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19. ***NEW** - 9U Base Running Casebook

2026 Rule Changes/Clarifications

9U Base Running Rules: Casebook added for situations involving 9U base running rules, available on Pages 14 & 15.

10U Base Running Rule - Removed: *EXCEPTION FOR 10 YEAR OLD LEAGUES:* On a passed ball from a pitcher or overthrow from catcher back to pitcher, runners occupying any base may not steal home during a league game until after **May 31st of the current season.**

Per the above - 10U players may now steal home on a passed ball or overthrow from the catcher back to the pitcher for the duration of the season.

2024 & 2025 Rule Changes/Clarifications

2024 - Rule 1-6-2 in the NFHS Rulebook states: One-way electronic communication devices are permitted from the dugout to the catcher while the team is on defense for the purpose of calling pitches. When using electronic communication device, the coach cannot be outside the dugout/bench area.

MYAS/Gopher State Baseball **will not** be utilizing rule 1-6-2 from the NFHS Rule Book, therefore one-way electronic communication devices **are not** permitted from the dugout to the catcher while the team is on defense for the purposes of calling pitches.

2024 - Extra Innings - If a game is tied and time allows, teams are **required** to play extra innings for any Gopher State Baseball League game.

2025 - Head First Slides at Home Plate - Players **are allowed** to slide headfirst at all bases, including home plate at all ages.



2026 Gopher State Baseball League

RULES MANUAL

9U | 10U | 11U

The following rules and regulations will govern play in the Gopher State Baseball League (GSBL) for the 2026 regular season and the all-inclusive playoffs. The list of rules and regulations is **NOT** intended to cover all of the playing rules, but rather highlight areas that are referenced most often by the coaches and players. In general, the GSBL has adopted the National Federation of State High School Associations baseball rules, except where modified or clarified below.

PLAYER REGISTRATION/ELIGIBILITY

- A. Players in their respective age groups must not reach the next age before May 1, 2026. It is permissible for a player to play up from their designated age division, but they may not play down. For example, a 10 year old may play in the 11 year old division, but a 12 year old may **NOT** play in the 11 year old division. (USA Baseball, the national governing body for baseball, has adopted this age determining date for all national programs.)
- B. A player may **ONLY** be rostered on one traveling team for the Spring/Summer season. There is a roster limit of 18 players per team. Rosters must be complete online no later than **April 14, 2026. The roster deadline will be strictly enforced!**
 - 1. Any requests to add players after April 14th, 2026 must be communicated to the GSBL by the association/community Travel Director and must be approved by the GSBL Board of Advisors.
 - 2. Temporary substitute player requests must be due to injury or absence only **AND** only if the injury or absence causes the team roster to drop below 10 players. Potential substitutes must be from a team of an equal or lower classification within your association, regardless of age. The roster modification must go through your association's Travel Director and/or President, who must communicate the change to the MYAS/GSBL baseball office. Once approved, the association must roster the player on the new team and remove them from their old team.

***NOTE:** For the GSBL Playoffs, along with adhering to all of the criteria above, the substitute player may only come from a team that is no longer active in the GSBL (i.e. has been eliminated from further play).

RESIDENCY

The Gopher State Baseball League is a community-based program. GSBL teams are comprised of players who are from the community in which their parent or legal guardian resides or in which they attend school. The GSBL will recognize a team if they are derived from a bona fide association (consisting of multiple teams of perpetual nature) or a school program within their boundaries according to their bylaws. Generally, association boundaries are based on a city's limits or a high school district attendance area. The GSBL will not knowingly allow an independent teams and/or all-star teams to participate in this league. These rules are established to maintain a community-based orientation. The GSBL Board of Advisors reserves the right to rule on any questionable situations. For more information on MYAS/Gopher State organization guidelines, please visit Coaches Corner under Gopher State Baseball on www.myas.org.

LEVELS OF PLAY FOR 2026

Communities/Associations entering teams in the Gopher State Baseball League (GSBL) at the 9U-15U levels must enter at least one AAA team prior to entering any AA or A teams at a given age level. An association/community wishing to enter AA or A teams without at least one AAA team at a given age level is entitled to an appeal through the Gopher State Baseball League Board of Advisors. Please see additional regulations within the "Team Classification Policy". It is the responsibility of each GSBL member association to uphold the integrity of each level of play offered within the league by properly classifying their teams. Any decision of the Board of Advisors is not eligible for further appeal if the intent of the policy is upheld. Each decision is in effect for the current season.

