

## GEGSA House League Rules Summary

Detail	Pixie	Pigtail	Ponytail	Bobtail	Juniors
Grades/Ages	Pre-K & Kdg	1 <sup>st</sup> & 2 <sup>nd</sup>	3 <sup>rd</sup> & 4 <sup>th</sup> (8-10)	5 <sup>th</sup> & 6 <sup>th</sup> (10-12)	7 <sup>th</sup> & 8 <sup>th</sup> (12-14)
OPTION: Skill allowance to move up a league			2 <sup>nd</sup> graders that demonstrate exceptional ability, with agreement of each league commissioner and chair	From Pony-current or past participation in travel program & 4 <sup>th</sup> grade or agreement of each league commissioner and chair	From Bobtail-current or past participation in travel program & 6 <sup>th</sup> grade or agreement of each league commissioner and chair
Scheduled Games	10-12	10-12	12	12	10 – 12
Innings	3	5	6	6	7
Official Game	1 hr	No New Inning after 1.5 hours	No New Inning after 1.5 hours unless 4 innings have not been played.	No New Inning after 1.5 hours unless 4 innings have not been played.	No New Inning after 1.5 hours unless 4 innings have not been played.
Mercy Rule	N/A	N/A	15 after 4 at bats for Trailing Team	15 after 5 at bats for Trailing Team	15 after 5 at bats for Trailing Team
Max runs/inning Length	Once Through the Order	Once Through Order/ or 3 Outs	5 except last or extra	5 except last or extra	5 unless behind then to tie, no limit 6 <sup>th</sup> & 7 <sup>th</sup>
Innings/player	N/A	N/A	2 infield each player by 4 <sup>th</sup> inning	2 infield each player by 4 <sup>th</sup> inning	2 infield each player by 5 <sup>th</sup> inning
Max Innings Pitched, or at the Same Position*	N/A	N/A	3 / 3	3 / 3	5 / 5
Warm-up Pitch Count Max/Inning	N/A	N/A	5	5	5
Coach Pitch	2 <sup>nd</sup> ½ season, 6 pitches then tee	1 <sup>st</sup> Half of Season, 6 swings then tee. 2 <sup>nd</sup> Half of Season, 6 swings to put the Ball in play. Strikeouts in 2 <sup>nd</sup> grade only.	Yes, Maximum 2 walks, Then Coach completes the count after (4) Balls; Coach must pitch from the pitching rubber.	No	No
Courtesy Runners	N/A	N/A	Catcher mandatory, pitcher optional	Catcher mandatory, pitcher optional	Per ASA
Hit batters**	N/A	N/A	2/inning, 3 total out of game	2/inning, 3 total out of game	2/inning, 3 total out of game
Thrown bat	1 warning	1 warning	1 warning	1 warning	1 warning
Forfeit	N/A	N/A	<8 players/15 min	<8 players/15 min	<8 players/15 min

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Overthrows	May not advance	May not Advance	Runners Advance, 1 Base Total	At own risk	At own risk
Base Running on Outfield Hits		Runners May continue until Ball Crosses the Base path	Runners May continue until Ball Crosses the Base path and is in Control by any infielder in Infield	Runners May continue until Ball Crosses the Base path and is in Control in any Infielder in the Circle	At own risk
Stealing bases	No	No	Yes, after ball Crosses Plate, if next base is unoccupied (No double stealing, no stealing home)	Yes, after ball Crosses Plate, All Bases including Home	Yes, after ball leaves the pitchers hand
Bunting	No	No	Yes, no fakes	Yes, no fakes	Yes
Dropped 3 <sup>rd</sup> Strike	No	No	No	Yes, Batter may only advance to 1 <sup>st</sup> , All other runners, only 1 Base	Yes
Infield Fly Rule	No	No	No	Yes	Yes
Leadoffs/Runner Leaves	No	No	No	After the ball Crosses Home plate	After the Ball Leaves The Pitcher's hand
Wheel Play	No	No	No	No	Yes
Pick Offs	No	No	No	Yes	Yes
Pitching Distance	32'	32'	35'	40'	43'
Base Distance	45'	55'	60'	60'	60'
Defensive positioning	All Players; field a complete infield; extra players in the outfield	6 infielders , extra in outfield	6 infielders, 3 Outfielders Outfield must start 15' behind Base Paths, Teach infielders to Cover 2 <sup>nd</sup> Base	9	9
Softball Size	9" Soft	10" Soft – 1 <sup>st</sup> grade 11" Soft – 2 <sup>nd</sup> grade	11" Hard	12" Hard	12" Hard

\*Waive Max. Innings Rule for extra-inning games

\*\* Re-entry. A pitcher may re-enter once, if she has not reached her Maximum Inning limit (One pitch in an inning constitutes an Inning pitched).