

Glenn W. Shippy Recreational League

Playing the Game - Baseball & Softball Rules

*Revised 2026

1. Glenn Shippy Baseball & Softball League Rules

- a. All divisions will use NFHS rules except for the following league variations

2. Shippy League Pitching and Base Distances

a. Coach Pitch Boys and Girls	35/60	Double Safety Base
b. Petites	35/60	Double Safety Base
c. Chics	37/60	Double Safety Base
d. Sophomores	40/60	Double Safety Base
e. Debutantes	43/60	Double Safety Base
f. Atoms	43/60	Double Safety Base
g. Bantams	50/70	
h. Midgets	54/80	
i. Juniors	60'6"/90	

3. **Portable Mounds**-Portable mounds are allowed but are not mandatory. Each town has the option to use the mound. The mounds must be approved by NOCSAE or the Shippy League. For the division tournaments, the host town will decide if a mound will be used, and the decision must be made before the regular season starts. **For the league championship games, including semi-final games, the mounds will be used only if both teams agree to use them.**

4. Players On Defense

a. Coach Pitch Boys	10*
b. Coach Pitch Girls	10*
c. Atoms	10*
d. Petites	10*
e. Bantams	9
f. Chics	9*
g. Midgets	9
h. Sophomores	9
i. Juniors	9
j. Dubutantes	9

*NOTE: The additional defensive player in baseball or softball must be positioned in the outfield in line with the normal three outfield positions. Positions will be left field, left center field, right center field, and right field. The additional defensive player will not be allowed to play in a "rover" position between 1st and 2nd base.

5. Starting and Finishing the Game

- a. Teams must have at least eight (8) players in the field to start or continue a game. This means any eight (8) players. If a team has eight (8) available at game time, they may not wait on one specific player. If a team is not ready to play by 15 minutes after the scheduled starting time, the game will be forfeited. If a game begins with nine (9) players and is forced to reduce their line-up (i.e. injury, ejection, etc.), the game continues. The spot vacated is just skipped in the batting order, with no automatic out. If additional roster player(s) show up after the game has started, then the player(s) must be inserted into the line-up immediately and must be placed at the bottom of the line-up.
- b. Official game time starts with the first pitch
- c. If a team has 8 or less players available for a game, they are allowed up to 2 players from the younger division (division immediately under, same gender, from the same township, and listed on the appropriate roster) to play. The borrowed players are limited to 2 and the total player count on the team can never exceed 9 on teams that may normally play with 9 defensive players or 10 on teams that may normally play with 10 defensive players. These "borrowed" players must wear his/her actual team uniform and his/her participation in this game cannot interfere with the regular game schedule of his/her rostered team. The "borrowed" players must bat last and cannot pitch. When/if, at any time during the game, an additional roster player arrives at the game in uniform, the "borrowed" player(s) must sit and the rostered player will assume the "borrowed" player's last position in the batting line up, regardless of time, score, or inning. Even though t-ball does not have QWSRL rosters, Coach Pitch teams may acquire a T-Ball player from their town to make up their additional players when the team is short. The same uniform rules apply for T-Ball players.

6. Length of Games

- a. All games will be seven (7) innings
- b. All games must be four (4) innings, three ½ innings if the home team is ahead, to be an official game unless stopped by the time limit
- c. Time Limits-no new inning shall start after these times
 - i. Coach Pitch Boys 1 hour and 15 minutes
 - ii. Coach Pitch Girls 1 hour and 15 minutes
 - iii. Petites 1 hour and 30 minutes
 - iv. Atoms 1 hour and 30 minutes
 - v. Chics 1 hour and 45 minutes
 - vi. Bantoms 1 hour and 45 minutes
 - vii. Sophomores 1 hour and 45 minutes
 - viii. Midgets 1 hour and 45 minutes
 - ix. Debutantes 2 hours
 - x. Juniors 2 hours
- d. Any inning started must be completed (no matter how much time is remaining). The next inning starts when the final out is recorded in the bottom of the previous inning.
- e. In the event of an extraordinary situation, such as a base continually becoming dislodged or waiting because of an injured player on the field, umpires may add time to the time limit. This time must be added as near the incident time as possible and both coaches must be notified.

