineups before each game, listing all of their player's last names and uniform numbers. Managers must notify the umpire and the opposing scorekeeper of any pitching change. Managers must verify the score at the end of each inning. Umpires must verify the score by signing the home scorebook at the end of the game. The home team must report all scores to their designated representative the day/night of the game. Scorekeeper must keep track of innings played by both their team and the opposing team.



## U. Results

It is the responsibility of **both teams to submit the result** of the game within 24 hours of completion. ***The submission should include the final score, the last name, uniform number, the number of innings pitched, the number of pitches thrown by each pitcher, and when that pitcher can throw again.*** Please be sure to use the first initial or full name of the pitcher if there are brothers on the team.

This is what a reported pitcher should look like:

34 Smith 3 innings 48 pitches (can pitch Tuesday)

*if game pitched was on Sunday requiring 2 days rest*

50 Jones 4 innings 63 pitches (can pitch Wednesday)

*if game pitched was on Sunday requiring 3 days rest*

There will only be ONE courtesy email from your organization per team for the first week of the season if you forget to submit the needed information. After either the first email or the first week has passed by, any missed submission of stats after the 24 hour grace period will result in every player on your team being assessed 3 innings pitched and a forfeit. This penalty could result in a forfeit if your team happens to play 3 games that week. Submit results to:

Scott Munkirs: [Geabl.minors@gmail.com](mailto:Geabl.minors@gmail.com)

## V. Ball Supply

Each team will provide 2 new balls per game.

## W. First Aid

While each team should have a First Aid kit, the HOME team is responsible to have a first aid kit at the game. A cell or nearby phone should be available should additional help be needed.

## X. Rosters

All rosters must be submitted by the league representative at the league meeting held 2 weeks before the start of the first game. Rosters must include date of birth.

All players must be 9 or 10 years olds. The cutoff date is April 30th. If a player is 11 prior to the cutoff date they must play for majors level.

A player should be playing on a team sponsored by the township/city in which they reside i.e. Forks players should play for Forks, not for Easton. In regards to St. Jane's CYO, a

player from any township/city can play for St. Jane's as long as he is a member of the St. Janes parish or school. In this case, no waiver will be needed.

Non-roster players can be used strictly for filling up to the 10th spot on a team. This non roster player(s) must be a younger player from a younger team within the same organization. A coach using a non-roster player must notify his league representative and the opposing coach. In no circumstances should a non-roster player be used when a team has 10 roster players at the game.

## **Y. "PLAYING UP"**

1. If a coach is in need of a substitute player(s), that coach may request a player from one level down to play up. Player **should** be a second year player from the level below (farm). For example – to be called up to play at the minors level, it must be a player who will be moving to the minors level the following year.
2. Player(s) being called up must bat last in the lineup and may play any position except pitcher. If more than one player is being called up by the team, then the rule still applies, and both must bat at the end of the line-up.
3. No player can be on the doubles roster in GEABL. If anytime during season if a player is playing both divisions then that player will be considered a CALL UP player anytime he plays for the older division. He must be treated as a CALL UP player and follow the guidelines listed above. If a coach does not follow the guidelines for a CALL UP PLAYER the player will be considered ineligible and the game will be a FORFEIT.
4. If a player who plays down (younger division) gets called up to the older division and becomes a permanent player on that team then that player will be considered part of the older team and MAY NOT play DOWN for the rest of season. Once this occurs that player can be used in any way the coaches desire. They can bat anywhere in the lineup and can pitch too.
5. A player being used as a permanent call-up for the remainder of the season must be made known to the league by May 6<sup>th</sup> at the latest. (A player can't finish their farm season and then be rostered on a minors team for the end of the season and then for the playoffs.)

## **Z. Playoffs**

The championship playoffs at the end of the season shall consist of the top 8 teams with the most points. The selection criteria for the playoffs will be as follows:

1. Most points scored (each win counts as 2 points, ties count as 1 point)
2. Overall Record
3. Head to Head Record
4. Head to Head winning percentage
5. Runs allowed (average runs allowed if teams have not played same amount of games due to non-forfeits)

**\*\*If 2 teams are tied in any criteria and one of those teams forfeited a game during the regular season, the team without a forfeit will be placed ahead of the other team in the final standings.\*\***

The top 8 teams will be selected. The teams will be seeded for the first round of playoffs. After each round of the playoffs, the ***winners will be reseeded (there is no straight bracket play)***. All playoff games must be played to completion of full amount of innings. The only exception will be if a team is up by more than 10 or 15 runs after a game becomes official.

