

# Glenn W. Shippy Recreational League

## Playing the Game - Baseball & Softball Rules

\*Revised March 2017

### 1. Glenn Shippy Baseball & Softball League Rules

- A. Baseball - National Baseball Rules (Except for the Junior Division and the following Association variances)
- B. Softball - National Federation of State High School Rules (Except for the following Association variances)
- C. Baseball - National Federation of State High School Rules (Junior Division)

### 2. Shippy League Pitching and Base Distances

A.	Grade 1 & 2 Boys	Coach pitch	35/55	Double Safety Base
	Grade 1 & 2 Girls	Coach pitch	35/55	Double Safety Base
	Grade 3 & 4 Girls	Petite	35/55	Double Safety Base
B.	Grade 5 & 6 Girls	Chic	37/60	Double Safety Base
C.	Grade 7-9 Girls	Sophomore	40/60	Double Safety Base
	Grade 10-12 Girls	Debutante	43/60	Double Safety Base
D.	Grade 3 & 4 Boys	Atom	43/60	Double Safety Base
E.	Grade 5 & 6 Boys	Bantam	50/70	
F.	Grade 7 & 8 Boys	Midget	54/80	
G.	Grade 9-12 Boys	Junior	60'6"/90	

- I. Portable Mounds – Portable mounds are allowed but are not mandatory. Each town has the option to use the mound. The mounds must be approved by NOCSAE or the Shippy League. For the division tournaments, the host town will decide if a mound will be used and the decision must be made before the regular season starts. For the league championship games, including semi-final games, the mounds will be used unless both teams agree not to use them.

#### J. NFHS Softball Rules - Rule 8 Section 10 Double First Base

Art. 1...The defense must use the white portion and the batter-runner the colored portion when a play is being made on the batter-runner.

##### PENALTIES (Art.1)

- 1. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion provided the defense appeals prior to the batter-runner returning to touch the white or colored base.
- 2. The batter-runner is out for interference when there is a force play and the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.
- 3. Obstruction is called on the defense when there is a force play on the batter-runner, who touches only the color portion and collides with the fielder about to catch a thrown ball, while also on the colored portion.

Art. 2...The offense or defense may use either the white or colored portion:

- a. On any force out attempt from the foul side of first base.
- b. On an errant throw pulling the defense off the base into foul ground.
- c. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

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Art. 3...The offense or defense may touch the white or colored base:

- On a fair ball hit to the outfield with no play being attempted or when the runner is returning to first base.
- On a fly ball tag-up play
- On a base on balls.

### 3. Players in the Field

Grade 5 & 6 Boys	Bantam	9 players on defense
Grade 7 & 8 Boys	Midgets	9 players on defense
Grade 9-12 Girls	Debutante	9 players on defense
Grade 9-12 Boys	Junior	9 players on defense
Grade 7 & 8 (9) Girls	Sophomore	9 players on defense
Grade 1 & 2 Boys	Coach Pitch Boys	10 players on defense*
Grade 1 & 2 Girls	Coach Pitch Girls	10 players on defense*
Grade 3 & 4 Boys	Atom	10 players on defense*
Grade 3 & 4 Girls	Petite	10 players on defense*
Grade 5 & 6 Girls	Chic	10 players on defense*

\* NOTE: The additional defensive player in baseball or softball must be positioned in the outfield in line with the normal three outfield positions. Positions will be left field, left center field, right center field, and right field. The additional defensive player will not be allowed to play in a "rover" position between 1<sup>st</sup> and 2<sup>nd</sup> base.

### 4. Starting and Finishing the Game

- Teams must have at least eight (8) players in the field to start or continue a game. This means any eight (8) players. If a team has eight (8) available at game time, they may not wait on one specific player. If a team is not ready to play by 15 minutes after the scheduled starting time, the game will be forfeited. If a game begins with nine (9) players and is forced to reduce their line-up (i.e. injury, ejection, etc.), the game continues. The spot vacated is just skipped in the batting order, with no automatic out. If additional roster player(s) show up after the game has start then the player(s) must be insert into the line-up immediately and must be placed at the bottom of the line-up.
- Official game time starts with the first pitch.
- If a team has 8 or less players available for a game they are allowed up to 2 players from the younger division (division immediately under, same gender, from the same township, and listed on the appropriate roster) to play. The borrowed players are limited to 2 and the total player count on the team can never exceed 9 even on teams that may normally play with 10 defensive players. These "borrowed" players must wear his/her actual team uniform and his/her participation in this game cannot interfere with the regular game schedule of his/her rostered team. The "borrowed" players must bat last and cannot pitch. When/if, at any time during the game, an additional roster player arrives at the game in uniform, the "borrowed" player(s) must sit and the rostered player will assume the "borrowed" player's last position in the batting line up. Even though t-ball does not have GWSRL rosters, Coach Pitch teams may acquire a t-ball player from their town to make up their 8<sup>th</sup> and 9<sup>th</sup> players when the team is short. Same uniform rules apply for T-Ball players.

