

FALL 2025 YOUTH BASEBALL

ARTICLE 1 – ELIGIBILITY

SECTION A – AGE DIVISIONS

1. There are five age divisions for Youth Baseball. Participants must be 4 years old by the age control date: **on or before September 1, current year**. (Unless approved by Sports Division)
2. The divisions are as follows:
 - a. 6 & Under (ages 4 – 6)
 - b. 7 & Under (ages 5 – 7)
 - c. 9 & Under (ages 7 – 9)
 - d. 11 & Under (ages 9 – 11)
 - e. 13 & Under (ages 11 – 13)
3. Any player or coach ejected from a game for unsportsmanlike conduct will be suspend for a **minimum of one game**, in addition to the game from which ejected.

ARTICLE II – REGULATIONS

SECTION A – GOVERNING RULES

1. Games in baseball at all levels of play are governed by the current rules and regulations of the GHSA Constitution and by-laws at the National Federation, National Alliance Edition Baseball Rules, and GRPA Manual with the exceptions as may be found in this manual.
2. Courtesy Runners
 - a. At any time. The team at - bat may use courtesy runners for the pitcher and / or the catcher.
 - b. The last batter in the lineup NOT currently on the bases may be utilized as the courtesy runner.
 - c. In coach pitch leagues (6U and 7U) no courtesy runners are allowed.
3. Rotary lineup – In all age divisions all players in attendance must bat in the same order throughout the game. (Penalty: out, if discovered prior to next pitch.)
4. A maximum of 5 runs are allowed to be scored an inning (In all divisions).
5. Per the “Return to Play Act of 2013”, effective January 1, 2014, all agencies are required to provide concussion education material to all youth participants and their parents.
6. All head, assistant coaches (and other team volunteers) that are coaching youth teams participating in all sports at Rome-Floyd Parks and Recreation must have undergone a criminal background check through RFPRA. By receiving a coach’s badge this provides a background check has been approved.
7. Use of audio or visual recording devices, including a cell phone, is not permitted in changing areas, rest rooms, or locker rooms.

SECTION B – LENGTH OF GAMES

Division	Inning	Time
6U	5	1 hour, 5 minutes
7U		
9U	6	1 hour, 20 minutes
11U		
13U		

Official game clock will begin at the conclusion of the coaches meeting at home plate.

1. In all levels of baseball, no new inning will start once the scoreboard clock hits 5:00.
2. A game that is tied after regulation (5 innings coach pitch, 6 innings live pitch or clock has reached 5:00 remaining) play shall continue for **ONE** inning, utilizing the International Tiebreaker. **THE LAST SCHEDULED BATTER WILL BE PLACED ON 2ND BASE**. At the conclusion of the one inning, if the game is tied the official result will be a tie.

** Exception: In a tournament game upon time limit expiration, the first “extra” inning a runner will be placed on 2nd base. If the game remains tied, for the second “extra” inning runners will be placed on 2nd and 3rd bases. If the game remains tied beginning with the 3rd (and all remaining) “extra” innings, the innings will begin with the bases loaded until a winner is determined.*

* Extra inning is defined as a full inning after all innings have been played **OR** the clock has reached **5:00** remaining.

3. Forfeited games will be entered on TeamSideline as win / lose.
4. A game shall be considered compete under the following inning to lead scenarios*:

**Entering the inning or at any point in the game after inning listed has started.*

MATHEMATICALLY ELIMINATED

6U & 7U COACH PITCH		
Inning	Visiting Team	Home Team
Bottom 3 rd		Winning by 11
Top 4 th	Winning by 11	
Bottom 4 th		Winning by 6
Top 5 th	Winning by 6	
Bottom 5 th		Winning by 1

9U / 11U / 13U LIVE PITCH		
Inning	Visiting Team	Home Team
Bottom 4 th		Winning by 11
Top 5 th	Winning by 11	
Bottom 5 th		Winning by 6
Top 6 th	Winning by 6	
Bottom 6 th		Winning by 1

5. In coach pitch leagues (6U and 7U) upon game completion (from above chart) the game will be declared final and the score will no longer be kept and removed from the scoreboard. Teams will remain on the field and play until the clock reaches 0:00. In live arm leagues (9U, 11U, 13U, games will be declared final and the game is compete.

