

## Gahanna Junior League Sports AA League Rules

The following rules are supplementary to and supersede OHSAA rules and regulations. No rules can be changed without Board approval.

- A. In all situations, the safety of the players, coaches, umpires, and spectators shall be of primary importance. To that end, and by way of example, on-deck batters shall be positioned behind the current batter, regardless of where his or her team's bench is located. Coaches shall help ensure on-deck batters are properly positioned and that teams maintain appropriate sportsmanship and behavior when an opposing team's on-deck batter is positioned in front of its bench. In addition, coaches are instructed to become familiar with how to recognize concussions and to understand and apply the proper concussion protocols when warranted.
- B. There shall be no smoking, alcohol, drugs, or profanity used by anyone on the field, in the dugouts or within the limits of the field. No jewelry or bracelets of any type may be worn.
- C. Uniforms: League-issued shirts and hats with proper baseball pants are to be worn.
- D. The field has 65' bases and a pitching distance of 46'. Metal cleats are not allowed.
- E. **Length of game and pace of play:** All games are 6 innings. Exceptions: weather delays; games may be called due to darkness or weather at the Umpire's decision; or by time limits. Four innings constitutes a legal game; 3 1/2 innings if the home team is winning. No new inning may begin more than 1:45 after the actual start time. For any game that ended due to weather or darkness, the final score shall revert to the last complete inning. In the regular season, ties will be counted as ties. In the playoff tournament, time limits apply to all games except the championship game or games. If weather or darkness require a playoff game to be called before completion, and application of the reversion rule would result in a tie score OR if the game has not yet reached the required number of innings to be official, then that game shall be declared suspended and shall be completed at the earliest possible date as determined by the League Commissioner. Otherwise, the game will be deemed official and complete.

In the event of extra innings being needed during the tournament the following rules will be followed:

- 1<sup>st</sup> Extra Inning: Each team will start the inning with a runner on 2<sup>nd</sup> base and zero outs. The runner should be the player who would bat last that inning (ex: 4<sup>th</sup> batter is up to bat, the 3<sup>rd</sup> batter in the lineup should be the runner on 2<sup>nd</sup> base)
- 2<sup>nd</sup> Extra Inning (and all subsequent innings if necessary): Each team will start the inning with runners on 1<sup>st</sup> and 2<sup>nd</sup> base with one out. The runners should be the last two batters scheduled for that inning (ex: 4<sup>th</sup> batter is up, the 3<sup>rd</sup> batter should be the runner on 1<sup>st</sup> base and the 2<sup>nd</sup> batter should be the runner on 2<sup>nd</sup> base).

**Fall only:** Games must start at 5:30 PM and speed-up rules are in effect – batters must leave one foot in the box, or a strike may be called; pitchers get 3 warm-up pitches between innings.

- F. All players will bat in a continuous batting order and must play at least 3 innings in a 6-inning game. Late arrivals will be placed at the bottom of the batting order. All players must be entered into the game on defense by the second inning. Exception: Mercy Rule; Weather. All players may reenter except at the pitching position.
- G. AA league will follow the bat rules in effect for COYBL 10U. COYBL bat rules can be found at <https://www.coybl.org/page/show/5215685-2024-bat-rules>. COYBL rules provide no weight-to-length

ratio limitations. However, bats must be no more than 2 <sup>3</sup>/<sub>4</sub>" in barrel size, and must be qualified USSSA 1.15 BPF, USA Bat, BBCOR, or one-piece wood to be accepted as legal. Penalty for use of an illegal bat is an automatic out.

