

GREATER EASTERN AREA BASEBALL LEAGUE RULES

Majors Division (Ages 11 - 12)

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 5th:

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 5th 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, 15 or more after 3 completed innings. The game will be complete and official when either team takes a 10 run lead at any time after 4 completed innings (ex: if the away team goes up by 10 in the top of the 5th, 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.

2. If an inning starts it must be played to completion. Completion of an inning occurs when either both teams finish their at bats, One of the teams get up by the mercy rule explained above. If rain or darkness interferes with the completion of an inning then the score will revert back to the last previous inning. Also, the pitching will count towards pitch count for the players that pitched during the unfinished inning.

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 FF – 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 X). 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 9th 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 arrives after the 2nd 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

All innings must be played until 3 outs are made. There is no 10 batter rule at this level.

Bunting is allowed. A batter will not be allowed to square around to bunt, and pull back and hit the ball instead. If this occurs and if the batter makes contact with the ball the batter will be out even if the ball is foul.

I. Pitching

One pitch is considered an inning. A pitcher taken from the mound can't return to the mound later in the game. Each player can not pitch more than 10 innings per week. 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. The required rest period is listed below. 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	REQUIRED REST (PITCHES)			
		No Days	1 Day	2 Days	3 Days
MAJORS	85 PITCHES MAX PER GAME	1-35	36-50	51-65	66+

Rest days begin the **day AFTER** 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 Wednesday.)

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 10th 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.

New in 2025

1. DAILY MAX PITCHES (Required Rest Pitches) – Follow Table as provided under section I. Pitching

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 50th 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 50th 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: The coach should also have a kid warming up during this time to speed up the timing of the game.

2. 85 PITCHES MAX PER GAME.

A pitcher must be removed from the game immediately upon reaching 85 pitches MAX in any inning it has been reached, regardless of the current count. They cannot throw any additional pitches, even to finish a batter.

Note: If a pitcher has reached 79 Pitches after any total innings (For Example after the 4th inning is completed), the player (pitcher) can NOT enter or start the very next inning (in the example would be the beginning of the 5th Inning). The Maximum Number of Pitches recorded for the pitcher is 79 Pitches and number of days rest is 3 days per the provided table under Section I. Pitching.

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.

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.

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.

Knuckle balls are allowed.

Balks will be called. There will be one warning per pitcher.

We will be using the dropped 3rd strike rule at the majors level.

No intentional walks are allowed.

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.

If a double-header is being played, the days rest will be based on the total pitches thrown in one day (not 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

Stealing and leading are permitted. Runners already on base may steal any base, including home, on any pitch. ***A runner may steal a base as soon as the ball is released from the pitcher's hand (Not on first movement) unless a wind-up is being used (see Section "K").***

On ball 4, the batter is only entitled to first base. A runner already on base, except for the batter, may advance to any base at his own risk. If a play is made on one or more of the advancing runners, the batter who has been walked still can't advance beyond first base.

(ex: runner on 3rd and the batter walks – catcher makes a throw to try to get a runner at 3rd out and the ball goes into left field, the runner on 3rd may advance, but the batter who walked **MUST** remain at 1st 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.

From the start of the season until the time changes,, If a runner leaves early, before the ball is released, the pitch will be “dead” and the runner(s) return to their original base. No further action. From the time change to the end of the season if a runner leaves early, before the ball is released, 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.

K. Leading (Other Stealing Rules)

If a runner is on base, it is **HIGHLY RECOMMENDED** that the pitcher throws from the stretch. If the pitcher is throwing from the stretch, the runner may get his primary lead, but must stop progressing forward once the pitcher is in the set position. Pitchers are **NOT** allowed to quickly set to prevent the runner from leading. Umpires will call time and stop play. You can go back to the base in the set position, but you can’t walk or creep with your lead. If a runner leaves early, there will be one warning per game until the time change. After time changes, any runner leaving early will be automatically out – No warnings!

If the pitcher is **throwing from the stretch**, the runner on base can steal **ONLY** when the pitcher **RELEASES** the ball. If the pitcher decides to **throw from the wind-up**, then the runner can leave on **FIRST MOVEMENT**. If this occurs and the pitcher does not finish his delivery to the plate, it will be called a balk. Umpires will **NOT** give a warning for this. They will grant a balk call.

If a pitcher is in the set position and the runner has not started to take his lead yet, he is allowed to take a **2 stride lead** at that point.

If a pitcher attempts to pick off a runner on base the base runner either can go back or may attempt to advance to the next base at their own risk.