- AAA:** This is the highest competitive level in Minnesota. This level of play consists of teams that are comprised of the top players within a local traveling association.
- AA:** This is the intermediate level of play. The AA level is intended for teams from baseball associations that have already provided teams at the AAA level. AA may also (in some cases) be defined as a level for traveling teams that are not currently able to compete at the AAA level.
- A:** This is the developmental level of traveling baseball. The A level is often used to place teams trying to prepare for a higher level of play.

DIMENSIONS FOR PLAYING FIELDS

A. The following base lengths are recommended:

9-10 year olds: 60 feet

11 year olds: 60-65 feet (GSBL recommends 65')

B. The following pitching distance is recommended:

9-11 year olds: 46 feet

NOTE: For a variety of reasons, the base and pitching rubber distances vary in length from one city to the next. Be prepared to be flexible, but **do not** compromise safety.

Portable or permanent mounds will be allowed for 9U-13U league play. All teams must check their field notes on www.myas.org to make sure they are up-to-date. This is so opposing teams will know what type of mounds they will be playing on before the game.

EQUIPMENT

- A. Shoes:** Players in the 9-11 year old leagues may only wear molded cleats or tennis shoes.
- B. Catcher Chest Protectors:** The new NOCSAE standard for chest protectors in catcher's gear is not required however it is HIGHLY recommended.
- C. Baseballs:** Each team must supply one new baseball for the start of each game (additional baseballs to be supplied alternately as needed). The official baseball for the MYAS/GSBL is Diamond and they are available for sale at www.myas.org.

The logo for Diamond baseballs, featuring the word "Diamond" in a stylized, red, cursive font with a registered trademark symbol.

- D. The Official Bat:** Please see pages 4 & 5 for the Gopher State Baseball League Bat Standards and Penalties.

EQUIPMENT (continued) - LEGAL BATS

The MYAS/Gopher State baseball programs have adopted the USSSA baseball bat performance standards. The standards that were implemented prior to the 2012 season encompass the regulation of big barrel (larger than 2¼” in diameter) and small barrel (2¼” or less) bats. These standards must be used in all MYAS/Gopher State baseball programs. As part of the USSSA baseball bat standards, USA Baseball marked bats will be allowed in competition under USSSA standards. All bats must be manufactured by an approved USSSA or USA bat licensee and have the corresponding mark on its taper, or be a qualified BBCOR bat or a wood bat.

The USSSA finger print of 1.15 BPF is based on fundamental laws of physics that measure the relative performance of bats to be used in USSSA play. A qualified BBCOR bat stands for “Batted Ball Coefficient of Restitution” and it focuses on how much of a trampoline effect the barrel of a bat has on a ball. Bat manufacturers will have to in effect “deaden” the trampoline bounce that pitched balls experience when a batter makes contact. Basically, aluminum bats will theoretically be the same as wooden bats.

The following describes the legality of bats for all MYAS/Gopher State programs:

9U-11U Bat Standards:

Big Barrel Bats (larger than 2¼ inches in diameter) - only the following big barrel bats made by approved USSSA or USA licensed manufacturers will be allowed:


1. Bats made with the USSSA or USA mark (see image below right)
2. Qualified BBCOR bats
3. Wooden bats

Small Barrel Bats (2¼ inches in diameter or less) - only the following small barrel bats made by approved USSSA or USA licensed manufacturers will be allowed:

1. Bats made with the USSSA or USA mark (see image to the right)
2. Wooden Bats



Listed below are bat specifications for 9-11 year old teams participating in any MYAS/Gopher State baseball programs in 2026. This specification is in addition to the USSSA Bat Performance Standards for 2026. All legal bats must follow the above description and also ***MUST*** follow the size and/or weight differential listed in the chart below.

<i>Age</i>	<i>Maximum diameter @ thickest part</i>	<i>Length</i>	<i>Weight Differential</i>
9's-11's 	2¾”	Unlimited	Unlimited

EQUIPMENT (continued) - LEGAL BATS

The official bat for league play shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not be more than 2¼ inches in diameter for small barrel bats and not more than 2¾ inches for big barrel bats at its largest part. Its weight shall not exceed 31 ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to touch the taper or barrel of the bat.