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### **5. Length of all Baseball & Softball Games**

- A. All baseball and softball games will be seven (7) innings.
- B. All games must be four (4) innings, 3 ½ innings if the home team is ahead, to be an official game unless stopped by the time limit.

### **6. Time Limits for League Games**

**NOTE:** These are the standardized/mandatory time limits for each age division.  
All Shippy League towns must follow these set time limits.

- A. G.W.S.R.L. divisions with a time limit of no new inning starting after one hour and fifteen minutes are:
  - Grade 1 & 2 Boys      Coach Pitch Boys
  - Grade 1 & 2 Girls      Coach Pitch Girls
- B. G.W.S.R.L. divisions with a time limit of no new inning starting after one hour and thirty minutes are:
  - Grade 3 & 4 Boys      Atoms
  - Grade 3 & 4 Girls      Petites
- C. G.W.S.R.L. divisions with a time limit of no new inning starting after one hour and forty-five minutes are:
  - Grade 5 & 6 Boys      Bantam
  - Grade 5 & 6 Girls      Chic
- D. G.W.S.R.L divisions with a time limit of no new inning starting after two hours are:
  - Grade 7 & 8 Boys      Midgets
  - Grade 7 - 9 Girls      Sophomores
  - Grade 9-12 Boys      Juniors
  - Grade 10-12 Girls      Debutantes
- E. Any inning started must be completed (no matter how much time is remaining).  
The next inning starts when the final out is recorded in the bottom of the previous inning.
- F. In the event of an extraordinary situation, umpires may add time to the time limit.
  - i.e.      Base continually dislodged and time is lost retying it
  - i.e.      Waiting because of an injured player on the field
- G. Umpires must add this time as near the incident time as possible and must notify coaches.

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### **7. Tie Games**

- A. For games played in the Coach Pitch, Petite, Atom, Chic and Bantam divisions; If the time limit expires and the game is tied the teams will play one full “extra” inning. The game will end after that extra inning. If the game is still tied, the result of the game is a tie. For Midget, Soph, Deb and Junior, the game will continue until there is a winner.
- B. If a game is called due to weather, (rain or lightning), or some other uncontrollable happening (i.e. darkness and no lights) and the game is tied, it shall be played as a new game later agreed upon by both coaches.

### **8. Rescheduling League Games**

- A. Both managers shall reschedule games postponed, within one week of the postponed game.
- B. Both teams and towns must agree to the game change.
- C. In case the two managers cannot agree on a date, the League President will assign a date.
- D. Rescheduled dates assigned by the League President are final, and the game will be played on the date assigned by the League President, unless cancelled due to weather.
- E. All rescheduled games will be played as a new game from the beginning. Games will not be started from the point in the game when it was stopped due to uncontrollable conditions such as weather, darkness, etc.

### **9. Uniforms & Equipment**

- A. All players shall have a number on their uniform.
- B. Hats are optional.
- C. There is no penalty for shirt-tails which come out.
- D. No steel cleats (spikes) may be worn in any League game, except the Junior and Debutante Divisions.

#### **9-1 Protective Headgear (Batting Helmets)**

- A. All players in the youth divisions must wear protective headgear while outside the dugout and within the fence.
- B. Players who deliberately remove this headgear shall be warned once by the umpire and declared out for a repeated violation.
- C. Face shields will be mandatory for divisions of Sophomores and Debutantes.

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### **9-2 Catcher's Equipment**

**\*All youth catchers must wear the following equipment:**

- Mask
- Helmet
- Shin Guards
- Chest Protector
- Throat Guard, unless wearing a hockey style mask or the face shield extends past the chin.
- Protective Cup (Boys Divisions)
- Coach Pitch Girls may wear kneepads

- **NOTE:** The penalty for a player not being able to wear any of the equipment listed above will not be allowed to catch during the game.