7. Tie Games

- a. For games played in the Coach Pitch, Petite, Atom, Chic and Bantom divisions; if the time limit expires and the game is tied the teams shall play one full "extra" inning. The game will end after that extra inning. If the game is still tied, the result of the game is a tie and will be scored/recorded as such. No replay of the game will occur.
- b. If a game is tied and it is called due to rain or some other uncontrollable happening (darkness, etc.) then it shall be played as a new game later agreed upon by both coaches.

8. Rescheduling League Games

- a. Both managers shall agree on the time and place to reschedule games postponed, within one week of the postponed game.
- b. In case the two managers cannot agree on a date, the League President will assign a date. Rescheduled dates assigned by the League President are final, and the game will be played on the date assigned unless cancelled due to weather.
- c. All rescheduled games will be played as a new game from the beginning. Games will not be started from the point in the game when it was stopped due to uncontrollable conditions such as weather, darkness, etc.

9. Uniforms & Equipment

- a. All players shall have a number on their uniform
- b. Hats are optional
- c. There is no penalty for shirrtails which come out
- d. No steel cleats (spikes) may be worn in any League game, except the Junior and Debutante Divisions.
- e. All players must wear batting helmets while outside the dugout and within the fence. Players who deliberately remove this headgear shall be warned once by the umpire and declared out for a repeated violation.
- f. Batting helmet face shields will be mandatory for Sophomores and Debutantes
- g. Defensive face masks are mandatory for pitchers in all girls' divisions. GWSRL strongly recommends face masks for all infield positions.
- h. All catchers must wear the following equipment. The penalty for a player not wearing any of the required equipment is removal from the catcher position for the remainder of the game:
 - i. Mask
 - ii. Helmet
 - iii. Shin Guards
 - iv. Chest Protector
 - v. Throat Guard, unless wearing a hockey style mask or the face shield extends past the chin
 - vi. Protective Cup (Boys divisions)
 - vii. Coach Pitch Girls may wear kneepads

10. Bat Rule

- a. The Junior Division will be restricted to bats of 2 and 5/8" barrels with no restrictions on the ratio of the bat.
- b. There are no restrictions on bats used in other divisions other than baseball bats must be used for baseball and softball bats must be used for softball

11. Softball Sizes

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|--------------------------------------|-------------------------------|
| a. Coach Pitch | 11-inch optic yellow softball |
| b. Petites | 11-inch optic yellow softball |
| c. Chics, Sophomores, and Debutantes | 12-inch optic yellow softball |

12. Free Defensive Substitution

- a. Managers may freely substitute players as long as every eligible player present plays three (3) defensive innings, if the game goes the full seven (7) innings. If the game is stopped by the run rule or the time limit this rule does not apply
- b. All substitutes must be inserted defensively by the fourth inning of all games
- c. It is mandatory for all players who are present at a game to be placed in the batting order for the entire game.
- d. If any of these rules are not followed, then the offending team will forfeit the game.

13. Mercy Rules

- a. Ten (10) runs after five (5) innings in Bantams, Chics, Midgets, Sophomores, Juniors, and Debutantes
- b. Fifteen (15) runs after three (3) innings in Bantams, Chics, Midgets, Sophomores, Juniors, and Debutantes.
- c. In Coach Pitch, Atoms, and Petite Divisions, when one team gets ahead by more runs than the losing team can score in its remaining at bats, the game is over. This rule applies even if the run separation occurs in the middle of an inning. If the losing team want to keep playing then the game will continue, but if the losing team wants to stop the game at any time they may.

14. Runs Per Inning Rules

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|----------------|----|
| a. Coach Pitch | 5 |
| b. Petites | 5 |
| c. Atoms | 5 |
| d. Chics | 7 |
| e. Bantams | 7 |
| f. Sophomores | 10 |
| g. Midgets | 10 |
| h. Debutantes | 10 |
| i. Juniors | 10 |

15. Fake Tags By Defense

- a. When a defensive player fakes a tag without having the ball, obstruction will be called.
- b. Repeated violations of this rule may result in disqualification.

