

GATORBALL

Recreational League Rules

Age Divisions

- Rookie: Ages 4-6
- A Division: Ages 7-8
- AA Division: Ages 9-10
- AAA Division: Ages 11-12
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How to determine league age

- **Cut-off Date:** May 1, 2023
- Example: If you are 8 years old but turn 9 prior to May 1, 2023, then you are considered league age 9.

Game Length

- Rookie: 5 innings
- A Division: 5 innings
- AA Division: 6 innings
- AAA Division: 6 innings
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Time Limit

- Rookie: 1 hour 15 minutes
- A Division: 1 hour 15 minutes
- AA Division: 1 Hour 30 minutes
- AAA Division: 1 hour 30 minutes
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Game Shortenings

- **Weather**
 - o 3 full innings must be complete for a game to be shortened due to weather
 - o If 3 full innings have not been completed, the game is suspended and will be rescheduled and finished on another date.
- **Time Limit**
 - o No inning can start after allotted time elapses. If time elapses after an inning has started that inning must be completed.
- **Mercy Rule**
 - o 15+ runs after 3 innings
 - o 10+ runs after 4 innings
 - o 8+ runs after 5 innings

Tied Games

- Regular season games will end in a tie if the score is even after completion of allotted innings, the time limit expires, or weather strikes (after 3 innings)
- Playoff and Championship games will not end in ties, they will be played out until a team wins.

GATORBALL

Bat Restrictions:

- Rookie & A Division: **NO BIG BARRELS**
- All Divisions:
 - o Bats must be stamped BPF 1.15
 - o Must be a baseball bat, no restriction on weight or length as long as it has "BPF 1.15 Stamp"
 - o All -3 weight/length bats must be stamped "BBCOR"

PITCHING RESTRICTIONS

- 3 INNING MAX PER GAME. No single player can pitch more than 3 innings in any game. This applies to the regular season and play-offs.
- No re-entry.

Game Rules:

- Teams can use free substitutions
- **Distance:**
 - o AA & AAA: Kid Pitch (50 ft)
 - o A Division: Machine Pitch (42 ft)
 - o Rookie Division: T-Ball (N/A)
- **No Leadoffs in any division**
- **Stealing**
 - o Rookie & A Division: No Stealing
 - o AA & AAA Division: Runners can steal or attempt to advance to the next base once the ball has crossed the plate.
 - **Leaving the base early:** When a runner tries to advance prior to the ball crossing the plate, the following shall apply – if the runner advances safely, the umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch. If the runner is called out, the call shall stand, and the runner is out. If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch.
- **AA & AAA:** Batters are automatically out on a dropped third strike
- No balks will be called. Coaches are encouraged to teach the players proper technique.
- Must of at least 8 players to start a game
- Every player on the roster must play in game
 - o **All players must get at least one at bat and play 6 outs in the field**
- **AA & AAA Division** only 9 defensive players on the field at one time
- **A Division** may field 10 defensive players, 1 extra outfielder
- **Rookie Division** may field their entire on the field at one time
- Extra hitters can be utilized for the players not playing defense. A Division and Rookie Divisions are encouraged to bat their full roster.
- Teams may start a game with 8 players. **The 9th position in the batting order will be declared an out each turn at bat.** A 9th player and any subsequent players may be added to the bottom of the lineup as soon as they become available.

GATORBALL

A Division Specific Rules

Each player will have 5 chances to hit the ball off the machine, if they fail to put the ball in play they are out.
*If the 5th pitch is fouled off, they will get another pitch.

