

General Rules and Regulations

All coaches, volunteers, and parents of players must adhere to the rules and regulations as stated herein:

- Coaches must use positive coaching techniques and emphasize having fun and player development.
 - This includes practices, team meetings, and games.
- Under no circumstances should a coach, player, parent, or anyone in attendance be allowed to question a referee/umpire disrespectfully. It is the responsibility of the coach to enforce this rule. Failure to adhere to this rule could result in expulsion from the current game and upon review from the league. Should a coach have an issue with a referee/umpire or call, the coach should bring the issue to the attention of the [GHAA League Director](#).
- All players who regularly attend practice and acceptably conduct themselves should receive equal game playing time.
- Players must wear the approved uniform shirt as supplied by the league. It may be necessary for a player to wear other outer gear but only at the referee/umpire's discretion.
- Players must wear approved footgear – this includes cleats or tennis shoes.
- Players cannot wear jewelry, including rings, earrings, necklaces, or any pierced jewelry.
 - All players with newly pierced ears must wear band-aids or other protective coverings for the player's safety.
- Approved sports goggles must protect players who wear eyeglasses.
- Coaches and players are strictly forbidden from using foul language. Parents and spectators are discouraged from using abusive or vulgar language, creating a poor sports atmosphere.
- The use of tobacco products of any kind is strictly forbidden during practices and games. Coaches must arrive at games and practices at least 5 minutes early and be ready to go when kids arrive, so no valuable learning time is lost during set-up.

- It is strongly encouraged that all teams line up and shake hands to demonstrate good sportsmanship after each game.
- Disciplinary problems need to be addressed first by the coach with the player, then with the parent(s) if there is no change in behavior.
 - Then, if no change is seen, bring the behavior issue to the attention of the league director for additional review.
- If there are problems with a referee, they should be handled professionally and away from the kids.
 - Thank them.
- Be Positive – HAVE FUN!!!

Coach Pitch: K-2nd Grade

- Games will start promptly at 6:00 pm. The visiting team can take infield from 5:40 to 5:50 PM, and the home team can take infield from 5:50 to 6:00 PM. No inning may start after 7:15 PM. When in doubt the home team's watch will determine the official time.
- Each team must have a minimum of seven players to begin a game; if a team cannot field the minimum number of players, players should be shared between teams to prevent not having a game.
- Seven (7) pitches total or three (3) strikes. A batter will be ruled out if he fails to hit a fair ball after 7 pitches. A batter will be out if there are three strikes before the seventh pitch; a foul ball or tip on the third strike will not cause a batter to be out. If the seventh pitch is foul, the batter will get additional pitches until the ball is hit fair or the batter swings and misses.
- A maximum of six innings shall be played. (UNLESS TIED)
- There will be a five-run limit per inning innings 1-5. The half inning will end after the third out or after the fifth run scores. The 6th inning has no cap on runs and the defensive team must record 3 outs.
- The coaches will umpire the game.

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- The runner may advance until the ball is under the control of the infield. Once play is stopped it will be determined by the third base coach whether the runner advances or must return to the prior base. There will be a line halfway between third base and home and once the ball reaches the infield area it will be determined if the runner is closer to home or closer to third base – if the runner is on or past the line he will be allowed to score. If the runner is closer to third base, or any other base, he must return to that base. TEACH THE KIDS TO THROW THE BALL TO THE CORRECT TEAMMATE, I.E. NOT JUST THROW IT TOWARD THE INFIELD.
- Base distance will be 60 feet; pitching rubber distance from the home plate will be 38 feet. The pitcher's rubber shall be centrally located in the 10-foot diameter chalk circle.
- Outfielders must throw the ball to an infielder to record an out (other than a fly ball). The outfielder cannot run to a base to force an out.
- There will be no stealing.
- There will be no leadoffs. The runner must stay on the base until the ball crosses home plate.
- All players must play at least one inning in the outfield.
- A player can play each position for no more than 3 innings.
- Every player will hit. Every player will play the field, i.e., 6 outfielders
- All players will wear a batting helmet while batting and running the bases.
- No player will throw any equipment. (bat, helmet, etc.) The first offense will result in a warning, the second offense will result in an out, and a third offense will result in the player sitting out the rest of the game.
- All players must play their regular positions. Outfielders must be in the outfield grass, no "short fielders" will be allowed. The infield will use a standard alignment. The pitcher position must have one foot inside the circle.
- The coach pitching is not allowed to field a batted ball. If a ball hits the coach pitching, it will be considered a dead ball, and all runners must go back to their previous position and the batter must bat over. The coach must try to avoid being hit by the ball.
- No bunting is allowed.
- Coaches of the defensive team are allowed to be on the field to help their players.

