

# Glenn W. Shippy Recreational League

## -COACH PITCH- 1st & 2nd Grade Boys

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All divisions will use NFHS rules except for the following Association variances:

### Pitching and Base Distance

#### 35/60 Double Base Safety

*\*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 unless both teams agree not to use them. \*Exception\* Atoms division will not use portable mounds. **Beginning in the 2025 season, portable mounds must be a standard size in all towns.***

### Players in the Field

#### 10 players on defense

*\*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.*

### 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 GWSRL 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.

## Time Limit for League Games

**1 hour and 15 minutes**

*\* No new inning may start after time is reached*

*\* These are the standardized/mandatory time limits set for this division. All Shippy League towns must follow these set time limits.*

*\* 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.*

*\*In the event of an extraordinary situation, umpires may add time to the time limit. i.e. Base continually dislodged and time is lost retying it.*

*i.e. Waiting because of an injured player on the field*

*\*Umpires **must add this time** as near the incident time as possible and must notify coaches.*

## Length for all Baseball & Softball Games

- A. All baseball and softball 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.

## Tie Games

- A. For games played in the Coach Pitch, Petite, Atom, Chic and Bantam divisions; If the time limit expires and the game is tied the teams will 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 game will occur.**
- B. A tie game is a game where the score is tied, and it is called due to rain or some other uncontrollable happening (i.e. darkness and no lights).
- C. If a tie game occurs, it shall be played as a new game later agreed upon by both coaches.

## Rescheduling League Games

- A. Both managers shall reschedule games postponed, within one week of the postponed game.
- B. Both teams and towns must agree to the game change.
- C. In case the two managers cannot agree on a date, the League President will assign a date.
- D. Rescheduled dates assigned by the League President are final, and the game will be played on the date assigned by the League President, unless cancelled due to weather.
- E. 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.

## 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.

## Protective Headgear (Batting Helmets)

- A. All players in the youth divisions must wear protective headgear while outside the dugout and within the fence.
- B. Players who deliberately remove this headgear shall be warned once by the umpire and declared out for a repeated violation.

## Catcher's Equipment

All youth catchers must wear the following equipment:

- Mask
- Helmet
- Shin Guards
- Chest Protector
- Throat Guard (unless wearing a hockey style mask or the face shield extends past the chin)
- Protective Cup (Boys Divisions)

*\* NOTE: The penalty for a player not being able to wear any of the equipment listed above will not be allowed to catch during the game.*

## Bat Rule

- A. Baseball for baseball and softball for softball.
- B. There are **no restrictions** on any baseball or softball bat used in the baseball divisions below the Junior division, or in any softball division.

## Free Substitution

- A. In all youth divisions, 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.
- B. If the game is stopped by the run rule or time limit this rule **does not** apply.
- C. All substitutes must be inserted defensively by the fourth inning of all Shippy League games.
- D. It is mandatory for all players who are present at a game to be placed in the batting order for the entire game and all league games.
- E. If any of these rules are not followed, then the offending team will forfeit the game.

## Run Rules

- A. In Coach Pitch boys and Girls, Atom, 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.  
*\*Example: in a game where each team can score five runs per inning: team A, the home team, is winning 15-1 heading into the bottom of the fourth. Team A scores two runs in the bottom of the 4th with 1 or 2 outs. Due to the run separation, the game is over at this point because Team B only has 3 offensive bats remaining, capable of scoring a maximum of 15 runs making them unable to win. If the losing team wants to keep playing then the game will continue, but if the losing team wants to stop the game at any time they may.*
- B. Runs per inning allowed: 5

## Fake Tag by Defense

- A. When a defensive player fakes a tag when the player **does not** have the ball, obstruction will be called.
- B. Repeated violations of this rule may result in disqualification.

## **Batting & Base Running**

- A. If a batter throws a bat, either intentionally or unintentionally, first offense: he/she will be given a warning and the result of the play will stand. Second offense: Dead ball will be called; no runners may advance and he/she will be called out.
- B. (Optional, not mandatory) - 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.

## **Slide Rules**

- A. It is not required, but it is strongly recommended base runners slide on all close plays at 2nd, 3rd base and at home plate.
- B. If 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).

## **Good 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. No noisemakers, horns, whistles, bells, etc., can be used by the players, coaches, or spectators to ensure the atmosphere is conducive to good sportsmanship.
- D. Players and fans need to keep their cheering positive not only to their team, but to their opponent as well.
- E. Coach, player, or fan may be ejected by the umpire for any acts of negative sportsmanship.
  - a. When a player, coach, or fan is ejected from a game the following must take place:
    - i. **PLAYER**: The player must either stay in the dugout and cannot participate in the game or they can go sit in the stands with a parent or guardian

- ii. **COACH:** A 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. **FAN:** They must leave the viewing area. If they are waiting for the game to be over, they need to go to the parking lot.

**F. 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.**

**G. 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.**

**H. The G.W. Shippy Recreational 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 G.W.S.R.L. 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, youth, or adult, who refuse to comply with the rules of the G.W.S.R.L., may be considered for disciplinary action. The League may impose one of the following penalties which seems to match the severity of the offense:**

- a. **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.
- b. **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.
- c. **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.
- d. **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.

***\*Note- This includes situations that warrant, but not limited to any type of law enforcement involvement.***

**I. When a player or coach/manager is ejected from a game, the following procedures will apply:**

- a. Both umpires and both coaches will inform their Town Rep of the ejected players/coaches/managers full name and team within 24 hours of ejection.
- b. Any player, coach, and/or manager ejected from a game will not be allowed to participate in the next scheduled game. If the player and/or

coach/manager fail to comply, the non-compliant team will subject themselves to forfeit.

