



16U Rules

For League, GWGSA will play USSSA rules, with the exception of these Board approved modifications.

-Home team will supply 2 game balls. You will be provided with the proper amount by GWGSA.

-9 players may play the field on defense.

-Open substitution.

-All players in the line-up will bat.

-League games shall consist of no fewer than 4 innings or until time limit is reached.

-Time Limit: No new inning shall start after 1.5 hours from the scheduled start of the game. Any inning started before the 1.5 hour time limit will be completed. No game will go longer than the 1hr 45min beyond the scheduled start time. If a game is not finished within that time limit, the score from the last completed inning will apply.

- A maximum of 9 batters may bat per inning, unless the ninth batter is hit by a pitch. Then the 10th batter will then hit.

-When the last batter comes up to bat in the inning. It is assumed that there are 2 outs. The last batter can be forced out at 1st base, or any runner tagged out or forced out at the appropriate base. Otherwise you may tag home plate for the final out regardless of players on base.

-It is encouraged that a player should slide if there is a play at any base.

-Base runners must get out of the way and avoid contact as well as defensive players. (No intentional breaking up of a force play or standing on a base when there is no play and there is an oncoming runner).

-All players will play a minimum of three innings of defense per game.

-Mercy rule, Game is over if, after (4) full innings of play, any team has a 12 run lead.

-Ties stand in league play.

-Metal Cleats are allowed

-PLEASE HAVE YOUR PLAYERS PICK-UP LITTER IN THEIR DUGOUT AND THEIR FANS SEATING AREA BEFORE LEAVING.