

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 and any changes must be completed before the season starts. No draft can be conducted unless all teams have at least one coach present and at least one Board member is present.

- 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: Only league-issued shirts, socks, and hats with proper baseball pants are to be worn. No cutoffs shirts or pants are permitted. Penalty: player will not be permitted to play.
- D. The field has 65' bases and a pitching distance of 45'. Metal cleats are not allowed.
- E. 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. On school nights during the regular season, no new inning may begin more than 2 hours after the actual start time and games must be over by 8:15. On non-school nights during the regular season, games must be over no more than 2 hours and 30 min after the actual start time. For any game ended due to the time limit, the final score shall revert to the last complete inning. Ties will be counted as ties. In the playoff tournament, there is no time limit. However, 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 (see GJLS Rule 5.05 for resumption of any suspended game). Otherwise, the game will be deemed official and complete. **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. Starting in the 2015 Spring season, the GJLS AA league will follow the bat rules in effect for COYBL 10U. COYBL bat rules can be found at <http://www.coybl.org/page/show/731849-2015-league-info-and-rules>. For 2015, COYBL rules provide no weight-to-length ratio limitations. However, bats must be no more than 2 3/4" in barrel size, and must be qualified BBCOR, one-piece wood, or have a USSSA 1.15 BPF stamped on the bat 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 the umpire checking the score every inning.
- I. Mercy run rules: 15 runs after 4 innings OR 10 runs after 5 innings.

- 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 tournaments. 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 with 2 outs. 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, head first 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. **Pitching.** 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. Pitchers get 5 warm up pitches between innings, which do not count toward maximum pitch count. The rest requirements for AA pitchers are set forth below:

Level	Daily Pitch Limit	0 Days of Rest	1 Day of Rest	2 Days of Rest	3 Days of Rest
AA	75 pitches	1 - 25 pitches	26 - 35 pitches	36 - 55 pitches	56 + 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 is either advances to first by any means, strikes out, or is put out). Pitch counts must be written on the umpire score

card and emailed to the league commissioner and reported to all head coaches within AA league. 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 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. Penalty 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.

V. Dropped third strike rule is not in effect.

W. Infield fly rule is in effect.

X. 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.

Y. Home team is on the 1st base side; visitors on the 3rd base side.

Z. Only Head Coaches are permitted to talk to the umpires. Head Coaches are responsible for their assistants, players, parents and spectators. Coaches and parents are responsible for staffing the concessions stands.

AA. 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.

Revised January 2018