



Youth Local League Rules

The City of Greenville Parks & Recreation Department reserves the right to change and implement new rules at any time. We are committed to provide the best programs possible to ensure the best environment for the players, coaches and their respective families.

Local Rules

Age Group	Ages	Number of Innings	Length of Game
8u	7-8	*5	50 Minutes
10u	9-10	*6	1 Hour 15 Minutes
13u	11-13	*6	1 Hour 20 Minutes

1. The GSL will use rules outlined by the United States Specialty Sports Association (USSSA) in league play with the exceptions listed below.
2. The age divisions shall be as followed and based on the player's age as of April 30, 2018.
When a game is called due to time, the inning in progress will be played to its completion as the final inning of the game.
3. 8u will be **Machine Pitch** and 10u and 12u will be **Player Pitch**.
4. If any team is unable to play a scheduled game, it will be counted as a forfeited game for that team. A forfeit will be declared at scheduled game time. An unofficial game/scrimmage will be played within the scheduled time for that game.
5. A player removed from the game may re-enter at any defensive position after sitting out for three consecutive outs.
6. **NO METAL SPIKES ALLOWED AT ANY TIME ON FIELD**

Playing Field

1. **8U (Machine Pitch)** - There shall be a ten (10) foot arc drawn from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.
2. **Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at 42 feet from the rear point of home plate.

3. **Pitching Machine:** The front leg(s) shall be set at forty –two (42) feet from the rear point of home plate. The recommended pitching speed is **39 MPH**.
4. **10U** - Pitching Rubber will be at 46 Feet from back tip of home plate. Bases will be set at 65 feet.
5. **12U** - Pitching Rubber will be at 52 Feet from back tip of home plate. Bases will be set at 70 feet.

Run Limit

1. 8U - 5 Run Limit per Inning
2. 10U - 5 Run Limit per Inning
3. 12U - **5 Run Limit per Inning**
4. **All Leagues** - 15 run rule after 3 innings, 10 run-rule after 4 innings.

The Game

8U - Machine Pitch

1. Batter will be allowed five pitches or three swinging strikes. If the batter does not hit the ball after three swings or the fifth pitch the batter will be called out. A foul on the last pitch will count as a no pitch and player will continue at bat.
2. Tight bases - Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
3. NO BUNTING is allowed
4. 10 players on defense with (4) outfielders. Teams can play with 9 players without taking an out in the 10th position in the batting lineup. Teams playing with 8 players will be required to take an out in the 9th position.
5. Continuous batting order. All players will be in the batting lineup. Players arriving late are added to the bottom of the lineup.
6. The player pitcher shall not leave the pitching circle until the ball is hit. There shall be a different player to occupy the player pitcher position every inning.
7. All players must play at least six (6) outs on defense.
8. Umpires shall call “Time” after every play and declare the ball dead. “Time shall be called as soon as all runners are not attempting to advance.

9. When a batted ball hits the pitching machine, the ball is dead, the batter is awarded 1st base and all runners shall advance one (1) base.
10. All base runners may only advance 1 base on any overthrows. A base runner on 3rd may only advance home on a batted ball put in play.

10U- Kid Pitch

11. 9 players on defense. If a team cannot field 9 players, they may play with 8 players with taking an out in the 9th position in the batting lineup.
12. **Tight bases** – A base runner may steal. A base runner may leave the base to steal only after the ball crosses home plate. **A runner is out for leaving the base before the ball crosses home plate.**
13. Continuous batting order. All players will be in the batting lineup. Players arriving late are added to the bottom of the lineup.
14. All players must play at least six (6) outs on defense.
15. Bunting is allowed - Once a batter shows bunt they either must attempt to bunt or pull the bat back. Showing bunt and pulling the bat back and swinging is considered slashing and is not allowed.

12u- Kid Pitch

16. 9 players on defense. If a team cannot field 9 players, they may play with 8 players with taking an out in the 9th position in the batting lineup.
17. **Open bases** – A base runner may lead off to steal.
18. Continuous batting order. All players will be in the batting lineup. Players arriving late are added to the bottom of the lineup.
19. All players must play at least six (6) outs on defense.
20. Bunting is allowed - Once a batter shows bunt they either must attempt to bunt or pull the bat back. Showing bunt and pulling the bat back and swinging is considered slashing and is not allowed.