



Glen Allen Youth Athletic Association

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Rules for Travel League

1. We will follow the Major League Baseball (MLB) rulebook with the following exceptions:

a. Pitching and Base Distances:

- i. 8u: Coach Pitch/60
- ii. 9u: 46/65
- iii. 10u: 46/65
- iv. 11u-12u: 50/70
- v. 13u-14u: 60/90

b. Dropped 3rd Strikes:

- i. 8u-9u: NOT playing dropped 3rd strikes
- ii. 10u-14u: Playing dropped 3rd strikes

c. Leads/Steals:

- i. 8u: No leads or stealing
- ii. 9u: Modified Steal - 10' line at all bases (See #8 for more information)
- iii. 10u-14u: No restrictions on leads/steals.

d. Pitching Limits:

- i. 9u – 12u: 1 day maximum to pitch – 6 innings
- ii. 13u-14u: 1 day maximum to pitch – 7 innings

e. Balks:

- i. 9u: Warnings only
- ii. 10u: Balks will be called after 1 warning
- iii. 11u-14u: Balks called without warning
- iv. When a balk is called, it becomes a dead ball.

f. Official Game:

- i. Official game for 6 inning games: 3 ½ or 4 innings (losing team must bat 4 times)
- ii. Official game for 7 inning games: 4 ½ or 5 innings (losing team must bat 5 times)

g. Mercy Rules: i. Length of Game: 6 innings – 15 run differential after 3rd inning 8 run differential after 4th inning



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- ii. Length of Game: 7 innings – 15 run differential after 3rd inning
12 run differential after 4th inning
8 run differential after 5th inning

h. Courtesy Runners: Courtesy Runners are allowed for pitcher and catcher only. The courtesy runner must be a player from the bench. If the team is batting all players, the courtesy runner shall be the last batted out.

i. Substitutions: Free substitutions are allowed if a team is using entire lineup. If a team is using a 9 or 10 player lineup, then when a substitution is made the starter may re-enter once in the same position of the batting order. Non-starters may not re-enter the game once removed.

j. Time Limits:

- i. 8u: All games will have a 1 hour 15 minute time limit.
- ii. 9u – 13u: All games will have a 1 hour 45 minute time limit.

k. Ties: Ties are allowed in pool play after the time limit has expired.

l. International Run Rule: In single elimination portion of tournament only, if a game is tied at the end of time limit, international run rule will apply. Last out in previous inning will be placed on 2nd base to start the inning. This will be applied as such until a winner is determined.

2. All bats must be permanently stamped with the USA Baseball Mark, USSSSA Mark, be a legal BBCOR bat or be made of wood.

3. A team may play 9 players, 10 players (with EH) or entire lineup.

- a. If a team plays 9 or 10 players, substitution rules will apply.
- b. If a team plays the entire lineup, all players must finish the game. If a player is injured or leaves game, an out will be given during his at bats.

4. No player can play within this tournament on more than 1 team. Example: If a player plays a game in our tournament on a 10u team, that player may not drop down and play for a 9u team. Rosters must be submitted on our registration system prior to the team's first game. No player may be on more than 1 roster in our tournament.

5. Tie Breaking Format:

- a. Head to Head
- b. Runs Allowed
- c. Runs Scored
- d. Coin Toss



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6. Entry Fee Refunds: In the event of rain or any condition that deems the fields not playable, the following will be used as policy for refunds:

- a. 0 Games Played – Entire entry fee refunded
- b. 1 Game Played – 50% of entry fee refunded
- c. 2 or more Games Played – 0% of entry fee refunded

7. In the event of inclement weather that forces the cancellation of the tournament before the conclusion, the following will be adhered to declare winners:

a. If inclement weather cancels the tournament during the single elimination portion of the tournament, the highest seed remaining will be declared the winner.

b. If inclement weather cancels the tournament during the championship games but before the tournament championship game is an “official” game, co-champions will be awarded.

8. Modified Steal Rule Is In Effect for 9u division

a. There will be a 10 foot mark placed off 1st, 2nd and 3rd base.

b. The runner can take a lead, but cannot cross the 10 foot mark until the ball crosses the plate.

c. The runner can steal when the ball crosses the plate.

d. If a runner crosses the 10 foot mark before the ball crosses the plate, then the runner is placed back on the base.

e. If the runner is put out on the play, the runner is out.

f. If the ball is put in play, the runner is only allowed a base if forced up by the batter/runner.

g. Runners may advance on passed balls or wild pitches.

h. Runners can advance to the next base if the pitcher attempts a pick-off.



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9. Rules for 8U Division only

- a. **Fair Ball Arc:** There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
- b. **Safety Arc:** There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- c. **Pitching Circle:** There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.
- d. **Pitcher's Line:** There shall be a line drawn from the pitcher's circle to the safety arc.
 - i. The pitching coach shall keep one foot on or straddle the pitcher's line.
 - ii. The pitching coach shall not verbally or physically coach while in the pitching position
 - iii. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - iv. **Penalty:** If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - v. **Additional Penalty:** If a coach violates this rule before the ball is pitched, **First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.**
- e. **Pitching Coach:** The Pitching Coach shall be an adult at least eighteen (18) years of age.
- f. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
- g. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
- h. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - i. **Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - ii. **Additional Penalty:** **First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.**
- i. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- j. The Infield Fly Rule shall not be in effect at any time.