SECTION C – SPECIAL PROVISIONS

Mandatory participation - all players in attendance must bat at least ONCE during the game and play a minimum of ONE uninterrupted inning on defense.

1. A game that is Short Handed Rule – Clarifications
 - a. **To start a game:**
 - i. A game may begin or finish with 8 players, regardless of how many players are allowed on the field.(6U – all in attendance, 7U & 9U – 10, 11U & 13U – 9 players)
 - b. **To continue a game** once started with a full team listed on the line-up card:
 - i. If a team begins play with the required number of players as listed, the team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection.
 - ii. If player shows up after the game has started (prior to teams first at-bat), they are to be inserted at the bottom on the batting lineup.

- iii. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or game can end with an automatic out due to an ejection. A game shall skip an automatic out (**ONLY** due to injury) if it is the final out of the game.

** Exception If a player leaves the game prior to batting for the first time in the game, they are to be skipped and no out will be recorded.*

iv. A player that has been ejected cannot reenter the game; if removed by the umpire due to an injury, the player cannot return to the game.

2. In all age divisions, a team can start or continue with eight players, unless the ninth player was ejected for unsportsmanlike conduct; then it is a forfeit.
3. With the rotary line up, defensive position, changes (except for pitcher in 9U/11U/13U) do not have to be reported to the umpire or scorekeeper.
4. A player is not required to sit out the next game for failure to report as a substitute, removal of a helmet after a warning, or carelessly slinging a bat after a warning. A slung bat will result in a team warning for the offending team on the first offense. Each additional slung bat for that team will result in the batter being called out. If the same player continues to violate the rule, they **CAN** be removed from the game.

** Exception unsportsmanlike conduct. A forfeited game (not played) does **NOT** count as a sit out game.*

5. Pitching regulations. **Maximum number of INNINGS for a week is 8 innings (Max number of innings a game is 4), Innings are counted by outs (1/3, 2/3, 1 full inning) any pitcher that fails to record an out while pitching will be credited for 1/3 of an inning. There are NO rest rules within a week.**
6. **In all live arm divisions, once a player leaves the mound, they CANNOT return to the mound that day, regardless of eligible innings remaining.**
7. In case of suspended game, the pitching regulations will still apply. The intent of the rule is for the pitchers arm to be protected.

** Exception if a suspended game goes to another week, the amount of innings carries over for the game not the original week played. All innings pitched in the resumed portion of the game will count in the week the resumed portion was played. However, a pitcher still cannot reenter the game as a pitcher if they pitched prior to the suspended unless they were the pitcher for either team when the game was suspended.*

8. Charged Conferences

- a. Upon a second mound visit in an inning, the pitcher must be placed. A mound visit is defined as a coach crossing the baseline and entering the field of play.
9. In all divisions of baseball, the curve ball is permitted.
10. Doubleheaders are permitted; however, these will only be used in extreme, unusual, or possibly convenient circumstances (makeup games or reschedules).
11. 9U and 11U Division's modified rule for stealing bases:
 - a. A modified form of base stealing shall be used in the 9U and 11U Divisions.
 - b. A base runner is required to stay in contact with the base until the pitched ball has reached home plate. Once the ball reaches the plate, runner(s) are permitted to advance at their own risk of being thrown out.
 - c. The runner is automatically called out for leaving the base before the pitched ball reaches home plate. The ball is dead and all subsequent action on the pitch is cancelled. All runners must return to base held at time of pitch.

- d. A walk is a live ball situation. Once the pitcher is in control of the ball and on the pitching mound, a runner must advance or return immediately to a base.
- e. **9U ONLY** A batter cannot walk or be hit by a pitch while the pitching machine is in play.
- 12. Three strikes constitute an out, and a batter is not allowed to run if the catcher misses or drops the third strike in the 9U and 11U Divisions. Other runners may advance at their own risk of being thrown out.
- 13. In 9U Division, while the pitching machine is being used, runners can only advance on balls hit into play; runners CANNOT advance on past balls.
- 14. Headfirst slides are **not allowed** by players wearing a facemask. The penalty for a headfirst slide in all divisions of baseball shall be an out if a facemask is worn, C-Flaps can be worn without penalty, a dive back to a base on a pick off or base overrun is not considered a head first slide. Runners in rundown situation may not slide headfirst if wearing a facemask. Any runner is out when they do not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder (**give up, get down, go around**).
- 15. In the 13U Division runners can play off the base and are allowed to steal at any point during live play including dropped third strikes.
- 16. In 9U and 11U Divisions it is illegal for a batter to square to bunt and then draw back the bat and swing away at pitch (contact with ball not required), commonly known as Butcher Rule – Penalty: Out and all runners must return to base occupied at time of pitch. **THIS RULE DOES NOT APPLY TO 13U.**

