



Grove City Fall Baseball

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Richard L. "Ike" Stage
Mayor

Grove City (Major) Ages 11-12

- I. General Personal Conduct Rules – Little League rules will be used except where noted herein.
 - a. Grove City Little League has a ZERO-TOLERANCE POLICY that includes, but is not limited to, the following: fighting, physical contact, aggressive behavior towards coaches, fans, parents, players, officials or other participants, belittlement of coaches, fans, parents, players or other participants and violations of substitution, safety, and/or pitching rules. This type of behavior could result in indefinite suspension to a lifetime ban from Grove City Parks and Recreation activities.
 - b. If a coach, fan, parent, player or other participant is ejected from a Grove City Little League practice or game for ANY reason, that individual must leave the facility immediately, is suspended, and will not be permitted at any future practices or games until the Grove City Little League or designee has reviewed the incident. The individual ejected, potential witnesses and the official(s) must submit an incident report form explaining the situation that resulted in the ejection. Based upon the information provided, the suspension may result in a minimum of a one-game suspension up to a permanent removal from all future league activities conducted by Grove City Little League.
 - c. If an individual is ejected from two separate games, that individual will be immediately removed from the league, without a refund, and will not be permitted at any facility for games for the remainder of the season.
 - d. Unsportsmanlike conduct will not be tolerated from coaches, fans, parents, players, or other participants. Offenders will be ejected. Chattering or yelling at players will not be tolerated.
 - e. Coaches, fans, parents, players, or other participants are not to question the strike zone of an umpire. If there are any questions concerning rule interpretations or their application, the head coach only may approach the umpire before the next batter.
 - f. Only approved coaches with an application on file for the current season with the Grove City Parks and Recreation office are permitted on the playing field or in the dugout during games and practices.
 - g. Each team will be permitted a maximum of three (3) coaches. A maximum of two (2) coaches will be allowed on the field at a time. **One coach is required to remain in the dugout at all times.**
- II. General Game Information
 - a. Cancelled games will be made up the next available Saturday. Coaches will receive a schedule outlining the game information as soon as possible. No exceptions will be made.
 - b. Standings will be kept to determine play-off seeding. Ties will count as ½ game won, ½ game lost. Standings will be determined by the following: Overall record, head-to-head record, total runs scored for the season, coin toss. End-of-season tournament will be single-elimination.
 - c. Teams may begin a game with eight (8) players and will not be penalized an out for a vacancy in the lineup. A team with seven (7) or fewer players will be rendered a forfeit. There will be a 15-minute grace period, to begin from the original start time of the game, before a forfeit will be rendered. The 15-minute grace period does not change the original start time of the game.
 - d. Doubleheaders are permitted for Major League.
 - e. All games will consist of six (6) innings unless the following occurs:
 - i. No new inning may be started after two (2) hours. A new inning begins once the third out of the current inning is recorded. Teams are encouraged to hustle on and off the field to keep the game progressing. The maximum time between each ½ inning is 1 minute or 5 warm up pitches.
 - ii. The umpires will confirm the start time and will keep the necessary game time.
 - iii. All innings started must be finished.

- iv. In the event of a stoppage of play, due to inclement weather or curfew, a game is considered complete if play has gone beyond four (4) full innings, 3 ½ innings if the home team is ahead. If after the fourth (4th) inning, revert back to the last completed inning. Any game stopped in the first (1st) inning will restart. After the first (1st) inning, all games will resume.
 - v. Mercy Run Rule: If a team is ahead by 10 or more runs after the completion of 4 or 5 innings, 3 ½ or 4 ½ if the home team is ahead, the game is complete.
 - vi. Extra inning(s) will be permitted, provided there is time remaining in the 2-hour limit to begin a new inning. See Rule “II-e-i.” above.
 - f. The pitcher’s plate will be 46 feet from home plate.
 - g. The bases will be 60 feet apart.
 - h. The home team will occupy the first base dugout.
 - i. Coaches and players are responsible for cleaning their dugout and bench area after each game.
 - j. All players who are not on the field of play (defensive players) or on deck, must remain in the dugout.
 - k. All players must wear athletic cups. .
 - l. Casts may not be worn during the game by players and umpires.
 - m. Players must not wear jewelry such as, but not limited to, rings, watches, earrings. Bracelets, necklaces, nor any hard cosmetic/decorative items. This applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. (Exception: Jewelry that alerts medical personnel to specific condition is permissible.)
 - n. Players may use any glove or mitt at any position other than catcher. No player may use a first-baseman’s mitt at any position other than first base.
 - o. A player is not to sit out a second inning defensively until all players have sat an inning.
 - i. EXCEPTION: A pitcher (starter or reliever) who is removed in the middle of an inning is allowed to finish the inning in the field, but must sit the next defensive inning if all other players have already sat out an inning.
- If found in violation of this rule during the regular season.**
1st offense: head coach is suspended
2nd offense: head coach is suspended and game is forfeited
- If found in violation of this rule during the playoffs.**
Game is forfeited.
- p. Players are not permitted to wear metal cleats.
 - q. Teams are not permitted to hit soft-toss into any fence unless a tennis ball or Wiffle ball is used.