16. Batting and Baserunning

- a. If a batter throws a bat, either intentionally or unintentionally, first offense: batter will be given a warning, and the result of the play will stand. Second or subsequent offense: Dead ball will be called, no runners may advance and batter will be called out.
- b. A courtesy runner is allowed for a player scheduled to start the next defensive inning in the position of catcher when there are two outs. The courtesy runner MUST be the player that made the last preceding out. Use of a courtesy runner is optional and not mandatory
- c. It is strongly recommended base runners slide on all close plays at 2nd, 3rd, and home plate.
- d. If contact is made by the runner and such contact is considered malicious or flagrant by the umpire, the runner shall be called out and could be ejected from the game, if deemed necessary by the umpire.

17. Pitching Limitations and Guidelines

- a. Petites 4 innings per game
- b. Chics 5 innings per game
- c. Sophomores 7 innings per game
- d. Debutantes Unlimited
- e. **Atoms 4 innings or 75 pitches per day, whichever occurs first**
- f. **Bantams 5 innings or 85 pitches per day, whichever occurs first**
- g. **Midgets 6 innings or 95 pitches per day, whichever occurs first**
- h. Juniors 7 innings per day
- i. Definition of a day is one calendar day
- j. The definition of an inning is the delivery of 1 pitch to a batter. For the purposes of this rule, it is possible to have one (1) inning charged to different pitchers in the same inning. For example, if you bring in three (3) different pitchers during the same inning, each will be charged with an inning pitched, regardless of how many pitches they delivered.
- k. **Pitcher may finish at bat if they reach the pitch count limit**
- l. Violating the league pitching limitations will result in the pitcher being removed from the pitching position (the player may remain in the game). The batter and all base runners currently on base at the time the violation is identified will advance to home.
- m. Pitchers who have been removed from the pitching position and still have eligibility to pitch (have remaining innings or pitches) will get five (5) warm-up pitches regardless of when they return to the mound to pitch again.
- n. **Coaches are allowed 3 defensive conferences in a 7-inning game, with 1 additional per extra inning. After the 3rd conference in a game or the 2nd conference in an extra inning, the pitcher must be removed from the mound for the rest of the game. These conferences are per team, not per pitcher. No conference is charged if the pitcher is removed during the visit or in the case of an injured player.**

18. Pitchers' Rest

- a. If a pitcher reaches their pitch count limit, then they must take 2 full calendar days rest
- b. If a pitcher reaches half of their pitch count limit, then they must take 1 full calendar day rest

19. Balks

- a. Each pitcher in the Bantams or Midgets division game shall be given one warning for a balk. Regular rules shall be enforced after the warning
- b. No penalty shall be given to any Atoms pitcher who balks

20. Sportsmanship

- a. In all divisions, good sportsmanship is foremost
- b. Players or fans should not "Razz" other players. For example, players will not yell "Swing, batter, swing!" to the batter
- c. Players and fans need to keep their cheering positive not only to their team, but to their opponent as well
- d. No noisemakers, horns, whistles, bells, etc., can be used by the players, coaches, or spectators to ensure the atmosphere is conducive to good sportsmanship.
- e. Walk up music is allowed but the music must end once the batter puts his foot in the batter's box
- f. Coaches, players, or fans may be ejected by the umpire for any acts of negative sportsmanship
 - i. An ejected player must either stay in the dugout, or they can go sit in the stands with a parent or guardian
 - ii. An ejected coach must leave the playing field/area. Area would include the stands or surrounds. If they are waiting for a game to be over, they must go to the parking lot
 - iii. An ejected fan must leave the area. If they are waiting for the game to be over, they need to go to the parking lot
- g. When a player, coach, or fan is ejected from a game, the following procedures will apply:
 - i. Both umpires and both coaches will inform their Town Rep of the ejected individual's full name and team within 24 hours of ejection
 - ii. Town Rep will inform League President of the ejection
 - iii. League President will then inform the Town Rep of the ejected individual
 - iv. Head coach will be notified by their Town Rep of the penalty
- h. If a player, coach, or fan is ejected from a game then they will automatically be suspended for the next game played by that team
- i. If a player, coach, or fan is ejected from two games in one year they will automatically be suspended for the remainder of the season for all teams they are associated with, pending Executive Board review.