- Both teams are responsible for keeping score; however, the home team will keep the official score. It's recommended to check the score at the end of each inning.
- Runners may not advance on an overthrow.
- Pitchers must wear a heart guard.
- Pitching is overhand, and games will be played with normal hardballs.
- After the game, the home team is responsible for raking and leveling the areas around home plate and the pitcher's mound, removing the bases and installing anchor plugs
- Lightning – If there is visual lightning or an app on your phone detects lightning, stop all play and take shelter immediately. Wait 30 minutes after the LAST strike or warning of a nearby strike to resume any play.

Mustang League: 3rd & 4th grade

- ELIGIBILITY: Players must have just completed 3rd or 4th grade in 2021.
- PLAYING FIELD: Base distance will be 60 feet; pitching rubber distance from the home plate will be 44 feet.
- NUMBER OF PLAYERS: Each team must have a minimum of eight players to begin a game; if a team cannot field the minimum number of players, a forfeit will occur 10 minutes after the scheduled start time. Teams can still play, but umpires will not be required to stay. If 8 or fewer players are available to play in a Mustang game - Only 8-year-old Farm players are allowed to be called up to the Mustang level; players cannot play in a Mustang game if it conflicts with his regularly scheduled Farm game; Farm coaches should be notified when players are contacted for Mustang games.
- LENGTH OF GAMES: A new inning cannot begin 75 minutes after the start of the game, and 6 innings are the maximum innings to be played during the 75-minute time limit. Game times will be per the published WPD schedule. The time between innings should always be kept to a minimum to keep the game moving. Post-season tournament time limits may be different and will be provided to coaches prior to the tournament. Official time will be kept by the umpires. A timer will be placed on the fence behind the home plate, providing the official time remaining. The timer will

start upon the conclusion of the pre-game meeting. No new inning will start after the time has expired. A new inning will be constituted as a defensive team ready on the field, a batter in the box, and the ball put in play by the umpire. The umpires will reserve the right to declare a new inning if the pace of play is not being followed during the half-inning.

- **PRE-GAME WARM-UP:** The visiting team on the schedule has the field from 30 minutes prior to the start time to 15 minutes prior to the start time. The home team follows until the start time. When necessary, warm-ups should be performed in an adjacent (but safe) area to stay on schedule if the first game of the evening runs slightly past 75 minutes. Coaches and umpires should work together to ensure “ready play” is adhered to maximize available daylight. If a team is the second game of the night on a field, warm-up time may be limited due to daylight. Teams should be ready at their scheduled start time to avoid loss of game time due to daylight.
- **TEAM ON DEFENSE:** All players must play defense for at least half the game (it is recommended that all players play defense at least every other inning). Regulation infield consists of a pitcher, catcher, first baseman, second baseman, shortstop & third baseman. Only three outfielders are permitted, and players must be positioned at least 30 feet behind the baselines. There is no infield fly rule at this level.
- **TEAM ON OFFENSE:** All players in the game must be in the batting order; players who arrive after the game begins are added to the bottom of the order. If that player is still not present when his turn to bat comes up, the team will take an out. All innings consists of three outs and teams are not limited to batting through the order. Bunting is allowed. Players who will be catching the following inning must have a pinch-runner if they reach base with 2 outs to get their catching gear on. The pinch runner will be the batter who made the last out.
- **RUN LIMIT:** There will be a 5-run limit per inning. The last inning will be unlimited. If it is close to the time limit, it is the umpire’s decision to call the last inning. They will inform both coaches that the next inning will be the last and that inning will then not be restricted to 5 runs.
- **MERCY RULE:** The 12-run “mercy rule” will occur if 1) the visiting team leads by at least 12 runs at the end of four innings or 2) the home team leads by at least 12 runs after 3.5 innings. Coaches may continue to play if they choose but the game will be officially over, and the umpires will not be required to stay.
- **PITCHING:** The WRA follows a pitch count policy in accordance with Little League rules. This policy is being implemented to serve as protection for young pitchers’

