

GLL Rules

- A regulation game will consist of six innings.
- An 12” ball will be used.
- The 10 run rule will be in affect after four innings of play.
- 6 inning game
- No inning will begin 1 hour and 15 minutes after the start of the game.
- When two teams from the same community are competing, a coin toss will determine home/guest.
- The host community/town will provide game balls.

Pitching

- A pitcher may pitch up to 3 total 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 **40'** from the front of the pitching rubber to the back of home plate.

Batting

- Each team will bat its entire roster before returning to the top of the batting order.
- The order of the batting line-up can not be changed during a game.
- 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.
- 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 “dropped third strike” rule will be used.

Base Running

- A runner may attempt to steal when the pitched ball is released from the hand of the pitcher.
- 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.
- A team will field nine defensive players.
- No player will sit out a second time until each player has sat an inning. No player will sit a third time until each player has sat two innings.
- If a team cannot field 9 players they will take an “out” when the empty spot in the line-up appears.
- A team is permitted to pick up a player from another team; however, the “pick-up” player must bat at the end of the line-up and play an outfield position.