### **9-3 Bat Rule**

- A. The Junior Division will be restricted to bats of 2 and 5/8" barrel with no restrictions on the ratio of the bat.
- B. There are no restrictions on any baseball or softball bat used in the baseball divisions below the Junior division, or in any softball division.
- C. Baseball for baseball and softball for softball.

### **9-4 G.W.S.R.L Softball Sizes**

- |    |                                       |                               |
|----|---------------------------------------|-------------------------------|
| A. | Coach pitch                           | 11-inch optic yellow softball |
| B. | Petite Division                       | 11-inch optic yellow softball |
| C. | Chics, Sophomore & Debutante Division | 12-inch optic yellow softball |

## **10. Free Substitution (Line-Up Substitution)**

- A. In all youth divisions, managers may freely substitute players as long as every eligible player present plays three (3) defensive innings, if the game goes the full seven (7) innings.
- B. If the game is stopped by run rule or time limit this rule does not apply.
- C. All substitutes must be inserted defensively by the 4<sup>th</sup> inning of all Shippy League games.
- D. It is mandatory for all players who are present at a game to be placed in the batting order for the entire game and all league games. Exception: Junior and Debutante divisions are not bound by the "all bat" rule, but must comply with the mandatory minimum defensive innings and the standard substitution rules for inserting the substitute defensive player into the batting line-up. During the pre-game meeting, the coach from each team must declare to the umpire and opposing coach "all bat and free substitution" or "standard bat and standard substitution". Once the game begins, the coach's decision to "all bat and free substitution" or "standard

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bat and substitution” cannot be changed. Designated hitters are not allowed in the batting line-up.

- E. If any of these rules are not followed, then the offending team will forfeit the game.

### **11. Run Rules**

- A. Ten (10) runs after five (5) innings in Bantams, Chics, Midgets, Sophomores, Juniors, and Debutantes.
- B. Fifteen (15) runs after three (3) innings in Bantams, Chics, Midgets, Sophomores, Juniors, and Debutantes.
- C. In Coach Pitch boys and Girls, Atom, and Petite divisions; when one team gets ahead by more runs than the losing team can score in its remaining at bats, the game is over. This rule applies even if the run separation occurs in the middle of an inning. Example: in a game where each team can score five runs per inning: team A, the home team, is winning 15-1 heading into the bottom of the fourth. Team A scores two runs in the bottom of the 4<sup>th</sup> with 1 or 2 outs. Due to the run separation, the game is over at this point because Team B only has 3 offensive bats remaining, capable of scoring a maximum of 15 runs making them unable to win. If the losing team wants to keep playing then the game will continue, but if the losing team wants to stop the game at any time they may.

- D. Runs per innings allowed:

Division	Runs
Coach Pitch	5
Petite	5
Atom	5
Chic	7
Bantam	7
Sophomore	10
Midget	10
Deb	10
Junior	10

### **12. Fake Tags by the Defense**

- A. When a defensive player fakes a tag when the player does not have the ball, obstruction will be called.
- B. Repeated violations of this rule may result in disqualification.

### **13. Batting & Base Running**

- A. If a batter throws a bat, either intentionally or unintentionally, he/she will be given a warning. The batter will be called out for a second offense. The play is dead when the batter throws the bat, no runners can advance on the play.
- B. Reference - NFHS Official Baseball Rules  
An improper batter is considered to be at bat as soon as he/she enters the batter's box and one pitch has been thrown. When an improper batter's infraction is first

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discovered, time may be requested and the improper batter replaced by the proper batter who will assume the improper batter's ball and strike count, provided the infraction is detected before the improper batter is put out or becomes a base runner. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise. Note: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal. When the proper batter is called out because he/she has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter who was called out. When an improper batter becomes a proper batter because no appeal is properly made as listed above, the next batter shall be the batter whose name follows that of such legalized improper batter in the line-up. The umpire shall not direct attention of any person to the presence in the batter's box of an improper batter. This is the responsibility of the team managers and coaches.

- C. (Optional, not mandatory) - A courtesy runner is allowed for a player scheduled to start the next defensive inning in the position of catcher when there are two outs. The courtesy runner MUST be the player that made the last preceding out.