- j. The League Executive Board shall have the authority to suspend, discharge, or otherwise discipline any player, manager, coach, umpire, league officer, or other person whose conduct is in violation of the rules and regulations of the league and these Bylaws, and/or is considered detrimental to the best interest of the League. Persons subject to disciplinary action shall have the right to a hearing before the Executive Board before such discipline is imposed. In the event the discipline procedures involve a player under the age of 18, that player's parents or legal guardian shall be invited to attend the hearing with the player concerned. People who refuse to comply with the rules of the League may be considered for disciplinary action. The League may impose one of the following penalties which may match the severity of the offense:
 - i. Warning-The offending person is to be advised of the offense and further advised that repetition of the offense shall result in a more severe penalty
 - ii. Suspension-The offending person is to be advised that he/she has been suspended from all League activity for a specific number of games or days
 - iii. Dismissal-The offending person is to be advised that he/she has been dismissed from the League for the remainder of the season and post season play
 - iv. Barred-The offending person is to be advised that he/she has been barred from present and future participation in the League, or for a specific number of years.
 - v. This includes situations that warrant, but not limited to any type of law enforcement involvement
- k. Umpires will be barred from all association activities from situations that warrant, but not limited to any type of law enforcement involvement
- l. Towns found to be in violation of the League rules will be placed on a one-year probationary period. If the town is found in violation of the rules again during their probationary period, they will be expelled from the league
- m. No one may consume alcoholic beverages or be under the influence of drugs and/or alcohol at the site of a League game, as this will be cause for forfeiture
- n. No tobacco products are allowed on the playing field or dugouts
- o. An umpire may remove any player who intentionally tries to injure another player or uses unnecessary rough tactics
- p. Complaints, suggestions, and any other feedback (other than protests) must be submitted in writing to the designated town representative in which the complainant participates. If contacting their own town representative appears to be a conflict of interest, the complainant should contact another town representative. All incident reports and/or complaints sent directly to the president will be automatically forwarded to the appropriate town representative(S)

21. Score Submissions

- a. Game results must be turned into the town representative or designee of the winning team
- b. The town representative or their designee is responsible for emailing the game result to shippygr@gmail.com. One of the site administrators will update the website with the results. League schedule and standings can be found at www.glennshippyleague.com
- c. All scorebooks and pitch counts are required to be kept on the Game Changer app

22. Protests

- a. At the time of the disputed play, the manager or duly registered coach of the protesting team must call "time out" and immediately notify the umpire and the manager of the opposing team that the game is being played under protest. At that point, all details of the game including score, count, runners on base, inning, and any other pertinent information must be recorded by both scorekeepers.
- b. After the game, an official protest form must be completed, notating all of the above information, along with detailed reasons for the protest, and the contact information of both head coaches and all umpires. Protests will only be considered for a misinterpretation of a rule or rules and not for any judgment call.
- c. All protests must be presented in writing and accompanied by a payment of \$50 for receipt within 5 days of when the game was played to: League Vice President, Terry Hedglin, 303 West 17th Street, Holden, MO 64040. Protests may also be submitted via e-mail to terryhedglin1996@gmail.com within 5 days as well.
- d. The Executive Board will provide a response to the complainant within 5 days of receipt of the appropriate protest form and payment. Half of the protest fee (\$25) will be refunded if the league upholds the protest. The remaining \$25 will be retained for administrative costs. If the protest is not upheld, the League will retain the entire \$50 fee
- e. Protests of games within five (5) days of the league's final day to schedule games must be submitted in a timely manner to allow time for a game to possibly be replayed prior to the beginning of the playoffs
- f. Failure of the protesting manager to comply exactly with the above procedure will nullify any future protest regarding the alleged violation
- g. Use of ineligible players is not a protest but will be a cause of forfeiture of any or all league games.

23. Hazardous Weather

- a. All towns will use the Weather Bug app to keep track of severe weather and play will be stopped with lightning distance of 10 miles or less
- b. A game may not be re-started until there has been no lightning detected for 30 minutes. Each lightning strike within 10 miles results in the 30 minutes time being restarted.