- Pitch Machine: The front leg(s) shall be set at a distance of forty-two (42) feet from the rear point of home plate.
 - Recommended Speed: 39mph – 42mph
1. In all Machine-Pitch games, a half-inning will end when one of the following occurs:
 - a. The batting team scores five runs
 - b. The defensive team records three outs
 - c. The batting team has batted ten batters
 2. A complete game in the Machine-Pitch League shall consist of 5 innings, unless any of the following occur:
 - a. Time Limit: The time shall be one hour and fifteen minutes. Once this time limit has expired, no new innings will be started.
 - b. Mercy Rule (see previous page)
 3. Number of Players in the line-up
 - a. A team will be allowed up to ten fielders on defense
 - i. A team is limited to a maximum of 5 infielders, including the pitcher
 - ii. The fielding pitcher must be positioned directly to the right (3rd base side) of the pitching machine at the time of the pitch. The umpire has the authority to assure that the pitcher is in the proper position.
 - iii. The catcher will assume the normal catching position behind the plate
 - b. A team may play with as few as 7 players without penalty, only if there are absences. At least 7 team members must be present at game time to play, or a forfeit will result.
 - c. If a team has ten or less players, all must play unless there is an injury, ejection, or illness.
 - d. If a team begins play with less than 10 players, late arrive team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his/her arrival.
 - e. If, at any time during the game, less than 7 team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

Batting

1. All team members who are eligible and able to participate will be included in the batting order. This batting order will stay the same for the entire game. If an eligible player or players arrive late to the game, then they must be added to the end of the batting order. Such players will bat as their turn comes up.
2. Each batter will have five pitches to put the ball into fair play.
 - a. There are no walks. If a player cannot put the ball into fair play on any of the five pitches, they will be retired and counted as an out.

GATORBALL

A Division Rules Cont.

- b. A batter hit by a pitched ball will not be awarded first base.
- c. Bunting is not allowed
- d. At the discretion of the umpire, errant pitches (i.e. in the dirt or far out of the strike zone) will not be counted as one of the batter's 5 pitches.
- e. A foul ball that is legally caught by a fielder will be counted as an out. The batter is out.
- f. The pitching machine, and the umpire, are considered part of the field of play. Any live ball (including a batted ball) that hits the machine or the umpire will be considered a fair ball and is alive and in play.

Base Running

1. Leading off and stealing are not allowed in the A Division League. Base runners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the base runner being called out. This is considered a defensive put-out and will be counted as an out.
2. Overthrows
 - a. If a defensive overthrow remains alive and in play, the base runners may advance at their own risk.
 - b. If a defensive overthrow goes out of play, the "one plus one" rule applies. Each base runner is entitled to advance one base beyond the base they were going to at the time of the release of the throw.
 - c. When a dead ball has been called by the umpire, base runners less than half the distance between two bases must return to the base last touched. Base runners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball. Umpires' judgment will determine which base a base runner must go to.

Defensive Play

1. A coach, or designated adult, is responsible for "pitching" to his/her own batters by feeding the baseball into the pitching machine.
2. The defensive player who assumes the role of the fielding pitcher must be directly to the right (third base side) of the pitching machine.
3. A batted ball that strikes the pitching machine, the coach, or the umpire will be considered live and in play and should be played as any other batted ball.
4. The offensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching coach. This adult must not interfere with any live ball in any way – this "adult catcher" is utilized only to save time and "wear and tear" on the catcher.

GATORBALL

Rookie Division Specific Rules:

There will be no designated umpire for our Rookie Division. Coaches will be responsible for making calls.

1. 2 offensive base coaches and 2 defensive coaches may be on the field at one time.
2. Every player will be in the batting order; batting order will remain the same for the entire game.
3. Each team will bat their entire line-up each inning before switching sides.
4. All players on the team will be allowed on the field for defense. 4 standard infield positions, 1 pitcher, 1 catcher, and remaining players in outfield.
5. Defensive positions should be rotated each inning so that players get a chance to play different positions.
6. Overthrow Rule: There is no automatic free base, runners may take on extra base if they so elect but are in jeopardy of being thrown out. If a play is made on a runner at a base but the ball is overthrown, no more advancement will be allowed.
7. Runners cannot advance when the ball is in the possession of the designated pitcher (for that inning) and said pitcher is inside the pitcher's circle. The exception is a forced play.
8. Coaches are responsible for tee adjustments for each batter.
9. The tee must be removed when a runner is coming into home plate.
10. A batter is allowed a maximum of 5 swings to put the ball in play. After 5 swings, the batter is out.