### 14. Slide Rule

- A. It is strongly recommended base runners slide on all close plays at 2<sup>nd</sup>, 3<sup>rd</sup> base and at home plate.
- B. If such contact is considered malicious or flagrant by the umpire, the runner shall be called out and could be ejected from the game (if deemed necessary by the umpire).

### 15. Shippy League Pitching Limitations and Guidelines

#### A. BASEBALL

- |    |         |   |
|----|---------|---|
| 1. | Atoms   | Pitchers will be allowed to pitch 4 innings per day |
| 2. | Bantams | Pitchers will be allowed to pitch 5 innings per day |
| 3. | Midgets | Pitchers will be allowed to pitch 6 innings per day |
| 4. | Juniors | Pitchers will be allowed to pitch 7 innings per day |

#### SOFTBALL

- |    |            |  |
|----|------------|--|
| 1. | Petite     | Pitchers will be allowed to pitch 4 innings per game |
| 2. | Chics      | Pitchers will be allowed to pitch 5 innings per game |
| 3. | Sophomore  | Pitchers will be allowed to pitch 7 innings per game |
| 4. | Debutantes | Unlimited  |

- B. The definition of one day is: One calendar day.
- C. Violating the league pitching limitations will result in the pitcher being removed from the pitching position (the player can remain in the game). The batter and all base runners currently on base at the time the violation is identified will advance to home.
- D. The definition of an inning is: The delivery of 1 pitch to a batter.

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- E. For the purposes of this pitching limitation rule, it is possible to have one (1) inning charged to different pitchers in the same inning. For example, if you bring in three (3) different pitchers during the same inning, each will be charged with an inning pitched, regardless of how many pitches they delivered.
  - F. Pitchers who have been removed from the pitching position and still have eligibility to pitch (have remaining innings they can pitch) will get five (5) warm-up pitches regardless of when they return to the mound to pitch again.
  - G. Baseball pitchers shall be removed from pitching for the remainder of the game if a coach has two conferences with the pitcher in the same inning. A conference is declared when the coach calls time and talks to the pitcher.
  - H. Softball will use the National Federation of High School Rules for pitching in all grade levels. Refer to NFHS Rule 6 Section 1 Diagram 6 for proper positioning.
  - I. A pitcher removed from playing defense is allowed to return to the pitching position.
  - J. **NFHS Softball Rules - Rule 8 Section 7 (Fast Pitch) Look-Back Rule (2009 revision).**
    - ART. 1 The look-back will be in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.
    - ART. 2 The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.
    - ART. 3 Once the runner stops at the base for any reason, she will be declared out if she leaves the base.
    - ART. 4 Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16-foot pitching circle, including a base on balls or a dropped third strike are as follows:
      - a. A batter-runner who rounds first base toward second base may stop, but then must immediately, without stopping, return to first or attempt to advance to second base.
      - b. A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance to second base.
      - c. A batter-runner who overruns first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
      - d. A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
      - e. A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.
- PENALTY:** (Arts. 2,3,4) The ball is dead. "No Pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when the one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.
- EXCEPTION:** The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.
- K. **NFHS Softball Rules - Rule 3 Section 7 Charged Conferences (2009 Revision)**
  - ART. 1 Each team, when on defense, may be granted not more than three charged conferences without penalty during a seven inning game to permit coaches or their



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representatives to confer with a defensive player or players. In any extra inning game, each team shall be permitted one charged conference without penalty each inning while on defense. The number of charged conferences permitted is not cumulative. A request for time for a conference may be made by a coach, player, substitute, or bench personnel. Time granted for an obviously incapacitated player shall not constitute a charged conference. A conference is not charged when the pitcher is removed as pitcher. This defensive team charged conference rule coverage is effective when the ball first becomes live at the start of each half inning.

**PENALTY (Art. 1):** After three charged conferences in a seven inning game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game.

**ART. 2** Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of the team's personnel to confer with base runners, the batter, the on deck batter, or other offensive team personnel. The umpire shall deny any subsequent offensive team request for charged conferences. The offensive team charged conference rule coverage is effective when the ball first becomes live at the start of each half inning. Time granted for an obviously incapacitated player shall not constitute a charged conference.