All required graphics, including USSSA and BPF or USA markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat (Rule 7.01C found on page 7 of the January 1, 2015 edition of the USSSA National By-Laws and Rules).

Examples of the USSSA 1.15 BPF fingerprint and USA stamp:



VERIFYING BATS

A team representative must present all bats that will be used by their team in front of their respective dugout prior to the pre-game conference. It is up to the opposing coach to verify that each bat has all required graphics, including USSSA and BPF or USA markings.

PENALTY FOR USING ILLEGAL BAT

First Offense:

If the umpire discovers that the bat does not conform to USSSA Rule 7.01C until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put the ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.

Second Offense:

If a team is found to be in violation of this rule a second time, then the manager will be ejected in addition to the First Offense penalty.

GENERAL RULES

- A.** There is a 10-minute mandatory warm-up for infield practice.
- B.** The home team will take the infield at 30 minutes before game time.
 - The visiting team will take the infield at 20 minutes before game time.
 - The last 10 minutes is for pitchers to get ready and for coaches and umpires to have a pre-game.
 - The outfield will be used for batting practice with whiffle balls or fly balls for outfielders.

The home team will keep the official GSBL scorebook.

- C.** All field preparations, which include line markings and bases, are the responsibility of the home team.
- D.** **The home team is expected to have the field prepared at least one hour prior to the start of the game.**
- E.** "Uniforms of all team members should be of the same color and style" (NFHS Rules Book 1-4-1).

GENERAL RULES (Cont.)

- E.** A courtesy runner (the last runner to be put out) will be allowed only for the catcher and **only** when there are two outs. **Projected substitutions are not allowed.**
Exception: Courtesy runners for an injured player will be the player making the most recent out (NFHS Suggested Speed-Up Rules).
- F.** **Bench Personnel:** The number of coaches on the bench are limited to a Head Coach, Two Assistants and a designated Scorekeeper. These coaches must be listed on your online roster.

CONTINUOUS BATTING & FREE SUBSTITUTION

- A.** Continuous batting and free substitution (except pitchers) will be used in all GSBL 9-11 year old leagues. This rule applies to the AAA, AA and A leagues.
- B.** Any pitcher may re-enter the pitching position **ONCE** during the game.
- C.** Each team's lineup must list a minimum of nine players to start a game. A game will be forfeited to the offended team when a team is unable to provide nine players to start the game or cannot provide eight players to finish the game (NFHS Rule 4-4-1f).
1. A "rostered" player may be placed at the end of your lineup if he/she is not present at the start of the game (this applies to teams that start a game with nine players).
 2. An injured batter or runner that cannot continue to participate will be replaced by the last player to be put out. This will end the injured player's participation for the remainder of the game.
 3. An out will be called at that spot in the batting order **ONLY** if a team drops below nine players.

PITCHING RESTRICTIONS

- A.** 9u-10u Leagues: A pitcher may pitch a maximum of **75 pitches per day or TWO innings per game (6 outs)**, whichever comes first.
- B.** 11u Leagues: A pitcher may pitch a maximum of **85 pitches per day or TWO innings per game (6 outs)**, whichever comes first.
- *Note: One pitch NO LONGER constitutes one inning pitched, innings pitched are tracked by outs recorded, i.e. One inning = Three outs.**
- **Note: In the event a pitcher exceeds the number of outs due to multiple outs being recorded on a single play, it is not considered a pitching violation.**

The number of calendar days of rest until the pitcher is allowed to pitch again is dependent upon the number of pitches thrown in their previous outing.

Pitch Count	Calendar days of Rest Required After Pitching
1-20	0
21-40	1
41-55	2
56-66	3
67 or more	4

Example: If a player throws 50 pitches on Monday, the earliest they may pitch again is on Thursday. If a player reaches their maximum (9u-10u = 75 pitches, 11u = 85 pitches) number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position.

NOTE: This restriction applies **ONLY** for GSBL regular and post-season games.

