



Green Bay Youth Baseball 46/60

For more information go to <http://www.greenbayyouthbaseball.org>

Minor League Rules 46/60

1. All games will be six innings, with time limit of 1 hour and 30 minutes (90 minutes). Clock should be set to 80 minutes. No inning will start after time has expired (80 minutes). New inning starts when the final out is recorded in the previous inning.
2. Maximum 5 runs per inning, including the final inning.
3. 10 run rule after 4 innings in all games.
4. 46' mound - 60' bases
5. All teams must roster bat, however only play 10 players in the field in the field. 4 players must play in the outfield grass.
6. You must have 8 players to start game. The 9th batting spot will be an out when up. Players coming late will be added to the end of the order.
7. Dropped third strike:
- Batter may NOT run on a dropped third strike.
8. Stealing 2nd and 3rd is allowed. Runners may leave base once ball crosses home plate. One warning per team will be given for leaving base early. After one warning, runner will be called out if he leaves early. Runners may NOT score from third on a passed ball. No delayed stealing. Once momentum has stopped, the runner must return to the initial base.
9. Free substitution will be used throughout the game for every position other than the pitching position. (must abide by Rule 10)
10. Once pitcher is removed from the pitcher's position, they may not re-enter the game and pitch again.
11. Five warm-up pitches between innings and between pitchers.
12. SEE BELOW FOR PITCH COUNT RULES.
13. Players MUST slide into all bases, except 1st base, if a play is being made. Sliding feet first is required. It is the umpire's decision to rule the runner out if the player fails to slide.
14. Fake bunting is allowed. However, fake bunting and then swinging is NOT allowed and the batter will be called out. No warnings will be given.

15. Courtesy runners **MUST** be used for catchers with two outs. *Courtesy runners will be the last out recorded in that inning.*
16. Maximum bat diameter: 2-5/8" but must be stamped with a USA Logo".
17. *There is NO infield fly rule.*
18. *Stealing home on passed balls and overthrows is NOT permitted.*
19. If the game is tied at the end of the time limit, the game will end in a tie. If the game is tied and a new inning can start before the 80 minute, new inning rule, an extra inning can be started.
20. For a play at third base (other than stealing 3rd) runners may advance to home on an overthrow. If the runner is stealing 3rd base and the catcher overthrows 3rd base, the runner may NOT advance home. This is to encourage catchers to throw to all bases on a straight steal.

Additional Requests & Info

1. Home Team gets the 3rd base dugout.
2. Home Team is responsible for diamond prep before the first game and diamond cleanup after the last game (see separate responsibility sheet).
3. Visitor Team gets the 1st base dugout.
4. Visitor Team is responsible for concessions (see separate responsibility sheet).
5. Please have players hustle on and off the field.
6. Please have your team clean the dugout after each game (i.e. water bottles, gum wrappers, etc.).
7. Our umpires are paid for their service, however be respectful of their efforts. Coaches are responsible for player, parent and fan behavior.
8. Player's unsportsmanlike conduct is subject to ejection from the game (and future games) upon the umpire's discretion.
9. Coach / Parent unsportsmanlike conduct is subject to ejection from the park.
10. No player should sit out two consecutive innings.
11. If playing the field with 10 players, the 10th player must play in the outfield. All outfielders must play on the grass in an outfielder's position.
12. Both teams will provide 1 new game ball for each game. Please present new game ball to the umpire prior to the start of the game. 12 game balls will be given to each coach at the beginning of the year.

Pitch Count Rules (8-10 Year Olds – Minor League)

8 year olds and 9 year olds are considered 9 year olds (Youngers).
All pitchers are limited to 6 outs per game and 9 outs per calendar week.
All pitchers are subject to the pitch count guidelines listed below.
Maximum 40 pitches per game. Pitcher may finish the batter even it results in more than 40 pitches.
Maximum 60 pitches per week.

9 Year Old Pitching Requirements
Game of 5 or more innings:

Minimum combined 6 outs or 40 pitches.
Maximum individual 6 outs or 40 pitches. Pitcher may exceed limit to finish out a batter.

Game limited to 3.5 or 4 innings: Minimum combined 3 outs or 20 pitches.

10 Year Old Pitching Requirements

Game of 5 or more innings:

Minimum combined 6 outs or 40 pitches.

Maximum individual 6 outs or 40 pitches. Pitcher may exceed limit to finish out a batter.

Game limited to 3.5 or 4 innings:

Minimum combined 3 outs or 20 pitches.

Pitch Count Rules

1 - 20 Pitches 0 Days Rest Required

21 - 40 Pitches 1 Days Rest Required

41 or more Pitches 2 Days Rest

Maximum pitches per game is 40. Pitcher is allowed to finish a batter and exceed 40 pitches if they started the batter with fewer than 40 pitches. Pitches exceeding 40 count toward weekly maximum total of 60 pitches.

Pitch counts may be adjusted by the league for double headers or weeks with make-up games scheduled. This must be pre-approved by the league Directors.

NEW RULE (Minors American Only)

In an effort to make the games more enjoyable for the players, coaches and fans, we are implementing a walk rule in the Minors American League. This rule should speed the game along as well allow for more live action throughout the game.

Each pitcher will be allowed to walk 1 batter. After the first walk, if a pitcher throws a 4th ball to a hitter, a coach from the team batting will come in to pitch to the hitter. The hitter will NOT take first base on the 4th ball, they will continue to bat. The coach will pitch and the batter will continue to bat until he puts the ball in play or strikes out.

If the batter puts the ball in play, the maximum base he can take is first base. Even if he hits the ball to the fence, he must stay at first base. All other runners on base at the time may advance at will.

While in "coach pitch" mode, there will be no stealing (even on a wild pitch by the coach).

While in "coach pitch" mode, the umpire continues to ump behind the plate. If the batter does not swing at a strike, the umpire will call the pitch a strike (even if it results in a called 3rd strike).

While in "coach pitch" mode, there are no walks.