



Adult Local League Rules

The City of Greenville Parks & Recreation Department reserves the right to change and implement new rules at any time. We are committed to provide the best programs possible to ensure the best environment for the players, coaches and their respective families.

Local Playing Rules

1. In case of inclement weather, it will be the manager's responsibility to contact GSL to verify games status. Decisions on game cancellations will be made after 3:00pm
2. All games will have a 50-minute time limit, or 7 innings.
3. Scheduled game time is forfeit time (No exceptions).
4. All teams must have shirts alike in color with legal numbers on the back.
5. No steel cleats.
6. All levels can bat up to 10 batters (Order must alternate 1 male and 1 female; must bat 8 or 10 players)
7. Zero tolerance on language, it will be an automatic ejection.

Roster

1. Free substitution for any player - must be the same sex.
2. Rosters **MUST** be turned in prior to first game. Any player added after your roster is turned in, must sign a waiver and roster before being able to be a legal player. Rosters will remain open; however, you cannot pick up anyone that is currently already on a roster in our league.
3. All leagues may start with 7 players. Must have at least 4 girls to begin the game.

Rules

Defensive Alignment:

1. Teams cannot have more than 3 players in the infield at the time of the pitch. (excludes pitcher & catcher)
2. All other defensive players must be behind the outfield arc.
3. In the event a team must pick up players to prevent a forfeit, they will be allowed to do so with the approval of the opposing manager and must comply with roster rules. (can't be on another roster)

Extra inning:

- 4. In the event, extra innings are needed, or time expires, the batters will begin with a 3-2 count. (This rule will only be used at the beginning of the next full inning)

Field:

- 5. Playing field will be 65 ft. base paths and the pitching rubber will be set at 50 feet.
- 6. There will be a 10ft arc in front of home plate, the ball must cross the arc to be considered a fair ball.
- 7. There will be an arc drawn to designate the outfield.

Strike Zone:

- 8. When any part of the ball crosses any part of the plate and is no higher than 12 inches off the ground when it crosses the plate.

Outs:

- 9. 3 strikes (No courtesy foul)
- 10. When a player is hit with a thrown ball (below the waist) while off the base will be considered an out.
- 11. Hitting a player above the waist with the ball constitutes a penalty to the defense. The player is not out and will be awarded the base attempting to acquire
- 12. Tagged out or forced out going to a base
- 13. The ball is caught by a defensive player in the air before it touches the ground

Pitching:

- 14. The ball must be delivered in an underhand motion and released **BEFORE** the pitcher crosses the pitching rubber.
- 15. For an illegal roll (umpire will call time) a ball will be awarded to the kicker.
- 16. Any pitch that has excessive speed (umpire judgement) will be considered an illegal roll.

Kicking:

- 17. Count will start as 1 ball / 1 strike
- 18. Offensive player must start with both feet inside the batter's box
- 19. If a male player is walked, he will be awarded 1st and 2nd base. The female will be allowed to take 1st base if she chooses.
- 20. The offensive player must be inside the batter's box when contact is made with the ball (the ball must be kicked with the foot)
- 21. Bunts are not allowed.
- 22. A kicked ball must pass the 10ft arc to be considered a fair ball.

Batter's Box