Penalties for Violation of Pitch Count Rule:

1st Offense: If the violation is caught during a game, the head coach is suspended for the remainder of that game and the team's next GSBL regular season or playoff game. If the violation is caught after the completion of the game, the suspension will be in effect for the team's next GSBL regular season or playoff game.

PITCHING RESTRICTIONS (Cont.)

2nd Offense in the Same Season: The game in which the violation occurred is forfeited. The head coach is suspended immediately after the violation is caught and for the remainder of the GSBL regular season and playoffs, pending an appeal of the team's association board.

NOTE: Stresses on a pitcher's arm are caused from overuse, lack of conditioning, improper mechanics of pitching and lack of understanding of proper recovery time.

- C. Stresses on a pitcher's arm are caused from overuse, lack of conditioning, improper mechanics of pitching and lack of understanding of proper recovery time.**
- D.** Only pitch count will be submitted for GSBL League Games. Do not submit innings pitched. Submit pitch count of the ***OPPOSING TEAM***. Coaches must submit/input the jersey number and number of pitches for each player of the OPPOSING TEAM who pitches during a regular season league game. **Simply input the pitch count of the OPPOSING TEAM online when recording scores within 24 hours after each game is completed.** This information will become public information and will be available immediately in the league schedule and standings for review by opposing teams.
- E.** Curve balls and football change-ups will **NOT** be allowed. A fastball, knuckleball and change-up are the only pitches allowed in the 9-11 year old divisions.
1st offense: Dead ball – umpire issues a warning and the pitch is declared a “No Pitch”
2nd offense: Dead ball – pitch is called a ball
3rd offense: Dead ball – pitch is called a ball and the pitcher is removed from the pitching position for the remainder of the game
- F.** Balks – The only balk to be called in the 9-11 year old divisions will be a fake pitch; this balk will result in a dead ball and all runners advancing one base.



Recommendations for preventing injuries in youth baseball pitchers:

1. Watch and respond to signs of fatigue (such as decreased ball velocity, decreased accuracy, upright trunk during pitching, dropped elbow during pitching, or increased time between pitches). If a youth pitcher complains of fatigue or looks fatigued, let him rest from pitching and other throwing.
2. No overhead throwing of any kind for at least 2-3 months per year (4 months is preferred). No competitive baseball pitching for at least 4 months per year.
3. Do not pitch more than 100 innings in games in any calendar year.
4. Follow limits for pitch counts and days rest.
5. Avoid pitching on multiple teams with overlapping seasons.
6. Learn good throwing mechanics as soon as possible. The first steps should be to learn, in order: 1) basic throwing, 2) fastball pitching, 3) change-up pitching.
7. Avoid using radar guns.
8. A pitcher should not also be a catcher for his team. The pitcher-catcher combination results in many throws and may increase the risk of injury.
9. If a pitcher complains of pain in his elbow or shoulder, discontinue pitching until evaluated by a sports medicine physician. Inspire youth pitchers to have fun playing baseball and other sports. Participation and enjoyment of various physical activities will increase the youth's athleticism and interest in sports.

References:

American Sports Medicine Institute & USA Baseball Medical & Safety Advisory Committee;
<http://www.asmi.org/research.php?page=research§ion=positionStatement>

BASE RUNNING

- A. 9u Leagues** – A runner may lead off/and or steal after the ball crosses the plate.
EXCEPTION FOR 9 YEAR OLD LEAGUES: On a passed ball from a pitcher or overthrow from catcher back to pitcher, runners occupying any base may not steal home (rule applies during the regular season and playoffs).

The only opportunities that a runner occupying 3rd base may advance HOME for 9u are during:

1. a batted ball; or
2. a bases loaded walk/hit-by-pitch
3. an attempt by any defensive player to pick off and/or retire a runner on 3rd base.

REMINDER: This is a GSBL rule and may not apply at weekend tournaments.

10u Leagues – A runner may lead off/and or steal after the ball crosses the plate.

11u Leagues - A runner may lead off and/or steal after the ball leaves the pitcher's hand.

The intent of the base running rule is to make sure players lead off and/or steal immediately following the ball crossing the plate or leaving the pitcher's hand.

