**GODDARD RECREATIONAL BALL CLUB**

**GENERAL RULES**

*The Goddard Recreational Ball Club rules are developed on the foundation of the rules from NBC and ASA and follows NFHS rules when a rule is not specified by NBC or ASA. The below rules are applied to the league as a whole and include all age division except where noted. These rules will be used in accordance with the age specific rules.*

1. All ball diamonds utilized by Goddard Recreational Ball Club are on property owned by the Goddard Unified School District #265. This area is not limited to just the fields, it also includes the parking lots and any warm up areas. **ALL SCHOOL PROPERTY IS ALCHOL, TOBACCO, VAPING AND DRUG FREE.** Tobacco, vaping products and alcohol will not be allowed on the premises. Anyone on the property including but not limited to players, coaches, spectators, and umpires that violate this law will be asked to leave the premises. It will be the responsibility of the commissioners, umpires, coaches, and the league board members to enforce this law.
2. **GOOD SPRTSMANSHIP IS EXPECTED OF EVERYONE INVOLVED.** Each team will line up and shake hands after the game.
3. A team scoring five (5) runs in any one (1) inning before three (3) outs are made will be declared side-out and the sides will change.
4. If after completion of a teams at bat in the third inning and they are behind fifteen (12) runs or more, the game shall be terminated and considered final by run rule. If after completion of a teams at bat in the fourth inning and they are behind ten (10) runs or more the game shall be terminated and considered final by run rule. If after completion of a teams at bat in the fifth inning and they are behind (8) runs or more the game shall be terminated and considered final by run rule.
5. The league will provide one (1) umpire for T-Ball and Machine Pitch, and girls 10U divisions. All other divisions will be provided two (2) umpires. In a case where an umpire is not present 5 minutes before game time, the visiting team will provide the umpire. For T-Ball this volunteer will be the home plate umpire, for all other divisions this volunteer will be the field umpire.
6. The umpire will provide one (1) game ball per game. The home team will be responsible for the back-up ball.
7. Before each game the umpire will go over the ground rules at home plate with a coach from both teams at least 5 minutes before game time. Official game time will be announced to both coaches and to the home team score keeper. The umpire will also record game time on their note pad.
8. Umpires can and shall eject any coach, player, spectator, etc. for improper behavior and/or profanity. If the offender fails to leave it will be a forfeit for the team he/she represents. Any player or coach that is ejected will not be allowed to play or coach the next game following. If a player or coach gets ejected two (2) games in a single season this may result in the person or team being disqualified for the rest of the season. If a coach, player, spectator, etc. gets thrown out of a game they must meet with the commissioner of that division, VP of the league, and the Director of Umpires before coming back. Please remember everyone at the game coaches, players, spectators, etc. are role models to those around.
9. All games must be played at their scheduled times. The only exception is unplayable weather conditions. Unplayable weather conditions will be determined on game days by the league by 3:00. This information will be posted to the web site, ([www.goddardrecreationalballclub.com](http://www.goddardrecreationalballclub.com)) sent out in a mass text, and be updated on the rain out hotline. If bad weather occurs close to or during game time. Postponement or cancelation of the game will be determined by the Head Umpire at the field. All teams and player must stay off of the fields if play is stopped for their safety and to minimize further damage to the fields. Rescheduling of rain out games will be determined by the League and/or Commissioners to ensure field use and umpires. IF A TEAM CANNOT PLAY THE MAKEUP GAME SET THEY WILL FORFEIT TO THE OPPOSING TEAM.
10. There will be one warning per team per game for throwing a bat. After the warning has been issued if the player throws the bat again they will be considering out. Play continues as if the player had batted legally with base runners advancing at their own risk.
11. PITCHING- SOFTBALL:
12. A pitcher may appear in no more than a total of three (3) innings in a single day.
13. One (1) pitch in any inning equals one (1) inning pitched.
14. PITCHING- BASEBALL, 10U, 12U, AND 14U WILL USE THE FOLLOWING CHART: NOTE: The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the start of that at-bat, provided that the pitcher is removed before delivering a pitch to the next batter.

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| **AGE** | **Daily Max (pitches in a game)** | **0 Days Rest** | **1 Days Rest** | **2 Days Rest** | **3 Days Rest** | **4 Days Rest** |
| 9-10 | 75 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 11-12 | 85 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |
| 13-14 | 95 | 1-20 | 21-35 | 36-50 | 51-65 | 66+ |

1. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of pitches in those games provided they do not exceed the maximum number of pitches for that calendar day.
2. Pitchers reaching their maximum number of pitches in a day while pitching to a batter, may finish pitching to that batter before being removed.
3. All pitchers become eligible at each level of tournament play, provided they have the rest as provided by the above pitch chart. Rest is calculated as per calendar day.
4. PENALTY FOR NOT OBSERVING THE ABOVE CHART:
5. Two (2) game suspension for the head coach.
6. Forfeit of the currant game.
7. Collison Rule: When there is a close play at any base the runner must attempt to slide, go around, or go over the player to avoid collision. The definition of a close play is when a defensive player has possession of the ball. This is solely at the discretion of the umpire. If the umpire feels there was no attempt by the runner to avoid a collision, the runner will be called out.

