

## **GKL Rules**

- A regulation game will consist of six innings.
- The 10 run rule will be in affect after four innings of play.
- The “infield fly” rule will not be used.
- No inning will begin 1 hour and 15 minutes after the scheduled starting time.
- A game will END after 1 hour and 25 minutes.
- An 11” softball will be used.
- The team/community hosting the contest will provide game balls.

## **Pitching**

- A pitcher may pitch up to 3 innings per contest.
- One pitch constitutes an inning.
- If a pitcher changes fielding positions she may re-enter to pitch.
- The pitching distance will be set at **35'** from the front of the pitching rubber to the back of home plate.
- There is a three walk limit per inning.
- After a pitcher has walked her third batter in an inning the coach of the team batting will pitch to his/her batter if the opposing pitcher throws 4 balls to another batter in that inning. When the coach pitches, the count is relinquished. The umpire will continue to make called strikes - three strikes make an out.
- A batter hit by a pitch does not contribute or affect the walk limit; therefore, having a pitcher exceed the walk limit does not have any effect on a batter reaching first base after being hit by a pitch.

## **Batting**

- Each team will bat its entire roster before they can return to the top of the batting order.
- A team will bat until three outs are made or they score five runs in that inning.
- A team can score more than five runs if they are trailing in the last inning; however, they can not take a lead during that inning.
- The order of the batting line-up can not be changed during a game.
- Any player that arrives after the game has begun must be placed at the very end of the line-up.
- Bats that exceed 2.25 inches in diameter will not be allowed.
  
- The batter is out on a dropped third strike.

## **Base Running**

- A runner may attempt to steal when the ball leaves the pitcher's hand.
- A runner may advance to any base on a passed ball, wild pitch, or throwing/fielding error by any player.

- Bases are set at 60'

- **Fielding**

- The “infield fly” rule will not be used. .
- The defensive team can field up to 10 players (4 outfielders).
- No player will sit out a 2<sup>nd</sup> inning until each player has sat out at least one time.
- If a team is short on players they may pick up a player from another team; however, the “pick-up player” must bat the end of the line-up and play in the outfield.
- If a team cannot field 9 players they will take an “out” when the empty spot in the line-up appears.

### *Frequently asked questions*

*Question* - Can the base runner attempt to score if the outfielder misplay the ball or makes an errant throw to third?

*Answer* – Yes.

*Question* – Can the runner advance home on an errant throw?

*Answer* – Yes

*Scenario* – The catcher attempts to throw the ball to the pitcher, but makes an errant throw.

*Question* – Can the base runner advance home?

*Answer* – Yes