- A1. A batter/runner that is awarded 1st base on a base on balls (“walk”) may not lead off 1st base or advance to 2nd base until a pitch leaves the pitcher’s hand/crosses the plate to the next player in the batting order. Other runners occupying a base when the batter/runner is awarded 1st base on a ball four may advance at their own risk, if the pitch is a passed ball. REMINDER: This is a GSBL rule and may not apply at weekend tournaments.**
- A2.** Runners must be on their base when the pitcher has control of the ball on the rubber and is set to make their next pitch.
- B.** A base runner may **NOT** leave the base early in the 9-11u leagues.
1st offense: Dead ball – umpire issues a warning and the pitch is declared a “No Pitch”
2nd offense: Dead ball – runner will be called out
- C.** In the 9-11 year old leagues, a batter may **NOT** attempt to advance to first base on a dropped third strike. Runners already on base may advance at their own risk.
- D. Runners are never required to slide** but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal (NFHS rule 8-4-2-b-2).
- E.** Interference (NFHS Rule 2-21):
Offensive interference is an act (physical or verbal) by the team at bat:
1. which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play; or 2. which happens when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or 3. which happens when a coach physically assists a runner during playing action.
- F.** Obstruction (NFHS Rule 2-22):
1. Obstruction is the act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play.
2. A fake tag is considered obstruction.

UMPIRES

NOTE: When assigning umpires for 9-11U league games, the GSBL recommends that each association/community assign individuals who:

1. are a minimum of four years older than players on the teams they are umpiring.
2. have completed a background check and the state mandated concussion training prior to being assigned a game.

These recommendations are the responsibility of the Association President and/or Travel Director.

Every home coach needs to verify with their assignor at the start of the season that they are covered.

PROTESTS

- A. Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch. A fee of **\$100.00** cash (refunded if upheld) must accompany the protest. All decisions of the GSBL/MYAS and GSBL Board of Advisors are final.
- B. No protests will be allowed in matters involving solely the official's judgment. Only decisions involving the misinterpretation or misapplication of a rule may be protested.

BENCH AND FIELD CONDUCT

- A. Upon enrollment of teams and rostering of players & coaches, any and all participating in GSBL agree to abide by the **MYAS Code of Conduct** prior to the start of the season. All participants in the GSBL will be held responsible for their actions during league play.
- B. All players, coaches and spectators are to behave in a manner that reflects the positive fun associated with the game of baseball. **Unsportsmanlike conduct will not be tolerated, and includes but is not limited to (modified from the NFHS Baseball Rules Book, Rule 3-3):**

* Verbal abuse

* Physical aggression

* Tantrum-like acts

* Arguing umpire judgment calls

* Profanity

- C. Any player, coach or spectator ejected from a game will immediately be removed from the game and must exit the vicinity of the ballpark. Failure to comply with the ejection in a timely manner will result in the game being forfeited. **Note: If a player, coach or spectator is ejected from a game the head coach of that team will be ejected as well. Any coach, player, bench personnel or spectator ejected from a game will be immediately suspended for the remainder of the 2026 season, pending an appeal to the Conduct Review Committee, an independent group for review and recommendations. The committee will be activated following any violation of the MYAS/Gopher State Baseball Conduct Policy.**

1. A Head Coach ejected due to a player, assistant coach or spectator's conduct will be considered an "Indirect Ejection." Indirect Ejections do not automatically trigger a season long suspension and will be reviewed on a case by case basis initially by their local association Board of Directors.

2. The umpire involved and individual(s) ejected from the game **MUST** notify Lance Klinkhammer, League Commissioner, at lance@myas.org AND report the incident online to our Conduct Review Committee ([link](#)) within 24 hours of the incident.

NOTE: If any unsportsmanlike conduct is displayed during a league game by a coach, player or spectator, please notify your association's Travel Director. This must be done before contacting the GSBL.

