



# 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 9<sup>th</sup> batter is an automatic out.**
3. **Time Limits**
  - i. **No new inning after 90 minutes**
  - ii. **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**
  - iii. **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 2 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**

