



GPLS Game Rules

1. All GPLS games will be played under AASA rules except as otherwise stated
2. Teams may begin and complete a game with 8 players. In such an event, the spot which would be the absent 9th batter is an automatic out.
3. Time Limits
 - i. 'A' No new inning after 95 minutes
 - ii. 'B' no new inning after 90 minutes
 - iii. Regardless of inning, if after relevant time limit is reached, the home team leads, their offensive half inning will **not** be completed and the game is over
 - iv. Official time is according to umpire or person designated by umpire
4. Half Inning Time Limit
 - i. After the third out is made, the team to play defense has 90 seconds (not any set amount of pitches by the pitcher) to be prepared to resume play
 - i. If pitcher or catcher is on base or at bat when third out is made, the team shall have 120 seconds
 - ii. Teams not prepared to resume play after 90 seconds may be charged with a ball (defensive team) or a strike (offensive team) by the umpire
5. Rate of Play
 - i. Teams are permitted to throw the ball 'around the horn' following an out with no runners on base. Players are not allowed to meet at pitcher's mound for a conference at that time. If more than one player (in addition to the pitcher) assembles within the pitching circle (or vicinity) for a conference the following penalties will apply:
 - i. Warning
 - ii. Charged a coach's conference
 - iii. Charged a ball to the next batter each subsequent offense

6. No Ties

- i. All regular season games must have a winner
- ii. Games tied after seven innings will go directly to international tie-breaker rule (last available batter starts inning on second base)
- iii. Games tied after 85 minutes (all categories) will go directly to international tie-breaker regardless of inning
- iv. U12 games may end in a tie after one complete extra inning

7. Pitching limits

- i. U16/U18: No inning limit
- ii. U14/U12: No pitcher may pitch in more than four innings/game

8. Run Rule

- i. U16/U14: maximum of 7 runs/inning
- ii. U12: maximum of 5 runs/inning

9. Courtesy Runner

- i. With one or two outs, the last available batter may run for the catcher

10. Home Team

- i. Will be determined by coin toss conducted during pre-game plate conference

11. Coach's Conferences

- i. A maximum of 3 coach's conferences **per game** will be allowed
- i. Cannot have more than one coach's conference per half inning
- ii. Coaches that exceed allotted amount of conferences will be removed from game