ARTICLE III – EQUIPMENT

SECTION A – APPROVED EQUIPMENT

- 1. Rubber-molded, cleated shoes are approved for use. Steel spikes are approved for 13U Division. Interchangeable cleated-shoes are allowed using the rubber molded screw-un cleats only. Players are allowed to wear athletic (non cleated) closed toed shoes. **ALL** pitchers who are throwing from the mound **CANNOT** wear steel spiked cleats and must wear rubber molded cleats OR athletic closed toed shoes.
- 2. The official bat shall be round and made of wood solid one piece, metal or other material acceptable for batting as approved by rules governing the GRPA and USA or GHSA bat rules.
- 3. Bats for 6U, 7U, 9U and 11U Divisions must be marked with USA, USSSA, or BBCOR .50.
 - a. There are no weight restrictions for bats in 6U, 7U, 9U or 11U Divisions.
 - b. **PLEASE NOTE if playing GRPA All-stars USA Stamped bats are the ONLY bats allowed.**
- 4. Bats for 13U Division shall conform to National Federation and GHSA guidelines. The diameter at the thickest part shall be 2 5/8” or less. The length shall be 36” or less. All bats must meet the standards set by the Georgia High School Association and the National Federation of High School Sports. The bat shall not weigh numerically more than 8 ounces less than the length (**Drop 8**), all bats less than drop 8 are legal. Bats on NFHS site also must include marking of BB-COR as required and may not be altered. 2 1/4 “bats are not allowed in 13U Division.
- 5. T-Ball participants shall use T-Ball labeled bats or light baseball bats (24” – 26”).
- 6. If a team is found using an **ILLEGAL / ALTERED / NON APPROVED** bat prior to player entering batter’s box the equipment shall be removed and play continued. **After player enters batter’s box the player will be declared out.**

** Exception unsportsmanlike conduct. A forfeited game (not played) does **NOT** count as a sit out game.*

- 7. The official ball shall be sphere formed by yarn wound around a small core of cork, rubber, or similar material and covered with two strips of white horsehide or other authorized material tightly stitched together.
- 8. Rome-Floyd Parks and Recreation will provide game balls.
 - a. For T-Ball and 6U, Coach Pitch a “safety ball” will be used.

- b. For 7U, 9U, 11U and 13U a traditional baseball will be used.
9. In 9U, 11U, 13U Divisions Catchers must wear full protective equipment, including mask with throat protector, protective helmet (protective cap in all divisions must cover ears – hockey style helmet) body protector, shin guards, and protective cup in an athletic supporter. In 6U and 7U, Catchers are NOT required but is encouraged to wear full equipment but **MUST** wear a helmet with a mask (this CAN BE a batting helmet with a mask). A catcher position is NOT mandatory in 6U or 7U Divisions.
 - a. **PEASE NOTE if playing GRPA All-stars a Catcher must be fully equipped as listed above for 9U/11U/13U divisions.**
10. All players shall wear protective helmets while batting, running bases, and when on deck. The helmet shall be so designed to give protection to the temples and the base of the skull as well as to the top of the head.
11. Facemasks are recommended for all groups. Chin Straps are recommend for all divisions.
12. For 6U and 7U Divisions it is mandatory that the pitcher wear a face mask. It is optional for all other infield players. (This CAN BE a batting helmet with a mask).

SECTION B – UNIFORMS

1. A uniform for baseball shall include baseball caps, jerseys numbered on back with minimal six-inch (6“) factory type, non-duplicated number, full baseball pants, socks, and shoes. Last names are NOT mandatory but helpful to scorekeepers.
2. Coaches and other non-player approved personal are NOT required to wear matching or similar colors but is highly encouraged and required to match at all GRPA All-star levels of play.