GAME LENGTH

(Please refer to Rule 4 of the NFHS Rule Book for proper procedure)

- A. Extra Innings** - If a game is tied and time allows, teams are **required** to play extra innings for any Gopher State Baseball League game.
- B.** All 9U-11U games will be played under a 2 hour and 15 minute time limit. The time limit **IS NOT** a “drop-dead” time limit. If the time limit expires in the middle of an inning, teams are to complete the inning **UNLESS** the Home Team is at bat and ahead, at which time the game will end and the score will be final.
- C. Scoring Limitation for 9u ONLY:** For all GSBL league games, the maximum number of runs allowed by a team per inning is six. If six runs are scored by a team in an inning, the game will stop and that half inning will be over. However, the designated final inning will have unlimited runs for both the home and away teams. **Note:** This rule will only be in effect for league games. This will not apply to the GBSL playoff games.
- D. Time Limit Clarification for 9U based on Scoring Limitation:** Unless teams reach the sixth inning prior to 2 hours (120 minutes), the “Designated Final Inning” will be declared for any new inning that begins after 120 minutes have been played.
- E.** Completed games are **FINAL** after six innings. In the event of a tie, extra innings are **required** as long as the time limit has not expired.
- F.** Ties will stand after the time limit has expired or due to darkness. Try to make every effort to complete the game but do not risk injury due to darkness. To ensure the playing of a full six innings, hustle between half innings and retrieve all foul balls in a timely manner. It is ultimately the judgment of the umpire to determine if the game should be completed or allowed to continue.
- G.** The 10-run rule will take effect after 3½ innings if the home team is ahead, or after four innings if the visiting team is ahead. Exhibition innings may be played following the 10-run rule taking effect **ONLY** if both teams mutually agree to continue.
- H.** If weather or darkness interferes with play resulting in the game being called by the umpire, it is a regulation game (NFHS Rule Book 4-2-3 and also under Lightning Disturbances on page 78):
 - 1. after 3½ innings if the home team is ahead, or after four innings if the visiting team is ahead.
 - 2. if more than four innings have been completed.
- I.** If a game is called when the teams have not had an equal number of completed turns at bat, the score will revert to the score at the end of the last completed inning unless the home team, in its half of the incomplete inning, scores a run (s) and equals or exceeds the opponent’s score. In that case, the final score will be recorded as the score when the game is called (NFHS Rule 4-2-3).

GAME LENGTH (cont'd)

- J. If weather or darkness results in the game being called by the umpire but does not reach a regulation game, then it is considered an incomplete game to be completed at a later date— unless both coaches agree to accept the result. Any suspended game must be **rescheduled** within 24 hours but does not need to be resumed within 24 hours.
- K. Any forfeited game must be reported to the league office within 24 hours of the forfeit. The game in question will be recorded as a 6-0 score on the schedule.

GAME CHANGES/CANCELLATION SYSTEM & PROCEDURE

Please see Online Coaches' Corner for more information

Any game changes or cancellations reported to the GSBL via e-mail at baseball@myas.org on weekdays by 3:15pm will be updated on www.myas.org. It is the responsibility of the home team's coach to notify the visiting team of the cancellation. If the league office is not notified of a cancellation of a game, it will be assumed that the game is still on as scheduled.

Failure of the home team coach to notify the visiting team coach, your umpire assignor and/or the GSBL office of a weather related cancelled game will result in a \$50.00 league fine assessed to the home team and must be paid before that game can be rescheduled.

STANDINGS

- A. The Gopher State Baseball League will maintain current standings, schedules and all pertinent league information online. League information will be accessible on the GSBL portion of the website as well as on your individual team's profile/site on Register Play.
- B. Both coaches must submit/input their completed game scores online via Register Play. **Simply input scores and opposing team pitch counts within 24 hours after each game is completed.** The system helps ensure an accurate score for each completed game.
- C. **Teams will be contacted if scores are not reported and will be assessed a \$50.00 fine if non-reporting occurs more than once. It is imperative that both coaches report their scores within 24 hours of the completion of each game.**

REGULAR SEASON POINT SYSTEM AND TIE-BREAKERS

Ties in the standings following the completion of the regular season will be broken by the following procedure:

1. **Head to head competition**
2. **Best winning percentage (games won divided by games played)**
3. **Least runs allowed**
4. **Most runs scored**
5. **If still tied, a one-game playoff will determine the winner (time permitting)**
6. **Coin flip**

ALL-INCLUSIVE PLAYOFFS

A. Playoff Format:

1. GSBL will form Tiers of no more than 8 teams in each playoff bracket for 2026 based on regular season performance.
2. Tiers will be divided into multiple Sections based on geographic area, if necessary. GSBL will use the same format that the MSHSL uses for playoff sections to eliminate travel. Division Champs will be the highest seeds regardless of record.
3. GSBL will allow for flexibility when determining where to place teams.