**Quarterfinal and Semifinal Games** – Quarterfinal and semifinal playoff games will be held at the higher seeded team's field. Innings pitched will reset at the start of the playoffs. Pitchers will still have a total of 6 innings for the quarterfinal and semifinal games which will be treated as one week. The first two rounds will count as 1 week even if the games run into the next week (innings will not reset after a Sunday like during the regular season). Pitch count rules and rest days will still carry over from the end of the regular season games.

**Championship Series** – the championship will consist of a best of 3 series between the final 2 teams. Innings pitched will reset at the start of the championship series. Pitchers will still have a total of 6 innings for the 3 game series. The series will count as 1 week even if it runs into the next week (innings will not reset after a Sunday like during the regular season). Pitch count rules and rest days will still carry over from the previous rounds. The higher seeded team will host games 1 and 3 of the series. The lower seed will host game 2.

## **AA. Ejection**

Umpires will eject any player, manager, coach, or fan that conducts themselves in an unsportsmanlike manner. An ejected player must stay in the bench area for the rest of the game. Any ejected Manager, Coach, or Fan must leave the field and the immediate area

surrounding the field. Ejection of Manager, Coach, Fan, or Player will result in a one game suspension, to take effect on the next scheduled game.

ANY COACH WHO DETAINS AN UMPIRE FROM LEAVING THE FIELD AND/OR THE PARKING LOT AFTER A GAME WILL BE SUBJECT TO AN IMMEDIATE SUSPENSION BY THEIR COMMISSIONER.

## **BB. Appeals**

All appeals are verbal and must be made before the next pitch is thrown. Appeals can be made to either umpire. Umpires are allowed, but not required, to help each other. No appeals of missed bases. Umpires will make an automatic call if they observe this infraction.

## **CC. Protest**

A game may be protested only for a violation or interpretation of a playing rule or violation of player eligibility, participation, or pitching rules. A protest of an umpire's judgment will not be considered. When making a protest the umpire and both scorebooks must be noted and marked as to when the protest was made. The protest must be noted to your league representative immediately after the game, which in turn will notify their commissioners. There is a 24-hour limit for a protest to be filed with the commissioners. A protest fee of \$25 must accompany each protest. The \$25 will be returned if the protest is upheld. For rules interpretation, if upheld, the game will resume at the point the protest was made. For player eligibility, the offending team will forfeit the game.

## **DD. Umpires** Barry Perazzetti [badland43@yahoo.com](mailto:badland43@yahoo.com) (484) 695-7362

GEABL teams will be using an umpire assignor (see above). As coaches, your role is to contact the umpire assignor if a game is canceled due to weather. The umpire assignor will take care of the rest. As the home coach, it is also required that you notify the away team. The home plate umpire has the sole discretion on calling games for darkness, weather, etc. When an umpire calls a game for lightning, the game must stop immediately regardless of inning or score. Umpires are instructed to stop play once lightning occurs. Keep in mind the safety of the players, coaches, and fans.

## **EE. Umpire Pay** for 2022:

1. One umpire will be paid once the game has become **official (completed or unofficial but lasting longer than 1.5 hours). Playoffs will have 2 umpires for the games.**

Umpire will be paid \$55.00

2. If the game is **not an official game (suspended - rain, darkness, etc.) and less than 1.5 hours** of the game has been completed, the umpires will receive the following pay:

Umpires will be paid \$25.00

3. The pay for a continued game will be the same as above in the event that the game lasts less than one hour of play. If the continued game lasts longer than the 1 hour, then the umpire get paid the full amount (\$55.00) In a continued game, Both teams will split the cost on paying the umpire. Home team will pay the extra 1.00
4. Umpires who are at the field and the game is called due to a forfeit will receive full pay. The team who forfeits will pay.
5. Coaches must call the umpire assigner by 5:00 PM to call off a game.
6. If a game is canceled after 5:00 and the umpire shows up, he must be paid \$20 for travel expenses.
7. If a game is protested and the league upholds the protest and the game is to be replayed at the point of the protest, the same two umpires must work the game at no further compensation. If the umpires were not at fault, then they shall receive regular compensation.
8. All umpires must honor all assignments. They must give the assigner 24 hours notice unless there is an emergency and then it must be discussed with the assigner.
9. **Any time an umpire ejects a player or a coach, he must notify the assigner.**

#### **FF. All-Star Game**

1. Weather permitting and if all games get completed as planned, an All-Star game will be played at the conclusion of the season.
2. Pitchers can pitch a maximum of 1 inning.
3. All kids should play  $\frac{1}{2}$  of the game and at different positions if possible.
4. The game will have a 10 batter rule or 3 outs per inning. A running batting order will be used.
5. The coaches for the top 2 seeds will be the head coaches. The other head coaches (or an assistant) from each team should try to help out during the game.