III. Specific Rules Information

- a. **Batter and batting order rules**
 - i. An out will be assessed for the position in the lineup once occupied by an ejected player. An out will not be assessed for players leaving for any other reason, i.e., injury, sickness, unwillingness/fear to play, outside family obligation, etc.
- b. All players will bat in a continuous batting order. The batting order will be set on the first game and maintained throughout the regular season. For example, if batter number 6 was the last batter in game #1, then batter number 7 will be the first batter in game #2. Any player arriving late or not present at the game will be skipped over and original line up will be maintained. Teams may reset their lineup before each tournament game.
- c. All batters and baserunners must wear a helmet while on the field of play. Face guards and chin straps are optional.
- d. There is not an on deck area. All players must remain in the dugout until their time at bat. Continued violation of this rule will result in the head coach being confined to the dugout.
 - i. If a batter or baserunner is injured and unable to continue their at-bat, the last player declared out would continue for them. If the batter is being replaced, the new player will assume the current count. If the injured player is unable to return prior to their next at-bat, the injured player will be skipped without penalty.

- ii. Bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2 ¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less. “Big Barrel” bats are not permitted.
 - iii. Composite barrel bats are prohibited unless approved by Little League International. A list of approved and licensed composite barrel bats can be found on the Little League website at www.LittleLeague.org.
 - 1. PENALTY: The batter will be declared out when he/she enters the batter’s box with an illegal bat or is discovered having used an illegal bat. If the discovery is made before the next pitch, the defense may take the penalty or result of the play.
- e. When a batter unintentionally throws a bat, the action will be regulated as followed:
- Warn the player and the other members of the player’s team.
 - After the warning, (second occurrence) the umpire will declare a the ball dead immediately, the batter will be returned to the dugout, and any base runners will return the previous base occupied at the time of the pitch.
 - No out shall be called on the offending player for this action unless the bat makes contact with an official, player, coach or, leaves the field of play.
- f. **Baserunning Rules**
- i. Orange Safety Base Rule:
 - 1. A defensive player must touch the white portion of the base to record an out.
 - 2. The baserunner must touch the orange portion of the base to be considered safe.
 - a. EXCEPTION: If a batted ball in the infield is an errant throw and causes the fielder to move to the orange portion of the base, the runner must then proceed to the white portion of the base.
 - b. Umpire discretion will allow for safety considerations. This must be addressed at the pre-game meeting.
 - 3. The baserunner will then use the white portion of the base when returning to first base after overrunning it, running on a base hit to the outfield (the player may elect to touch the orange portion here), or to re-tag and advance on a fly ball.
 - ii. Runners are never required to slide. However, if they elect to slide, it must be a legal slide. Also, runners must avoid excessive contact with the defensive player or will be declared out. This is an umpire’s judgment call.
 - iii. Coaches may not physically assist players in running the bases or fielding.
 - iv. A courtesy runner is mandatory for the catcher of record once two (2) outs have been recorded. A courtesy runner is permitted for the pitcher of record or the catcher of record at any time. The courtesy runner will be the player who was last declared out.
 - v. Lead-offs are not permitted.
 - vi. **Stealing bases is permitted, but not until the pitch crosses home plate. Leaving a base early will result in the umpire throwing a flag and the player(s) returning to the previous base. An out will not be issued.**
 - vii. Stealing home is permitted.
 - viii. Head-first sliding is not permitted, unless the baserunner is retreating to a previously touched base, i.e., returning on a caught fly ball, returning on a pick-off attempt, etc.
 - ix. Batters do have the right to advance to first on a dropped third strike, providing:
 - 1. There are less than two outs AND first base is not occupied.
 - 2. There are two outs

IV. Pitching rules

- x. Any player may pitch
 - EXCEPTION: Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.**
- xi. A player may not pitch in more than one game in a day.
- xii. Pitchers are not permitted to wear gray or white sleeves that extend past their jersey sleeve on their pitching arm.

- xiii. Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color.
- xiv. Pitchers are not permitted to use a glove that includes the colors white or gray.
- xv. Pitchers may wear a batting glove unless it has white or gray visible or is deemed a distraction.
- xvi. Any coach visiting the same pitcher in the field of play two (2) times in any inning, or three (3) times during a game, must remove the pitcher from the game and may not return to pitch.
- xvii. If any coach, **regardless of reason**, violates the following pitching rules, the coach will be ejected and the game will be forfeited.
- xviii. Both teams are required to track and confer between each half inning the accuracy of the pitch count. In the event of a dispute, the home team is the official record. Pitch counts sheets and scorecards become official once the umpires have left the playing field.
- xix. **Pitchers must be warmed up by a player and the player must wear a mask. Coaches are not permitted to warm up a pitcher.**
- xx. **Pitcher must pitch all pitches for an intentional walk.**
- xxi. **An illegal pitch [balk] will result in a ball being called and all baserunners returning the last base previously occupied.**
- xxii. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