arms. A pitcher cannot pitch in more than one game in a single day and once a pitcher is removed from pitching in a game, he may not pitch again in that game. The coach, assistant coach, or team representative (such as a parent) must track pitch counts for each game on the provided form and turn in the form to the home plate umpire at the end of the game.

- LEAGUE AGE -- PITCHES PER DAY

- 10 and under -- 75
- 11-12 -- 85
- 13-16 -- 95
- 17-18 -- 105
- Pitchers league ages 7 through 16 must adhere to the following requirements:
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- There will be a maximum of 5 warm-up pitches between innings unless a new pitcher is beginning the inning, then the maximum will be 10. Warm-up pitches are not counted towards the maximum number of pitches allowed.
- If a pitcher reaches their limit while pitching to a batter, they may finish pitching to the batter until the batter is out or reaches base. The limit is in reference to the maximum. For example, if a 12-year-old is at 83 pitches with a new batter, they may throw more than the 85 limits until that at-bat is over. The pitch count is how many pitches the pitcher has thrown at the time of being removed from the game.
- The calendar days rest is full days. For example, if a player throws 46 pitches on Tuesday, he will not be eligible to pitch again until Friday.

- If the inning ends in the process of pitching to the batter (while the max pitch count is reached), and the batter will lead off the next inning, the pitcher will not be able to start the next inning.
- Any abuse of this policy will be:
 - First offense - one-game suspension
 - Second offense - suspension of the remainder of the season, plus one-year suspension from coaching.
- LEADING OFF & STEALING BASES: Base runners must stay on the base until the pitch crosses the plate. Once the pitcher is on the pitching rubber, a base runner leaving the base too early will be called out (there will be one warning per team by the umpire). Runners may not steal home. However, if a play is made on any base runner (regardless of the base occupied) a runner may attempt to advance from 3rd base to home.
 - Background: The intent of the rule is to eliminate a "free" put-out attempt at 2nd base (with runners on 1st & 3rd) without risk to the runner at 3rd base advancing. Runners on 3rd base will not be able to advance on passed balls, wild pitches, or throws from the catcher back to the pitcher.
- Mound Visits- There will only be one mound visit permitted, per pitcher, per inning. On the second mound visit with the same pitcher, in the same inning, a coach will be required to bring in a new pitcher.
- BAT LIMITATIONS: No bats greater than 2 5/8" diameter is allowed.
- CALL-UPS: Only 10-year-old Mustang players are allowed to be called up to the Bronco level; players cannot play in a Bronco game if it conflicts with his regularly scheduled Mustang game; Mustang coaches must give permission to the Bronco coach doing the calling up especially if there's a chance the player may pitch. Only 8-year-old Farm players are allowed to be called up to the Mustang level; players cannot play in a Mustang game if it conflicts with his regularly scheduled Farm game; Farm coaches should be notified when players are contacted for Mustang games. Teams may not borrow players from another mustang team. Any players added must be called up.
- Official Game Scorecard: Both coaches are responsible for signing the Official Game Scorecard. The Official Game Scorecard will be filled out by the home plate umpire, signed by both umpires and both head coaches, and turned into the concession stand immediately following the game. The Official Game Scorecard will

be used to track league standings, track player pitch counts, and used for documentation for umpire payment. Once the Official Game Scorecard is signed changes to the documented information will not be permitted. In case of ties, the following tiebreakers will determine the final standings: 1) head-to-head competition, 2) fewest runs allowed in head-to-head competition, 3) most runs scored in head-to-head games, 4) fewest runs allowed in all games.