L. 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.

M. 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. The only other time a courtesy runner is allowed is in the case of injury.

N. Play Stoppage

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

O. 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, the 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 the runner would be past 2nd base by TOT, the runner would score and the batter would get 2nd.

P. Infield Fly Rule and dropped 3rd strike are in effect and will be used for the majors level games.

Q. 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.

R. 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.

S. Fields

Home teams are responsible for their fields. Fields should be fully lined. Bases will be at 70 feet for the majors level. The pitching rubber is 50 feet from home. Batter Boxes should be fully lined and enclosed. There should be no open batter boxes.

T. 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.

U. 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.

V. 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.majors@gmail.com

W. Ball Supply

Each team will provide 2 new balls per game.

X. 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.

Y. 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 and the zip code that they live in.

All players must be 11 or 12 years olds. The cutoff date is April 30th. If a player is 13 prior to the cutoff date they must play for Bushkill Valley Baseball.

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 / school **and/or a member of CYO (belonging to an approved Parish)**. In this case, no waiver will be needed.

When a “Commissioners’ Agreement” is reached by the duly appointed Baseball Commissioners of the relevant GEABL – affiliated organization allowing a player to participate outside of their designated zipcode/territory, both parties will sign a form letter (email thread acceptable) with approval of said player and is ONLY good for one (1) single baseball spring playing year.

The approved “Commissioners Agreement” notification (form letter or email) is submitted yearly with the approved rosters for each given single spring playing year.

If one (1) Baseball Commissioner does not approve the move for one player to another organization then no “Commissioners’ Agreement” has been reached, and no further action is taken other than “A Player will play on a team sponsored by the township/city in which they reside”.

Call ups can be used for filling up to the 10th spot on a team. These player(s) must be a rostered player from a younger team within the same organization. A coach using a call up player must notify his league representative and the opposing coach. In no circumstances can a call up player be used when a team has 10 rostered players at the game. The call up player will be required to wear his jersey from his official rostered team.

Z. “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 minors level. For example – to be called up to play at the majors level, it must be a player who will be moving up to the majors 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. The call up player must wear his jersey from his original team.
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. 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 6th at the latest. (A player can't finish their minors season and then be rostered on a majors team for the end of the season and then for the playoffs.)

AA. Playoffs

The championship playoffs at the end of the season shall consist of the top 8 teams. 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

****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.****

Playoffs

All teams will play a 16 game regular season. The top 6 teams will get a bye. 10 plays 9 and 8 plays 7.

Winner of the 10 v 9 will be the 8th seed. The winner of the 8 v 7 will be the 7th seed. Quarter, Semi and championship series follows.

The 2 losing teams of the Playin games will play each other for final seeding for the season standings. This is optional and if both coaches agree to not play that is also an option.

The teams that did not make playoffs can play another game or 2 against any of the other non playoff teams for fun. Will provide one umpire. Both teams split the cost for the umpire. \$30/00 each. We encourage as many teams to play these games for fun to allow the kids to play as much baseball as possible.

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 10 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 10 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.

BB. Ejection

Umpires will eject any player, manager, coach, or fan that conduct 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.

CC. 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.

DD. 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.

EE. Umpires

GEABL teams will be using an umpire assignor (see below). 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.

Barry Perazzetti badland43@yahoo.com (484) 695-7362

FF. Umpire Pay.

Majors will utilize a 2 man rotation for the entire regular season. Home team is responsible to pay the umpires during the regular season.

Home plate \$65, Bases \$55. Pay is \$120.00 per home game.

Once the playoffs start then both teams will pay \$65.00 each towards paying the umpires.

Home teams will pay the plate umpire \$65.00. Away teams will pay 65.00 to the base umpire.

Championship Series will utilize a 3 man rotation. The Home teams will pay the plate umpire 65.00. Away teams will pay the base umpire 65.00 and the league will pay the 3rd base umpire 65.00.

All umpires will be paid once the game has become official (completed or unofficial but lasting longer than 1.5 hours). *If only 1 ump shows, he would be paid \$110*

Home plate \$65, Bases \$55. Pay is \$120.00 per home game.

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:

Home plate \$30, Bases \$25

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 umpires get paid the full amount (\$50 and \$40). In a continued game, the home team will pay the home plate umpire and the away team will pay the base umpire.

4. If the umpires are at the field and the game is called due to a forfeit then they will be paid in full. The team who forfeits will pay the umpires.

5. Coaches must call the umpire assignor 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.

GG. 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.

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 in the game.