Seeding for the GSBL playoffs will be determined based on the league standings and points accumulated as of June 30th, 2026 at 11:59pm. Any games played or reported after this date will not count toward the playoff seeding.

NOTE: If a team's season is not completed by the final play date, each un-played game will be counted as a loss and only one point will be awarded toward the season point total. This ensures that all teams will be seeded into the playoffs accurately by having the same number of games played. **Forfeits will only be awarded when both teams agree upon the forfeit.**

Seeding and playoff matchups will be available on our website by 4:00pm on July 2nd. If you feel there is a problem with the playoff matchups and/or seeding, please contact the league office. Scheduling functions will be available to teams participating in the playoffs to set dates, times & locations for your playoff games. **Please watch for instructions** from the GSBL/MYAS headquarters regarding playoff scheduling on July 2nd. Both the Home & Away teams have a specific responsibility regarding formal scheduling of playoff matchups.

Playoff games that have been officially scheduled will be reflected with date, time & location on the playoff bracket.

B. Playoff Dates: July 6th - Playoffs Begin for all 9U, 10U & 11U Divisions

Teams will be placed into Playoff Tiers based on record and any tie-breaker scenarios. All Playoff brackets will be single elimination. **Age levels with 30 or more teams will first be split into "Sections" based on geographics and then into Tiers based on their records. Section Champions will be crowned in these situations.**

C. Playoff Game Times: All playoff games will begin at 6:00pm unless lights are available. Games need to be finished on the night of the game.

D. Playoff Locations: Games will be played at the site of the highest seed pending field availability. Because of time constraints, if the higher seeded team cannot provide a home field for the days assigned for play, the opposing team will be given the opportunity to host that particular game if they can supply a field.

Please see the full **Playoff Timeline** for dates and times under "Important Dates" under Gopher State Baseball on www.myas.org

2026 GSBL 9-11 & Under Baseball Rules Highlights



- Rule:** Home coach must make sure the schedule reflects correct field information for home game purposes.
- Rule:** *The Official Bat:* Please see pages 3 & 4 for the Gopher State Baseball League/USSSA Bat Standards and Penalties.
- Rule:** A 10-minute infield warm-up is mandatory for both teams beginning 30 minutes prior to the start of the game.
- Rule:** A courtesy runner (the last runner to be put out) will be allowed only for the catcher and only when there are two outs. **Projected substitutions are not allowed.**
- Rule:** Continuous batting and free substitution will be used in all GSBL 9-11 year old leagues.
- Rule:** Each team's lineup must list a minimum of nine players to start a game.
- Rule:** Pitch count will be used to determine how long a player can pitch per day and how long of rest period before they can return to the pitching position.
- Rule:** The league features an additional website tool for coaches to track OPPOSING PITCHERS' pitch count.
- Rule:** Fastballs, knuckleballs and change-ups are the only pitches allowed in the 9-11 year old divisions. No curveballs or football change-ups!
- Rule:** **9 YEAR OLD LEAGUES ONLY:** On a passed ball from a pitcher or overthrow from catcher back to pitcher, runners occupying any base may not steal home at any point during the season.
- Rule:** **9 & 10 year old leagues:** A runner may lead off and/or steal after the ball crosses the plate.
11 year old leagues: A runner may lead off and/or steal after the ball leaves the pitcher's hand.
- Rule:** A batter/runner that is awarded 1st base on a base on balls ("walk") may not lead off 1st base or advance to 2nd base until a pitch leaves the pitcher's hand/crosses the plate to the next player in the batting order. Other runners occupying a base when the batter/runner is awarded 1st base on a ball four may advance at their own risk, if the pitch is a passed ball.
- Rule:** A player sliding head first into home plate will **NOT** be called out.
- Rule:** Please see NFHS rule 8-4-2-b-2 for sliding requirements.
- Rule:** Protests must be made verbally with the umpire by the offended team at the time of the play and before the next pitch. A fee of **\$100.00** cash (refunded if upheld) must accompany the protest.
- Rule:** **All players and coaches agree to abide by MYAS Code of Conduct throughout the 2026 season.**
- Rule:** **Any coach, player, bench personnel or spectator ejected from a game will be immediately suspended for the remainder of the 2026 season, pending an appeal to the Conduct Review Committee, an independent group for review and recommendations. The committee will be activated following any violation of the MYAS-Gopher State Baseball Conduct Policy.**
- Rule:** **9u:** Only six runs are allowed per team per inning except the designated final inning will have unlimited runs for both home and away team. Note: This is for league games only.
- Rule:** Completed games are **FINAL** after six innings.
- Rule:** The 10-run rule will take effect after 3½ innings if the home team is ahead, or after four innings if the visiting team is ahead.
- Rule:** Any game changes or cancellations need to be reported to the League office via e-mail at baseball@myas.org on weekdays by 3:15pm or it is assumed that the game is on as scheduled.
- Rule:** Both coaches must report their game scores online within 24 hours after each game is completed.
- Rule:** Playoff Format - Sections, Division Champs - higher seed, tiered playoff structure **Note:** If a team's season is not completed by the final play date, each remaining game will be counted as a loss and one point toward the season point total.

