







# Rule Differences

Rule		
<b>Bat Standard</b>	Same – all must have new USSSA thumbprint mark	Same – all must have new USSSA thumbprint mark
<b>Balls</b>	Only USSSA stamped balls (Classic M or Classic Plus for men and Classic W for women)	Only GSL stamped balls in GSL World Tournament play. GSL or USSSA stamped balls may be used in all other events.
<b>Courtesy Runner</b>	None currently	May be anyone on the roster and may be used unlimited times for one player per inning. No substitution for a courtesy runner.
<b>Designated Homerun Hitter</b>	None currently	Player who, without penalty, may hit a homerun every time at bat. Teams must designate their DHH prior to the start of the game. Should the DHH be walked (intention or not) the next person to hit a home run may do so without penalty until the DHH's spot comes back up in the lineup.
<b>Choice of First or Last Bat</b>	Decided by coin toss unless otherwise stated in rules of organization	Decided by DOUBLE toss of coin unless otherwise stated in rules of organization
<b>Run Rules</b>		
<b>Men's A</b>	25 after 3, 20 after 4, 15 after 5 with accompanying flip flop rules	25 after 3, 20 after 4, 15 after 5 No flip flop rules <i>RUN RULES</i>
<b>Men's B</b>	25 after 3, 20 after 4, 15 after 5 with accompanying flip flop rules	20 after 3, 17 after 4, 15 after 5 No flip flop rules <i>WILL BE</i>
<b>Men's C</b>	25 after 3, 20 after 4, 15 after 5 with accompanying flip flop rules	20 after 3, 15 after 4, 12 after 5 No flip flop rules <i>THE SAME</i>
<b>Men's D</b>	20 after 3, 15 after 4, 10 after 5 with accompanying flip flop rules	20 after 3, 15 after 4, 12 after 5 No flip flop rules <i>AS USSSA</i>
<b>Men's E</b>	20 after 3, 15 after 4, 10 after 5 with accompanying flip flop rules	20 after 3, 15 after 4, 10 after 5 No flip flop rules <i>IN 2015!</i>
<b>Home Run Rules</b>		
<b>Men's A</b>	8 – all others are out	DHH plus 8 – all others are outs
<b>Men's B</b>	6 – all others are outs	DHH plus 6 – all others are outs
<b>Men's C</b>	4 – all others are outs	DHH plus 4 – all others are outs
<b>Men's D</b>	2 – all others are outs	DHH plus 2 – all others are outs
<b>Men's E</b>	0 – inning ending out and offensive ejection	DHH only   - all others are inning ending outs

Item		
<b>Roster Adds/Removals</b>	<p>Manager can add 6 players to qualified team roster. One add must be added prior to July 1; one add prior to August 1; one add prior to September 1. Other adds may be added as late as 72 hours prior to the start of State, National or World tournament.</p> <p>Players added to qualified frozen rosters cannot be on another qualified team's roster within the same program.</p> <p>Any player that is released from a qualified team's roster cannot return to that team during the current season. Players may be released from only one qualified roster during the season.</p>	<p>When you release a player you lose that spot on the roster. As of September 1 all teams may add 2 players to reach a maximum roster size of 25. Player adds must be done prior to World Tournament play and must be of equal or lower classification.</p> <p>Teams may not add players to their roster that are frozen on another team's roster unless released by the previous team.</p>
<b>Rosters Frozen</b>	<p>When team qualifies for state, national or world tournament.</p>	<p>All team rosters are frozen September 1</p>
<b>Dual Super Qualifier</b>	<p>Event played by GSL rules. Teams will get both USSSA and GSL points if both teams in same class are registered on website with same manager ID.</p> <p>Balls can be either GSL or USSSA stamped.</p>	<p>Event played by GSL rules. Teams will get both USSSA and GSL points if both teams in same class are registered on website with same manager ID.</p> <p>Balls can be either GSL or USSSA stamped.</p>
<b>Mandatory Bump Up</b>	<p>Winner of all Men's &amp; Women's National or World Tournaments with 25 or more teams must compete in next highest classification the following year.</p> <p>The top 10% of finishing teams in Men's C, D, E, Women's D and Mixed D, E must compete next year in higher classification. Exception: Tournaments with fewer than 25 teams are exempt.</p> <p>Teams reclassified by the By-Laws with 4 or more players from previous year's roster must participate in new classification for a period of 1 year.</p>	
<b>Umpire Apparel</b>	<p>Umpire apparel available through Boombah. Boombah shirt and hat are required for all umpires.</p>	<p>Umpire apparel available through Boombah. GSL shirt and hat are required for all umpires working any GSL World event.</p>
<b>Balls</b>	<p>Only USSSA stamped balls are to be used in USSSA events.</p>	<p>GSL stamped balls required in GSL World events; recommend use of GSL balls in GSL events when possible</p>
<b>Bats</b>	<p>USSSA approved bats with new thumbprint mark</p>	<p>USSSA approved bats with new thumbprint mark</p>



Rule		
<b>Profanity Rule</b>		No shouting of profanity allowed – umpire can eject without warning in sole discretion
<b>Re-Entry</b>	Any starting player may withdraw and re-enter once to same batting position. Substitutes who are withdrawn may not re-enter	Double re-entry is allowed. Teams can substitute all players a maximum of 2 times per game into the same batting position.
<b>Pitching Arc</b>	3' from pitchers hand and max 10' from ground	5' from ground and max 10' from ground
<b>Pitchers Mask</b>		If pitcher wears mask once the pitcher begins the delivery they may not remove the mask
<b>Illegal Pitches</b>		No verbal or visual calling of illegal pitches
<b>Base Runner Out</b>	When a base runner is struck by a fair batted ball on fair ground while off his base and before it touches a fielder or passes a fielder	When a base runner is struck by a fair batted ball on fair ground either while on or off the base and before it touches a fielder or passes a fielder
<b>Base Runner Out</b>	When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately and forcefully runs into the defensive player, the runner is declared out. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision.	When a base runner jumps over a defensive player waiting to tag, the runner is out. If the feet go over waist high, or if the defensive player is kneeling, and the base runner's feet go above the head of the defensive player, the base runner is not only out but may be ejected from the game. If in an umpire's judgment, it all happened in the spur of the moment, and was not intention, the runner will just be called out.