



GBS 9U/10U Tournament Rules

Teams must have insurance and rosters on file through NCS software before play.

1. Open bases
2. Unlimited stealing with the exception of stealing home when the batter swings. The runner on third can steal home on the throwback to the pitcher or an attempted pick by the catcher or the runner can advance home on a passed ball/wild pitch.
3. No suicide bunts
4. Dropped third strike in effect
5. Infield fly in effect
6. 5 run max per inning, including the last
7. Roster bat entire line-up
8. It is the responsibility of each coach to limit the number of pitches thrown. We will not monitor pitch count.

Special Notes

1. Each team must provide 1 game ball each game - Rawlings R200USSSA ball type or other manufacturer's equivalent.
2. Length of Game: 1 hour and 30 minute or 6 innings (whichever comes first). No inning begin after the time limit is reached Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish their at bat and then the game is over.
3. The base path is 65 feet. The pitching rubber is 46 feet to the back of home plate.
4. All bats must be labeled with either the USSSA 1.15 BPF stamp or the new USA Baseball stamp. Per USSSA rules, either is acceptable for game use.
5. Home team will be the official scorekeeper. Visiting team works the scoreboard.
6. Infield fly rule is in effect.
7. No slashing or slash bunting.
8. Offensive team may score a maximum of 5 runs per halfinning.
9. Run rule in effect:
 - 15 after 3rd inning
 - 10 after 4th inning
 - 6 after 5th inning

Game Details

Roster	<ul style="list-style-type: none"> ▪ All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order. ▪ All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players. ▪ If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared. ▪ Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, should his turn already passed.
Pitching	<ul style="list-style-type: none"> ▪ Balks: 1 warning per pitcher ▪ Pitcher may finish current batter when limit is reached ▪ Any batted ball: fair, foul, or tip count towards limit ▪ Neither warmups nor pickoff attempts is counted towards limit ▪ Drop third strike = live baseball
Coaches	<ul style="list-style-type: none"> ▪ Coaches must position themselves around the dugout area by the entrances while the ball is in play. Only the team's head coach may approach the umpires to discuss a call or rules interpretation. Assistant coaches may not leave the dugout or coaches' box to discuss a call on the field. Note: for the game, the head coach will be designated as the coach who attends the plate meeting with the umpires.
Additional Resources	<p>Unless specified here, all other rules shall follow USSSA rules:</p> <ul style="list-style-type: none"> ▪ http://web.ussa.com/ussa/ussa-general/2018BBRulebook.pdf