**ART. 3** When either team has a charged conference, the other team may also have a conference which is not charged, provided the non-charged conference concludes when the opposing team's charged conference concludes, thus not delaying the game.

- L. NFHS Softball Rules - Rule 6 Section 1 Art. 2 C.** about the pitch: The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and with the 24-inch length. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

**Notes:**

1. It is not a step if the pitcher slides her foot in any direction on the pitcher's plate, provided contact is maintained.
2. Techniques such as the "Crow hop" and "the leap" are illegal (See 2-16 ; 2-33)

**Rule 2 Section 16 Crow Hop:** A crow hop is the replant of the pivot foot prior to delivering the pitch

**Rule 2 Section 33 Leap:** A leap is when both feet are airborne by the pitcher prior to delivering the pitch.

**PENALTY: (Arts. 2) Illegal Pitch.** The ball is dead at the end of the playing action, if the ball is pitched. A ball is called on the batter, and the base runners are awarded one base without liability of being put out.

## **16. Balks**

- A.** Each pitcher in the Bantam or Midget division game shall be given one warning for a balk.
- B.** Regular rules shall be enforced after the warning.
- C.** No penalty shall be given to any Atom pitcher who balks.

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### **17. Good Sportsmanship**

- A. In all divisions: Good sportsmanship is foremost.
- B. Players or fans should not “RAZZ” other players. For example: Players will not yell “SWING, BATTER, SWING!” to the batter.
- C. No noisemakers, horns, whistles, bells, etc, can be used by the players, coaches, or spectators to ensure the atmosphere is conducive to good sportsmanship.
- C. Players and fans need to keep their cheering positive not only to their team, but to their opponent as well.
- D. No dugout chanting once the pitcher toes the rubber. First offense - the coach will be warned. Second offense - ejection of the head coach. Third offense - forfeit of the game.
- E. Coach, player, or fan may be ejected by the umpire for any acts of negative sportsmanship.

### **18. Alcohol and Drugs**

- A. No one, especially managers and coaches, may consume alcoholic beverages or be under the influence of drugs and/or alcohol at the site of a League game, as this will be cause for forfeiture.
- B. No tobacco products allowed on the playing field. This includes dugouts.

### **19. Rough play is to be discouraged by the coaches.**

- A. An umpire may remove any player, who intentionally tries to injure another player with “high spikes” or unnecessary rough tactics from the game.

### **20. Score Submissions**

- A. Game results must be turn into the town representative or designee of the winning team.
- B. The winning team is responsible for reporting the game results.
- C. The town representative or their designee is responsible for emailing the game result to [shippygr@gmail.com](mailto:shippygr@gmail.com). One of the site administrators will up the website with the results. League schedule and standings can be found at [www.glennshippyleague.com](http://www.glennshippyleague.com).

### **21. Protests**

- A. An official protest form must be completed The manager or duly registered coach or the protesting team must call “time out” and immediately notify the umpire and the manager of the opposing team the game is being played “under protest”.
- B. Complaints, suggestions, and any other feedback (other than protests) must be submitted in writing through the designated GWSRL town representative in which the complainant participates. If contacting their own town representative appears to be a

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conflict of interest, the complainant should contact another town representative. All incident reports and/or complaints sent directly to the president will be automatically forwarded to the appropriate town representative(s).

- C. All protests must be presented in writing and accompanied by a payment of \$50.00 for receipt within 5 days of when the game was played to:  
League Vice President:  
Dustin Stout  
471 SW 1871 Road  
Kingsville MO 64061

Protests may also be submitted via e-mail to [dustin.stout@icloud.com](mailto:dustin.stout@icloud.com) within 5 days after the game. If e-mail is sent, the \$50.00 must be mailed for receipt within the 5 days as well. The GWSRL Executive Board will provide a response to the complainant within 5 days of receipt of the appropriate protest form and payment. Half of the protest fee (\$25.00) will be refunded if the league upholds the protest. The remaining \$25.00 will be retained for administrative costs. If the protest is not upheld, the entire \$50.00 fee will be retained by the League.

- D. Protests of games played within five (5) days of the league's final day to schedule games, must be submitted by the Shippy League meeting preceding the post-season baseball and softball tournament.
- E. Use of ineligible players is not a protest, but will be a cause of forfeiture of any or all league games.
- F. Failure of the protesting manager to comply exactly with the above procedure will nullify any future protest regarding the alleged violation.