



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 Playing 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 December 31, 2017.

***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. **All Age Divisions will be MACHINE PITCH.**
4. If any team is unable to play a scheduled game, it will be counted as a forfeited game for their 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. Continuous batting order. All players will be in the batting line up.
7. 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.
8. 8U and 10U will use an 11-inch ball. 12U will use a 12-inch ball.
9. **NO METAL SPIKES ALLOWED AT ANY TIME ON FIELD**

Playing Field

- 8U** – 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.
- 8U – 10U – 13U**
 - Pitching Circle:** There shall be a ten (10) foot diameter circle with the pitching machine positioned in the center of the circle.

Pitching Machine Distances:
 - 8U & 10U** – set at 35 feet from home plate. **12U** – set at 40 feet from home plate.
- Bases will be set at 60 feet apart.

Run Limit

- 8U - 5 Run Limit per Inning
- 10U - 5 Run Limit per Inning
- 13U - 5 Run Limit per Inning
- All Leagues - 10 run rule after 4 innings or 3 ½ with Home team ahead.

The Game

8U – MACHINE PITCH:

BATTER:

- 5 Pitches or 3 swings
- Called Out after 5th pitch if fails to put the ball in play
- Foul will count as a no pitch and player will continue the at bat

BASE RUNNER:

- Tight Base – No lead-off or steals
- Out for leaving base prior to ball being put in play
- May advance 1 base on an overthrow / only 1 overthrow per batted ball
- Umpires shall call “Time” after every play or any overthrow and declare the ball dead.
- Will NOT be allowed to advance home because of any overthrow
- May only advance to home plate on a batted ball

NO BUNTING is allowed

DEFENSE:

- 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 only.

PITCHER:

- Shall have one (1) foot inside pitching circle on either side of machine
- The player pitcher shall not leave this position until the ball is hit.
- There shall be a different player to occupy the player pitcher position every inning.

Continuous batting order. All players will be in the batting lineup. Players arriving late are added to the bottom of the lineup.

All players must play at least six (6) outs on defense.

10 U – MACHINE PITCH:

BATTER:

- 5 Pitches or 3 swings
- Called Out after 5th pitch if fails to put the ball in play
- Foul will count as a no pitch and player will continue the at bat

BASE RUNNER:

- May steal second and third base only after ball crosses the plate
- NOT permitted to steal home, may only advance one (1) base per pitch
- May advance 1 base on an overthrow from a batted ball
- Umpires shall call “Time” after every play or any overthrow and declare the ball dead.
- Will NOT be permitted to advance home from 3rd base on any overthrow
- May only advance home on a batted ball

BUNTING is allowed, once a batter shows bunt they either must attempt to bunt or pull the bat back. Showing a bunt and pulling the bat back and swinging is considered slashing and is not allowed.

DEFENSE:

- 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 only

PITCHER:

- Shall have one (1) foot inside pitching circle on either side of machine
- The player pitcher shall not leave this position until the ball is hit
- There shall be a different player to occupy the player pitcher position every inning

Continuous batting order. All players will be in the batting lineup. Players arriving late are added to the bottom of the lineup.

All players must play at least six (6) outs on defense.

13u – MACHINE PITCH:

BATTER:

- 5 Pitches or 3 swings
- Called Out after 5th pitch if fails to put the ball in play
- Foul will count as a no pitch and player will continue the at bat

BASE RUNNER:

May steal only after ball leaves the machine

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.

DEFENSE:

- 9 players on defense
- Teams can play with 8 players without taking an out in the 9th position in the batting lineup

PITCHER:

- Shall have one (1) foot inside pitching circle on either side of machine
- The player pitcher shall not leave this position until the ball is hit

Continuous batting order. All players will be in the batting lineup. Players arriving late are added to the bottom of the lineup.

All players must play at least six (6) outs on defense.