- c. The head coach will be notified by their Town Rep of the penalty.

Umpires: Will be barred from all association activities from situations that warrant, but not limited to any type of law enforcement involvement.

Towns: Towns found to be in violation of the Shippy 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.

### Alcohol & Drugs

- A. **No one**, especially managers and coaches, 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.
- B. No tobacco products allowed on the playing field. This includes dugouts.

### Rough Play

- A. Rough play is to be discouraged by the coaches.
- B. An umpire may remove any player who intentionally tries to injure another player with “high spikes” or unnecessary rough tactics from the game.

### Score Submissions

- A. Game results **must** be turned into the town representative or designee of the winning team.
- B. The winning team is responsible for reporting the game results.
- C. The town representative or their designee is responsible for emailing the game result to [shippygr@gmail.com](mailto: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](http://www.glennshippyleague.com).



## **Protests**

- A. An official protest form **must be completed**. The manager or duly registered coach or the protesting team must call “time out” and immediately notify the umpire and the manager of the opposing team the game is being played “under protest”. The form must include all details of the game including score, count, runners on base, inning, and any other pertinent information, along with detailed reasons for the protest. Protests will only be considered for a misinterpretation of a rule or rules and not for any judgment call. In addition, contact information of both head coaches and umpires must be included.
- B. Complaints, suggestions, and any other feedback (other than protests) must be submitted in writing through the designated GWSRL 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).
- C. All protests must be presented in writing and accompanied by a payment of \$50.00 for receipt within 5 days of when the game was played to:  
**League Vice President:**  
**Terry Hedglin**  
**303 W 17th**  
**Holden, MO 64040**
- a. Protests may also be submitted via email to [terryhedglin1996@gmail.com](mailto:terryhedglin1996@gmail.com) within **5 days after the game**. If email is sent, the \$50.00 **must be** mailed for receipt within 5 days as well. The GWSRL 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 (\$25.00) will be refunded if the league upholds the protest. The remaining \$25.00 will be retained for administrative costs. If the protest is not upheld, the League will retain the entire \$50.00 fee.
- D. Protests of games played within five (5) days of the league’s final day to schedule games, must be submitted by the Shippy League meeting preceding the postseason baseball and softball tournament.
- E. Use of ineligible players is not a protest but will be a cause of forfeiture of any or all league games.
- F. Failure of the protesting manager to comply exactly with the above procedure will nullify any future protest regarding the alleged violation.

## **SPECIAL RULES**

- A. A regular 9-inch baseball will be used.
- B. The pitching rubber will be set 35 feet from home plate.
- C. An adult from the batting team will serve as the pitcher for his or her batters. The adult pitcher must stand with at least one foot on the rubber and the second foot must be on or behind the rubber. The adult pitcher is permitted to kneel on the pitcher's rubber. The adult will exit the playing field and move to foul territory once the ball is hit into play and has passed his/her position at the pitcher mound. The coach must make every effort to avoid contact or obstruction of players and live balls.
- D. The defensive team **must position a fielder** within six (6) feet of the pitching rubber as a defensive player. Player must be beside or behind the adult pitcher. A mask is recommended for all pitchers and infielders in both the softball and baseball divisions.
- E. Each batter will be allowed a maximum of six pitches. If the batter does not hit the ball into play within six pitches, the batter is out. If the batter hits the sixth pitch foul, the batter will be allowed another pitch. They can keep batting if they keep fouling off the pitch. Batters can still strike out but will not have non-swinging strikes called on them. The umpires will be responsible for counting the number of pitches. If a pitched ball hits the batter, the ball will be considered dead, and the pitch is not considered in the pitch count of 6; batter will NOT be awarded first base.
- F. No batter can walk, but a batter can strike out.
- G. A batter may bunt.
- H. If the batted ball hits the adult pitcher (coach), the ball will be dead, but the batter will hit again, and no base runners shall advance or be put out. The pitch will not count against the 6 total.
- I. No stealing, runners may not step off their base until the pitch crosses home plate. First offense is a dead ball and the team receives a warning. Second time it is a dead ball and the runner is out. The warning is per team, not per player.
- J. Any style of baseball bat is legal.
- K. The batter is out on a third strike. Catchers do not have to catch the pitch.

- L. The defensive team must place an adult coach behind the home plate umpire to retrieve pitched balls that are not hit. This coach is allowed to coach players during an active play. The defensive team may also place a coach in the outfield. This coach must be behind the outfielders. He/she may coach players but cannot touch players or the ball. If a coach touches a player or a live ball, he/she will be removed from the game and no other coach may take their place.
- M. Three (3) outs or five (5) runs per inning.
- N. Play will be stopped, and the umpire(s) will declare time when the ball is inside the baseline and controlled by a defensive player and the umpire(s) feels there is no further play to be made by the defensive or offensive team.
- O. No infield fly rule.
- P. Runners/batter will be allowed two (2) bases maximum on an overthrow to first base. The runner/batter position at the time of the pitch will determine the two (2) bases allowed.
- a. Definition of overthrow: The initial throw from any player to first base that is not caught by the player covering first base and travels into foul territory.
  - b. The Umpire determines the final decision of an overthrow and runner's positions.
  - c. Runners/batter are at liability to be put out while attempting to advance to the next base or returning to the previous base.
  - d. Time will not be called until all runners have either reached their two (2) base maximum or returned to their previous base as the defense may be attempting a put out on a runner.
- \*NOTE: A runner that has over run their base (even if it is their two bases maximum) is at liability to be put out.*
- Q. When the home team is ahead by more than five (5) runs at the end of six ½ innings or when the minimum time limit has expired the home team does not bat.