SECTION C – PLAYING FIELD REQUIREMENTS

1. The following field speculations are required for all games.

Youth Baseball		
Age	Base Distance	Pitching Distance
6U	60'	46'
7U		
9U		
11U	65'	50'
13U	80'	54'

NOTE: Pitching distances shall be measured from the back point of home plate where the baseline intersects to the nearest edge of the pitcher's plate.

ARTICLE IV – GAMES AND AWARDS

SECTION A – PARTICIPATION

1. All T-Ball participants will be presented a participation award at the conclusion of the season.

SECTION B – REGULAR SEASON CHAMPIONS / RUNNERS UP

1. 6U/7U/9U/11U/13U Divisions will have champions and runners up based on final team records at the conclusion of the season. Tie breakers will be applicable to the teams involved in the tie(s) only, the following tiebreaker order will be used.

1) Head to head matchup	3) Runs allowed
2) Run differential	4) Runs scored

SECTION C – TOURNAMENT

1. A non-regular season tournament consisting of 2 games will be played.
2. Pools will be created by RFPRA and will be kept to a minimal size.
3. Awards will be given to champions and runners up for each pod played.
4. For 4 team pods, 2 semifinal games will be played with the winners playing each other for 1st and 2nd place, the losers of semifinal games will play each other for their second game in the tournament.
5. For 3 team pods, a full round robin will be played with the following tie breaker order being used.

1) Head to head matchup	3) Runs allowed
2) Run differential	4) Runs scored

ARTICLE VI – PROTESTS AND APPEALS

1. 1. Protests in any division are **NOT ALLOWED**.

ARTICLE VII – LEAGUE SPECIFIC RULES

SECTION A – T-BALL

1. Games will last a maximum of sixty-five minutes. Once the scoreboard clock hits 5:00, no new inning will start and the team batting will finish their at-bat.
2. Every child attending the game will play in the field; coaches should rotate players and positions each half inning. Defensive players will be assigned the following positions: 1st, 2nd, SS, 3rd, Pitcher, Catcher and the remaining players in attendance should be placed in the outfield (outside the base paths).
3. Players should be allowed an opportunity to play every position through the season.
4. A half inning consists of a team batting through their entire lineup.
5. Each team will bat their compete line up and switch sides.
6. A batter is allowed a maximum of five swings to put the ball in fair play. After five swings, the batter is out and will return to the dugout.
7. IF a baserunner gets out, they are out and shall not continue to run the bases.
8. Players who make it to 1st base are allowed to continue through the bases if directed by the coach. Once the ball is within the base paths and is under control by a player, the coaches should call time.
9. When the ball is put in to play the defensive players must attempt to make a play. Outs can be made, however they are not recorded. Players must return to the dugout within an out is made, if anything in question will result in the player being declared safe.
10. There must be at least three offensive coaches on the field (1st base, 3rd base, and at home plate). The home plate coach will adjust and place the tee during play.
11. Four defensive coaches may position themselves in the outfield – one on each foul line, in the outfield and in the infield.
12. Base distance is 60 feet.
13. The tee should be removed when a runner is coming into home plate.
14. The designated coach from the 5:30 PM game should pick up the tee and balls from the concession stand. The designated home coach from the 6:45 PM game should turn in the tee and balls (if any are left) to the concession stand at the conclusion on the game.

SECTION B – 6U & 7U COACH PITCH DIVISIONS

Pitching Rules

1. An offensive coach will pitch to his / her own team.
2. Pitcher (adult) may pitch anywhere from outside of the 20' foul arc and the pitching circle.
3. Pitcher (adult) may not cross the foul arc or enter the pitching circle (while pitching).
4. Pitcher (adult) must keep on foot on or straddle the pitching line.

5. Pitcher (adult) must pitch over-handed (any batted ball that hits the pitching coach will be a dead ball and called no pitch).
6. If the pitcher (adult) intentionally allows the ball to hit them (Penalty: batter is out – Umpire's judgement) No runner(s) advances.
7. Pitcher (adult) must attempt to avoid interference and try to pick-up the batter's bat provided he / she does not interfere with the play.
8. If the pitcher (adult) does not attempt to get off the field and / or interferes with the defensive player to keep them from making a play, the play will result in the batter being called out and runner(s) will advance.
9. For the 6U and 7U, Divisions it is mandatory that the Pitcher (player) wear a face mask. It is optional for all other infield players. (This CAN BE a batting helmet with a mask).