PLEASE NOTE if there is a play at home plate the batter in the batter’s box must attempt to get out of the way.

1. All players and anyone under the age of 18 shall be required to wear a helmet on the field, batting, running, or coaching a base. If he/she refuses they will be declared out if batting or running bases. If the runner intentionally takes off their helmet while running the bases he/she will be declared out at the next dead ball.
2. All coaches must have a copy of all player birth certificates at every game. A player cannot play if a coach cannot provide proof of a players age. The league and/or VP will review any situation involving the protest of a players age. If a player is playing in an age group where he/she is too old and the coach fails to provide proof of an exception from the commissioner all games that involved said player will be forfeited.
3. Players may advance up one (1) division if the parent(s), coach(s), and commissioner agree.
4. A player cannot play on more than one (1) team during a single season in the league. If the player wishes to change teams, they must do so before the rosters are final and have a written release from the coach. If there is a request after rosters have been finalized, the player must receive permission from the commissioner of the division. The commissioner of the division must be notified by the coach of any roster changes for them to official, otherwise the team will be subject to forfeit games played prior to notification.
5. If a team has a handicapped child(ren) the team must notify the commissioner of the division. The commissioner will get with the Director of Umpires to determine any rule exceptions. The Director of Umpires and Commissioner will notify the coaches of that division and applicable umpires of any exceptions made.
6. While time is in, coaches are not allowed to physically assist any player in advancement or return to base. It will be an automatic out if the parent/coach intentionally touches the ball or interferes in the field during play.
7. Coaches are to remain in their dugouts or in the coaches’ box at the base when their team is batting.
8. Each player must play two (2) innings in the field by the 4th inning unless the game is shortened due to weather or run rule. Note-by the 3rd inning every player must have fielded one (1) of their two (2) innings.
9. It will be a forfeit if a team does not have at least eight (8) players by game time.
10. Girls divisions 9-10 and up will be required to wear a helmet with a face mask.
11. No cast will be allowed. With the exception of soft cast braces for lower extremities.
12. In all divisions, the home team will occupy the third base dugout and provide the official scorekeeper and time keeper. See Rule #10.
13. Every player on the team will bat, ex: if you have 13 kids all 13 will be on the line up. If one of the players has to leave the game, the coach has the following options:

He/she will be taken off of the line-up, there will be no penalty of an out but he/she will not be allowed to re-enter the game, OR

The player may be left on the line-up and re-enter the game at a later time, this will create an automatic out.

Note: Communication of players leaving and entering the lineup will need to be given to the umpire and the home team score keeper.

1. Mandatory courtesy runner is to be used for the catcher when there are two (2) outs. The player who made the previous out is to be the runner.
2. All players must wear team shirt with a number size of 6” in height, shoes (NO metal cleats unless listed otherwise in the specific division rules).
3. Kid Pitch Divisions- Five (5) warm-up pitches is the maximum between innings. A new pitcher will be allowed seven (7) warm-up pitches.
4. In order to keep the game moving, the umpire will allow two (2) minutes to change sides. After two (2) minutes the umpire will call a ball if the defensive team is not in place and a strike if the team at bat is not ready.
5. No infield practice is allowed, with the exception of the first game of the night where each team can get infield practice lasting no longer than five (5) minutes. If you are wanting infield practice, please let you umpire know.
6. Tie-breakers for ties at the end of the regular season will be based upon the following: Head-to-Head competition, then run-differential.
7. Umpires will verify the final score with the home score keeper at the end of the game and record it. Commissioners will give direction to coaches on following up with the final game scores in case of any discrepancies.
8. Each division will end with a league tournament that will follow regular season play.
9. In the event of a rainout during game play the following applies:

If the game has reached three (3) full innings played, it will be considered “game” and whomever is in the lead at the time will be recorded the win.

If the game has not reached three (3) full innings, the umpire will declare “no-game” and the game will be rescheduled at a later date and time.

\*\*NOTE: A full inning consists of the visiting and home team having equal turns at bat.

1. \*\*NOTE: The rainout rules will be a case by case basis during the end of season tournament.  *(revised 1/22)*