

Green Bay Youth Baseball - Minor League Division Rules

Games

1. All games will consist of six innings, with a time limit of 80 minutes. No inning shall start after the 80-minute mark, but any inning already in progress will be completed. If the game is tied at the end of the time limit, it will conclude in a tie.
2. A team must have a minimum of eight players to start a game. Late-arriving players may be added to the batting order if their lineup position has not yet passed. If their position has passed, they will be inserted at the end of the batting order. Late arrivals are not permitted to join their team on defense until the start of the next inning. If a team is playing with only eight players, the ninth spot in the batting order will be counted as an out.
3. Teams will field ten players on defense and must have four outfielders. In the event of a team playing with nine players, only three outfielders will be permitted. In the event of a team playing with eight players, only two outfielders will be permitted. Outfielders are required to play on the grass.
4. Substitute Players:
 - a) Teams with less than ten players may utilize substitute players from another Minor League team in the same division. Exception: An American League player can substitute on a National League team.
 - b) Substitute players may not play if a rostered player is available on the bench.
 - c) A team who is using a substitute player(s) may not exceed ten total players for that game.
 - d) Substitute players must play in the outfield.
 - e) Substitute players must bat at the end of the batting order.
 - f) Teams should not deliberately seek out the highest-talent players as substitutes.
 - g) Substitute players must be disclosed to the opposing coaching staff before the start of the game.
5. All teams must roster bat.

6. Free substitution is allowed throughout the game for all positions, except for the pitching position. Once a player is removed from the pitching position, the player may not re-enter the game as a pitcher.
7. No player shall sit out for two consecutive innings.
8. A maximum of five runs is permitted per inning, including the final inning.
9. A 10-run rule will be enforced after four innings of play, or after 3½ innings if the home team is ahead.
10. The pitching mound is set at 46 feet (from the back corner of home plate to the front of the rubber), and bases are set at 60 feet apart.
11. The dropped third strike rule is not in effect.
12. The infield fly rule is not in effect.
13. Fake bunting is permitted; however, a player who fakes a bunt and subsequently swings away will be called out. No warnings will be issued.
14. A courtesy runner for the catcher may be utilized with two outs. The courtesy runner will be the last recorded out from that inning.
15. Teams are allowed five warm-up pitches between innings.
16. There shall be no throwing the ball around the horn during an inning.
17. No manager, coach, or player may be positioned behind the backstop during a game in which they are participating. A warning will be issued for the first offense; a second offense may result in ejection from the park.
18. Base runners who evade a tag by jumping over a fielder will be called out.

Playoff and Championship Games

1. A time limit will continue to apply to playoff games (80 minutes) and championship games (90 minutes). No inning shall start after the time limit, but any inning already in progress will be completed.
2. The umpire will declare the final inning, and in that inning, there is no run limit. Teams can score as many runs as they can before three outs are recorded.
3. In the event of a tie at the conclusion of the time limit or six innings, California Rules will apply to playoff and championship games:
 - a) The inning will begin with one out.

- b) The last player who was out in the previous inning will be placed on second base.
- c) All batters will begin each at-bat with a 1-1 (one ball, one strike) count.
- d) The inning continues until three outs are recorded.
- e) Each team will have an opportunity to bat.
- f) This format will continue until a winner is determined.

Stealing

1. Runners may leave the base once the ball crosses home plate. One warning per team will be given for leaving the base early. After one warning, the runner will be called out if they leave the base early.
2. Base stealing is permitted, but stealing home is not allowed, including passed balls or overthrows back to the pitcher or base. Advancing to home is permitted if an overthrow takes place during a play, including at third base, on a batted ball.
3. Runners may not advance home on an overthrow during a steal of third base. They may only advance to home if an overthrow occurs during a batted-ball play.
4. Delayed stealing is not permitted (e.g., advancing to the next base after the pitch when the catcher throws the ball back to the pitcher).
5. Runners must slide feet first into all bases, except for first base, when a play is being made or they will be called out. Runners may slide headfirst back into a base on a pickoff attempt. It is at the umpire's discretion to call a runner out for failing to slide.
6. If a team is leading by six runs or more, all stealing, including on a passed ball or wild pitch, will cease until the opposing team is within six runs.

Bats

1. Only USA-stamped bats are permitted. No exceptions.
2. Wood bats are not allowed.
3. Bats may have a diameter of 2 ¼ inches or 2 5/8 inches.
4. Any non-USA bat discovered will be removed and a team warning will be issued. The next discovery will be an automatic out.

Pitching

1. Balks will not be called.

2. Hit-by-pitch. If a single pitcher hits three batters, the player must be replaced by another pitcher. The hit-by-pitch does not have to occur in the same inning.
3. A coach's second trip to the mound for the same pitcher, regardless of inning, must result in a change of pitcher.
4. Pitchers may not wear distracting clothing.

A combination of 9-year-olds and 10-year-olds must be used to meet the rules below:

1. Any player who will be 9 or younger as of 4/30 is considered a 9-year-old.
2. Any player who will be 10 as of 4/30 is considered a 10-year-old.
3. A minimum of three outs per game must come from players in the 9-year-old group.
4. Each pitcher is limited to a maximum of six outs per game and nine outs per calendar week.
5. If a pitcher appears in an inning without recording any outs, that counts as the player pitching three outs.
6. If there is a question about how many outs or innings a pitcher has thrown, it should be brought up immediately to the umpire and other coaching staff.

Penalties for failing to adhere to pitch counts*:

- First violation – The coach will be issued a warning from the GBYB Board.
- Second violation – GBYB Board review and determination of the penalty.
- Third violation – Forfeiture of game.

*Penalties may change for playoff and championship games, to include forfeiture of the game on the first violation.

Pitching – American League Only

Each pitcher is allowed to walk one batter per inning. After the first walk, if a pitcher throws a fourth ball to a batter, the batter will not take first base and will continue the at-bat. A coach from the offensive team will come in to pitch to the batter from the pitching mound.

While in “coach pitch” mode:

- The batter retains the ball-strike count of their at-bat.
- The coach will pitch and throw a limit of seven pitches; foul balls will be treated as such and will extend the at-bat.
- The umpire continues to call balls and strikes 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 third strike out.

- If the batter does not put the ball in play after seven pitches, the batter will be called out, even if the seventh pitch is a ball. The batter must swing or be called out.
- If the batter puts the ball in play, it is a live ball and the result of the play stands. For example, the batter can be thrown out at first base or will be called out on a caught pop-up or fly ball.
- The maximum base the batter can reach is first base on a batted ball. Even if the batter hits the ball to the fence or there is a defensive error, the batter must stay at first base. All other base runners may advance at their own risk.
- There will be no stealing, even on a wild pitch or a passed ball.
- There are no walks.

Additional Rules

1. Home Team occupies the third base dugout. Visiting Team occupies the first base dugout.
2. Teams are required to clean the dugout after each game.
3. No metal cleats are allowed.
4. All offensive players must wear helmets while on the field. The first incident will result in a warning from the umpire. After a warning has been issued, the offending player or team may be given an out.
5. Coaches are responsible for the behavior of their coaches, players, and fans.
6. The umpire has the authority to eject any player, coach, parent, or fan for unsportsmanlike conduct or foul play.
7. The use of tobacco products, including vaping and smokeless tobacco, are prohibited at all games and practices.