- MISCELLANEOUS: Rainouts or canceled games will be rescheduled by the WPD scheduler; coaches will be notified as soon as possible. A game will be considered complete and will not be rescheduled if 4 innings are completed or 3.5 innings completed when the home team is winning. A loss of a player should be reported to the league representative as soon as possible. Players are encouraged, but not required, to wear a protective cup.
- DROPPED THIRD STRIKE: Third strike rule does not apply. On the third strike, the batter is out.

Bronco League: 5th & 6th grade

- ELIGIBILITY: Players must have just completed 5th or 6th grade in 2021.
- PLAYING FIELD: Base distance will be 70 feet; pitching rubber distance from the home plate will be 48 feet.
2. NUMBER OF PLAYERS: Each team must have a minimum of eight players to begin a game; if a team cannot field the minimum number of players, a forfeit will occur 10 minutes after the scheduled start time. Teams can still play, but umpires will not be required to stay. Only 10-year-old Mustang players are allowed to be called up to the Bronco level; players cannot play in a Bronco game if it conflicts with his regularly scheduled Mustang game; Mustang coaches must give permission to the Bronco coach doing the calling up especially if there's a chance the player may pitch.
- LENGTH OF GAMES: A new inning cannot begin 90 minutes after the start of the game, and 6 innings are the maximum innings to be played during the 75-minute time limit. Game times will be per the published WRA schedule. The time between innings should always be kept to a minimum to keep the game moving. Post-season tournament time limits may be different and will be provided to coaches prior to the tournament. Official time will be kept by the umpires. A timer will be placed on the fence behind the home plate, providing the official time remaining. The timer will

start upon the conclusion of the pre-game meeting. No new inning will start after the time has expired. A new inning will be constituted as a defensive team ready on the field, a batter in the box, and the ball put in play by the umpire. The umpires will reserve the right to declare a new inning if the pace of play is not being followed during the half-inning.

- **PRE-GAME WARM-UP:** The visiting team on the schedule has the field from 30 minutes prior to the start time to 15 minutes prior to the start time. The home team follows until the start time. When necessary, warm-ups should be performed in an adjacent (but safe) area to stay scheduled if the first game of the evening runs slightly past 75 minutes. Coaches and umpires should work together to ensure “ready play” is adhered to maximize available daylight. If a team is the second game of the night on a field, warm-up time may be limited due to daylight. Teams should be ready at their scheduled start time to avoid loss of game time due to daylight.
- **TEAM ON DEFENSE:** All players must play defense for at least half the game (it is recommended that all players play defense at least every other inning). Only nine defensive players are allowed.
- **TEAM ON OFFENSE:** All players in the game must be in the batting order; players who arrive after the game begins are added to the bottom of the order. If that player is still not present when his turn to bat comes up, the team will take an out. All innings consists of three outs. Bunting is allowed. Players who will be catching the following inning must have a pinch-runner if they reach base with 2 outs to get their catching gear on. The pinch runner will be the batter who made the last out.
- **MERCY RULE:** The 12-run “mercy rule” will occur if 1) the visiting team leads by at least 12 runs at the end of four innings or 2) the home team leads by at least 12 runs after 3.5 innings. Coaches may continue to play if they choose but the game will be officially over, and the umpires will not be required to stay.
- **PITCHING:** The WRA follows a pitch count policy in accordance with Little League rules. This policy is being implemented to serve as protection for young pitchers’ arms. A pitcher cannot pitch in more than one game in a single day and once a pitcher is removed from pitching in a game, he may not pitch again in that game. The coach, assistant coach, or team representative (such as a parent) must track pitch counts for each game on the provided form and turn in the form to the home plate umpire at the end of the game.
 - **LEAGUE AGE -- PITCHES PER DAY**
 - 10 and under -- 75