Casebook for 9U

Runner on third at time of pitch/play

RULE: A runner occupying third base at the start of a play (time of pitch) may only advance home on:

A batted ball
A bases loaded walk/hit-by-pitch
An attempted play on said runner

EXCEPTION FOR 9U LEAGUES: on a passed ball/wild pitch OR overthrow from catcher back to pitcher, runners occupying ANY base may not advance home.

CASEBOOK:

SITUATION A

With R1 on first base and R3 on third base at the time of pitch, R1 attempts to steal second base after the ball has crossed home plate. The catcher throws the ball to second base in an attempt to put out R1. R3 runs home after the catcher makes the throw.

RULING: R3 is not allowed to score from third base as no play was made on R3.

SITUATION B

R1 on first base, R2 on second base and R3 on third base at the time of pitch. After receiving the pitch, the catcher throws the ball to second base in an attempt to put out R2, who is returning to the base. R3 runs toward home after the catcher makes the throw.

RULING: R3 is not allowed to score from third base in this situation. A catcher may throw to second or first base after the pitch in this situation, and R3 cannot advance home unless played upon.

SITUATION C

R1 on first base, R2 on second base and R3 on third base at the time of pitch. After receiving the pitch, the catcher throws the ball to third base in an attempt to put out R3.. The throw sails into left field. R3 advances home on the overthrow.

RULING: R3's advance home is legal because he was played upon by the catcher.

SITUATION D

R2 on second base at time of pitch. R2 attempts to steal third base after the ball has crossed home plate. The catcher's throw sails into left field. R2 advances home on the overthrow.

RULING: R2's advance home is legal because he was not occupying third base at the time of the pitch. R2 was also played upon at third base.

Casebook for 9U

Runner on third at time of pitch/play (cont.)

SITUATION E

R3 on third base, R1 on first base at time of pitch. R1 attempts to steal second base after the ball has crossed home plate. The catcher throws to second and R1 is safe. The short-stop then sees R3 off of third base and throws to third. The ball bounces past the third baseman and R3 advances home safely.

RULING: R3 is allowed to advance home because he was played upon.

SITUATION F

R2 on second base at time of pitch. B1 takes ball four, which is a wild pitch that hits the backstop and rolls toward the first base dugout. R2 sprints to third base, touches third and continues toward home, where he slides in safely.

RULING: R2 is NOT allowed to advance to home, runners are NOT allowed to score on a wild pitch/passed ball from any base. Note: a ball is still live after a base on balls (it is a dead ball on a hit by pitch).

SITUATION G

R2 on second base, R1 on first base at time of pitch. B1 takes ball four. After the pitch, the catcher's throw back to the pitcher goes over the pitcher's head. R2 sees the wild throw and tries to score. The catcher's throw to the pitcher occurred (a) before R2 touched third base or (b) after R2 had touched third base.

RULING: R2 is NOT allowed to advance to home, runners are NOT allowed to score on a wild pitch/passed ball from any base. R2 and B1 are allowed to advance up to third base and second base at their own risk. Note: a ball is still live after a base on balls (it is a dead ball on a hit by pitch).