b. Major – 85 pitches per day

- i. EXCEPTION: If a pitcher reaches the limit imposed (**85 pitches**) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - a. The batter reaches base
 - b. The batter is out
 - c. The third out is made to complete the half-inning
- ii. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- iii. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- iv. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- v. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- vi. If a player pitches 1-20 pitches in a day, no calendar day of rest is required.
- c. Notes: In a suspended game resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. Exception: in the event that the first inning is not completed, all pitching and batting records will be disregarded.
 - i. Example 1: A league age 12 pitcher delivers 70 pitches in a game on Tuesday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in resumption of the game because the pitcher has not observed the required days of rest.
 - ii. Example 2: A league age 12 pitcher delivers 70 pitches in a game on Tuesday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because the pitcher has observed the required days of rest.
 - iii. Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 pitches in the resumption of the game, provided the pitcher is eligible based on pitching record during the previous four days.

1 Calendar day of rest		2 Calendar days of rest	
Pitched	Can Pitch	Pitched	Can Pitch
Monday	Wednesday	Monday	Thursday
Tuesday	Thursday	Tuesday	Friday
Wednesday	Friday	Wednesday	Saturday
Thursday	Saturday	Thursday	Sunday
Friday	Sunday	Friday	Monday
Saturday	Monday	Saturday	Tuesday

3 Calendar days of rest		4 Calendar days of rest	
Pitched	Can Pitch	Pitched	Can Pitch
Monday	Friday	Monday	Saturday
Tuesday	Saturday	Tuesday	Sunday
Wednesday	Sunday	Wednesday	Monday
Thursday	Monday	Thursday	Tuesday
Friday	Tuesday	Friday	Wednesday
Saturday	Wednesday	Saturday	Thursday

Coaching Guidelines

Each coach and his/her assistants are to conduct practices and games in a way that provides the best opportunity for all players on their team to acquire skills that the Grove City Little League determines they should learn at their current level of play. These skills are cumulative. At each level, players should master:

I. Minor / Major

- a. Proper base stealing
- b. Sign recognition
- c. Proper bunting techniques
- d. Proper defense for bunting – both infield and outfield
- e. Importance of signs – where the player should look and how signs are given
- f. Advanced outfield techniques and the importance of outfield play
- g. Proper positions for relay men, how to play pop-ups
- h. Advanced sliding techniques
- i. Advanced pitching techniques
- j. Improve batting techniques

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II. Throwing Drill – Throwing and catching the baseball is often the most overlooked and under-coached fundamental of the game. A coach who dedicates extra time toward this will have success.

- a. Cradle – elbows out not tucked into stomach
- b. Throwing position- palm facing away from player
- c. Maintain eye contact on target through entire motion
- d. Pointing lead toe at target
- e. 4-seam grip
- f. Tuck glove hand away to allow body to come through
- g. Arm position (don't get hung up on throwing over the top)

III. Catching

- a. Arms must have some bend and remain relaxed
- b. On balls above the waistline – fingers glove should point to the sky and glove hand and throwing hand should be “thumb to thumb”
- c. On balls below the waistline – glove hand palm should be toward ball and glove hand and throwing hand should be “pinky to pinky”
- d. Do not allow players to “stab” at the ball, encourage them to shift their bodies to get in front of the off target throws
- e. Drills
- f. Relay lines

- g. Throwing Circle
- h. Bucket Drill

IV. Hitting

- a. Stance/Balance
- b. Feet must be squared
- c. Stance must be as wide as the shoulders at minimum
- d. Weight should be 75 percent back, knees bent, balanced on inner parts of feet, not on heels
- e. Knees and belt buckle should be pointing at the plate
- f. Hands should be up and back
- g. The bottom hand arm should have some flex, forming an angle at the elbow
- h. Head and eyes should be in the zone, chin should be able to touch front shoulder
- i. Grip
 - i. Place the bat in the players' hands and line up the "door knocking" knuckles, rotate the bottom hand slightly clockwise (counterclockwise for left handers) and rotate the top hand slightly counterclockwise (clockwise left handers)
 - ii. Have players place both hands on the bat and point the bat at the pitchers mound
- j. Approach/Contact
 - i. Must keep hands inside the baseball
 - ii. Hands move down, taking the knob of the bat toward the ball
 - iii. Keeping bat head level, bottom hand palm toward the ground, top hand palm facing up
 - iv. Head should stay down through impact so that the chin begins on the front shoulder and the back shoulder touches the chin after contact
 - v. Hands begin to roll over, after contact, to gain full extension

V. Drills

- a. Soft toss
- b. Bottom hand drill
- c. 2 tee drills
- d. 2 color soft toss
- e. Batting practice