- 11-12 -- 85
- 13-16 -- 95
- 17-18 -- 105
- Pitchers league ages 7 through 16 must adhere to the following requirements:
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- There will be a maximum of 5 warm-up pitches between innings unless a new pitcher is beginning the inning, then the maximum will be 10. Warm-up pitches are not counted towards the maximum number of pitches allowed.
- If a pitcher reaches their limit while pitching to a batter, they may finish pitching to the batter until the batter is out or reaches base. The limit is in reference to the maximum. For example, if a 12-year-old is at 83 pitches with a new batter, they may throw more than the 85 limits until that at-bat is over. The pitch count is how many pitches the pitcher has thrown at the time of being removed from the game.
- The calendar days rest is full days. For example, if a player throws 46 pitches on Tuesday, he will not be eligible to pitch again until Friday.
- If the inning ends in the process of pitching to the batter (while the max pitch count is reached), and the batter will lead off the next inning, the pitcher will not be able to start the next inning.
- Any abuse of this policy will be:
 - First offense - one-game suspension
 - Second offense - suspension of the remainder of the season, plus one-year suspension from coaching.

- **PITCHING FROM THE STRETCH:** Coaches should properly instruct pitchers to pitch from the stretch. Umpires will be instructed to call a balk after a warning is given following each specific violation.
- **Mound Visits-** There will only be one mound visit permitted, per pitcher, per inning. On the second mound visit with the same pitcher, in the same inning, a coach will be required to bring in a new pitcher.
- **LEADING OFF & STEALING BASES:** Runners may lead off any base and steal any base, including home.
- **Pace of Play:** Pace of Play will be important to make sure everyone is getting the maximum playing time. With a time limit, it will be important that the coaches and umpires urge players to hustle in and out.
- **BAT LIMITATIONS:** No bats greater than 2 5/8" diameter is allowed.
- **CALL-UPS:** Only 12-year-old Bronco players are allowed to be called up to the Pony TAP level; players cannot play in a Pony TAP game if it conflicts with his regularly scheduled Bronco game; Bronco coaches must give permission to the Pony TAP coach especially if there's a chance the player may pitch. Only 10-year-old Mustang players are allowed to be called up to the Bronco level; players cannot play in a Bronco game if it conflicts with his regularly scheduled Mustang game; Mustang coaches must give permission to the Bronco coach doing the calling up especially if there's a chance the player may pitch. A bronco team may not borrow a player from another bronco team. All players added must be called up from the league below.
- **Official Game Scorecard:** Both coaches are responsible for signing the Official Game Scorecard. The Official Game Scorecard will be filled out by the home plate umpire, signed by both umpires and both head coaches, and turned into the concession stand immediately following the game. The Official Game Scorecard will be used to track league standings, track player pitch counts, and used for documentation for umpire payment. Once the Official Game Scorecard is signed changes to the documented information will not be permitted.
 - In case of ties, the following tiebreakers will determine the final standings:
 - head-to-head competition
 - fewest runs allowed in head-to-head competition
 - most runs scored in head-to-head games
 - The fewest runs allowed in all games.

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- MISCELLANEOUS: Rainouts or canceled games will be rescheduled by the WRA scheduler; coaches will be notified as soon as possible. A game will be considered complete and will not be rescheduled if 4 innings are completed or 3.5 innings complete when the home team is winning. A loss of a player should be reported to the league representative as soon as possible.
- At this level, players are highly encouraged to wear a protective cup.
- DROPPED THIRD STRIKE: On a dropped third strike where the player has the possibility to advance to first but, in the umpire's judgment, has committed to going to the dugout, that player shall be called out.

Point of contact is GHAA Baseball Director: Jacob Reeder at (806) 808-5747 or jacob.reeder67@gmail.com