Offense

1. A slung bat will result in a team warning for the offending team on the first offense. Each additional slung bat for that team will result in the batter being called out. If the same player continues to violate the rule, they **CAN** be removed from the game.
2. Batter will receive five pitches before being declared out.
3. If fifth pitch is fouled, a sixth pitch is thrown, if sixth pitch is fouled, the batter is out.
4. If pitch is fouled (and the ball goes above the shoulders) and caught, the batter is out.
5. No bunting allowed. IF batter squares to bunt and then swings, they will be called out, this will be umpire's judgement.
6. Any base runner leaving the base before the ball reaches plate is out. (Penalty: the ball is dead and all other runners return to base occupied prior to pitch – Umpire's judgement.) The pitch will not count.
7. One of the offensive coaches is allowed at the backstop during RFPRA games (not allowed in GRPA All-stars).

Defense

1. If any player is injured by being hit with a batted or thrown ball, time out will be called immediately, bases will be awarded/outs will be called at the umpire's discretion based on each individual situation.
2. No rolling the ball intentionally will be allowed.
3. The infield fly rule will not be in effect.
4. All players in attendance will be in the field defensively.
5. Positions should be filled as pitcher (player), 4 infielders, 4 outfielders, catcher. In 6U all other remaining players in attendance shall be placed in outfield. In 7U a team **MUST HAVE** a catcher.
6. Pitcher (player) will stay in the ten-foot circle until the ball is hit. The player may have one foot outside the circle. (Penalty: Offense gets choice of play or no pitch.)
7. In the field, a team should be positioned in a traditional alignment and not a wall on one side of the infield.
8. Play shall not be stopped by the defensive team heading off or stopping the front runner. Trailing runners may advance at their own risk. For time to be called the ball must be on the infield (inside the base paths) **AND** all runners have **STOPPED** advancing. If any of these have not occurred the play is still live and time shall **NOT** be called.
9. Defensive coaches are allowed in the outfield and shall not interfere with the play or maliciously interact with the other team.

SECTION C – 9U DIVISION

1. Each game will begin with a pitching machine in play for the first 3 innings.
2. Beginning with the 4th inning the umpire will remove the pitching machine from the field and the remainder of the game will be conducted with live pitching.
3. All rules governing 9U baseball in GRPA athletics will be in effect with the exception of the following:
4. Ball speed shall be approximately 46 miles per hour for 9U.

5. The umpire will be stationed behind the machine and will present the ball to each batter prior to feeding machine.
6. When a batted ball hits a pitching machine, the umpire feeding the machine, or the extension cord off the ground, it is considered a “DEADBALL SINGLE” the batter/runner will be awarded 1st base with all runners moving forward if forced. If a batted ball hits a defensive player then hits the machine, the batter is awarded 1st and all other runners move up one base, if forced. Ball is dead when ball hits machine.
7. When a thrown ball hits the pitching machine or the extension cord off the ground, it is considered a “DEAD BALL” and played as if thrown out of bounds.
8. With the pitching machine in play the count starts at 0-0 and only strikes will be recorded, there are no limits to foul balls once a batter has 2 strikes. A pitch deemed unhittable by the umpire will be declared a no pitch.
9. When the pitching machine is in play Stealing is **NOT** allowed, runners **CANNOT** advance on past balls, runners can only advance on balls hit into play.
10. A maximum four outfielders shall be used (While the machine is being used AND live pitching). Ten players will be used on defense at the following positions: Catcher, Pitcher, 1st baseball, 2nd baseball, 3rd baseball, Shortstop, and four outfielders. If playing shorthanded the player must come from the infield or outfield, the team must have a battery.
11. The infield fly rule will **NOT** be in effect.
12. A runner **CANNOT** run on dropped 3rd strike.

FALL 2025 CALENDAR	
Early Bird Registration	01-01-2025 - 07-11-2025
Regular Registration	07-10-2025 - 08-03-2025
Late Registration	08-04-2025 - 08-08-2025
Coaches Meetings / Team Formation	08-19-2025 - 08-21-2025
Practices Begin	08-25-2025
Team Name / Numerical Roster Due	08-29-2025
Schedule Release	09-05-2025
Season Begins	09-15-2025
Season (Projected) Ending	10-24-2025



Revised September 8, 2025