- H. The home scorebook is the official score book with both teams confirming the score every inning.
- I. Mercy run rules: 11 runs after 4 innings 6 runs after 5 innings. A max of 5 runs can be scored per inning.
- J. If there are less than 8 players there is a 15-minute grace period, then a forfeit. A team can play with eight players, but the 9th batter is an out. If a team drops to 8 players after a game starts, the automatic out is taken in the spot in the batting order vacated by the last player to leave the game.
- K. Call up players: A player may be called up from the lower league 3 times per regular season and twice during the tournament. A call up may not pitch, must bat last, and must play defense per league rules.
- N. Only one offensive time-out is permitted per inning.
- O. Teams are limited to no more than 3 coaching trips to the mound per game without replacing the pitcher. A second visit to the same pitcher in the same inning requires that pitcher to be replaced. Replacing a pitcher is not considered a trip to the mound.
- P. At a coach's option, the next scheduled catcher may be afforded a courtesy runner at any time. The last player to make an out shall be the runner. Unless injured, the replaced runner must catch the next inning at least until a pitching change is made.
- Q. The balk rules do not apply but must be taught: no runners on, pitch from windup; runners on, pitch from stretch.
- R. **Sliding.** Feet-first sliding applies except when returning to a base. Otherwise, headfirst sliding will constitute an out. Sliding to avoid contact applies. Runners must slide or attempt to avoid contact with the fielder. If a runner violates this rule and contact results, he is to be called out. Obstruction rules apply, and no defensive player may block a base or the plate without the ball. Runners initiating hard or dangerous contact are subject to ejection at the umpire's discretion.
- S. **Stealing:** Runners may not lead off or steal until the ball passes the plate. Each runner leaving early shall get one warning per game; after one warning they will be called out for leaving early. Only one base can be stolen per attempt per runner regardless of the defensive play. Batters awarded 1st base on a walk may not steal 2nd base before a pitch is thrown to the next batter. The ball is alive for other runners. Runners may not steal home unless a play is made on a runner who occupied 3rd base prior to the pitch being thrown. Delayed steals are not permitted. A delayed steal is when a runner stops his progress towards any base and waits to determine the result of the play prior to advancing to the next base. Once a runner stops his/her progress and the pitcher has control of the ball on the mound, the runner must return to the base of origin unless a play is being made on him/her.
- T. **Batting.** Bunting is allowed and must be taught. Slug bunting, however, is illegal; the offending player will be called out and ejected. Batters throwing the bat will receive one team warning per game; every occurrence after that will result in the offending player being called out, the ball being immediately declared dead, and all runners returned to the base occupied prior to the pitch.

- U. Runners may not advance once the ball is returned to the pitcher in the mound area (umpire discretion as to what the mound area is). Runners are live until time is called or the pitcher has the ball.
- V. The dropped third strike rule is not in effect.
- W. The infield fly rule is not in effect.
- X. **Pitching.** USA Baseball Pitch Smart Guidelines will be followed. Pitchers may pitch up to 75 pitches per day. Double headers or suspended games played the same day may add up to a total of 75 pitches. Warm up pitches between innings do not count toward maximum pitch count. The rest requirements for AA pitchers are as follows:

Level	Daily Pitch Limit	0 Days of Rest	1 Day of Rest	2 Days of Rest	3 Days of Rest	4 Days of Rest
AA	75 pitches	1 – 20 pitches	21 – 35 pitches	36 - 50 pitches	51 - 65 pitches	66+ pitches

A pitcher removed from the game cannot return as a pitcher. Pitch counts must be verified in between innings between the 2 teams. When a player is nearing the maximum pitch count, the home plate umpire must be notified of the count. When the maximum of 75 pitches is reached, the pitcher must be replaced with a new pitcher. (Exception- The pitcher may finish pitching to the current batter until the current batter either advances to first by any means, strikes out, or is put out). Pitch counts must be recorded in the Gamechanger app for each team. The home team is the official count during the game and both teams must do their best to handle all disputes between pitch counts in a civil manner. Please notify the league commissioner if a repeated dispute occurs. Head coaches are ultimately responsible for accurately tracking and reporting pitch counts to other teams and the league commissioner. Penalties for exceeding pitch counts are as follows: 1st offense – A formal warning will be given to the head coach. 2nd offense – The head coach will be suspended for two games. More than 2 offenses will result in removal of the head coach for the remainder of the season and the offending coach will need to seek Board of Directors approval to coach another season with GJLS.

- Y. Any coach ejected from a game will also be suspended for the next two (2) games. A second ejection in the same season will result in a one-week suspension. Any ejection thereafter will result in an indefinite suspension, with reinstatement permitted only by a majority vote of the Board of Directors. Any player, parent, relative, spectator, or other person ejected from any game shall be suspended for that game and the next game. Any ejected person must immediately leave the field and remain no closer than the parking lot. Depending on the severity of the conduct, additional suspensions or actions may be taken. The League Commissioner and the Board must promptly be made aware of any ejections. See Regulation 1.04.
- Z. Home team is on the 1st base side, away team on the 3rd base side.
- AA. Only Head Coaches are permitted to talk to the umpires. Head Coaches are responsible for their assistants, players, parents, and spectators.
- BB. Both Teams are responsible for field preparation (drag fields, put bases out, line fields, rake low spots, and clean up after the games). There shall be no warming up on the field until the field is ready. Then both teams will get equal warm up time if time is available.