

GFBL FALL LEAGUE RULES / PROCEDURES

- GAMES ARE 6 INNINGS WITH A 1:30 MIN TIME LIMIT
- ROUND ROBIN BATTING FOR 8U-14U. 15U-18U TEAMS CAN HAVE THE OPTION OF ROUND ROBIN BATTING OR HIGH SCHOOL PLAY
- MERCY RULE – 12 RUNS AFTER 3, 10 RUNS AFTER 4, 8 RUNS AFTER 5
- GAMES MAY BE PLAYED WITH 1-1 COUNT IF INCLIMATE WEATHER IS PRESENT. UMPIRES DISCRETION
- TEAMS ARE TO NOTIFY 24 HOURS IN ADVANCE IF THEY CANNOT PLAY. FAILURE TO DO SO WILL RESULT IN A FORFEIT FEE OF \$50.00. FEE MUST BE PAYED BEFORE NEXT GAME IS PLAYED
- UMPIRE FEES: 9U-12U \$70 PER GAME SPLIT (\$35) BETWEEN TEAMS.
- RAINOUTS – MAY OR MAY NOT BE SCHEDULED DUE TO TEAM AVAIALIBILITY AND CAN BE MADE UP AFTER PLAYOFF WEEK IF DESIRED
- IF A GAME IS TIED AFTER 6 INNINGS INTERNATIONAL TIE BREAKER RULE WILL APPLY FOR ONE INNING IF WITHIN TIME LIMIT. IF STILL TIED GAME WILL END (REGULAR SEASON ONLY) IF A TIED GAME IS ENDED BY TIME LIMIT, GAME WILL END TIED
- PLEASE HAVE TEAMS READY BY START TIME OF EACH GAME. GAMES MAY START EARLY IF BOTH TEAMS ARE READY AND FIELD IS AVAILABLE
- FOR SINGLE GAMES COIN TOSS WILL DETERMINE HOME /AWAY TEAMS
- PLAYOFFS WILL BE SEEDED
- RULES NOT SPECIFIED ARE DETERMINED BY GFBL SPRING/SUMMER RULES AND HIGH SCHOOL RULE BOOK
- **9U/10U DIVISION** – Drop 3rd strike is an out
Leading off is allowed
Teams may only steal home 1 time per inning
Run Limit – 6 runs per inning excluding last declared inning which is unlimited