



# Green Bay East Side Youth Baseball

## Minors Rules (8/9/10)

[www.greenbayyouthbaseball.org](http://www.greenbayyouthbaseball.org)

### Games

1. All games will be six innings, with a time limit of 1 hour and 30 minutes. Clock should be set to 80 minutes. No inning will start after 80 minutes. A new inning is defined as having started when the final out to end the previous inning is recorded. If the game is tied at the end of the time limit, it will end in a tie.
2. If the game is tied and a new inning can start before the 80-minute, new inning rule, an extra inning can be started.
3. You must have eight players to start game. Players coming late can be inserted into the batting order if their spot in the line-up has not already been passed. If it has passed the player will be added to the end of the batting order. Late arriving players cannot join their team on defense until the start of the next inning. If playing with 8 players, the ninth spot is considered an out.
4. All teams must roster bat.
5. Teams can play with 10 players in the field. Teams playing with 10 players must play 4 outfielders. Outfielders must be on the grass.
6. Free substitution will be used throughout the game for every position other than the pitching position. Once a pitcher is removed from the pitcher's position, they may not re-enter the game and pitch again.
7. Maximum 5 runs per inning, including the final inning.
8. 10 run-rule after 4 innings in all games. 3 ½ innings if the Home Team is ahead.
9. 46' mound 60' bases
10. Batter may **NOT** run on a dropped third strike.
11. There is **NO** infield fly rule.
12. Fake bunting is allowed. However, fake bunting and then swinging away is **NOT** allowed and the batter will be called out. **NO WARNINGS WILL BE GIVEN.**
13. Courtesy runners **MUST** be used for catchers with two outs. A courtesy runner may also be used for the pitcher of record with two outs (**a new pitcher must be announced before a team at bat begins**). *Courtesy runner will be the last out recorded in that inning.*

14. Five warm-up pitches between innings and between pitchers.
15. No throwing around the horn.
16. No manager, coach, or player will be allowed behind the backstop while the game in which they are participating is in progress. One warning will be given, second offense is subject to ejection from the park.
17. Base runners who avoid a tag by jumping over the fielder, etc. will be called out.

### **Stealing**

1. 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.
2. No delayed stealing. Once momentum has stopped, the runner must return to the initial base.
3. Stealing home is **NOT** allowed. This is to include passed balls and overthrows. Advancing to home **IS** permitted if the overthrow takes place during a play (including at 3<sup>rd</sup>) on a hit.
4. Stealing 2nd and 3rd is allowed. Runners may **NOT** score from third on a passed ball.
5. 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
6. Players **MUST** slide into all bases, except 1st base, if a play is being made.
7. Sliding feet first is required.
8. It is the umpire's decision to rule the runner out if the player should have slid and fails to do so.

### **Bats**

**Only "USA" Stamped Bats Allowed. NO EXCEPTIONS.** Bats can be 2 ¼" or 2 5/8" in diameter.

### **Pitching**

1. Balks will **NOT** be called.
2. Hit-By-Pitch: If a single pitcher hits 3 batters, he must be replaced by another pitcher. The HBP does not have to occur in the same inning.
3. Coach's second trip to the mound for the same pitcher regardless of inning **MUST** result in change of pitcher.

### **Pitching Rules**

A combination of 8/9 year-olds and 10 year-olds must be used following the rules below:

- Any player who will be 9 or younger as of 4/30 is considered an 9-year old (younger group)
- Any player who will be 10 as of 4/30/20 is considered part of the older group
- Minimum combined 3 outs or 40 pitches per game from the younger group of players
- All pitchers are limited to a maximum of 6 outs per game and 9 outs per calendar week.
- All pitchers are limited to a maximum of 40 pitches per game and 60 pitches per calendar week.
- A pitcher may finish a batter even if it results in going over 40 pitches per game or 60 per week. However, those pitches count towards the weekly total and the days of rest required.

**Days of rest required:**

- 0-20 pitches thrown: 0 days rest
- 21-40 pitches thrown: 1 day of rest
- 41+ pitches thrown: 2 days rest

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.

**(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 as 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 throw a limit of 7 pitches. If the batter does not put the ball in play they are out.*

If the batter puts the ball in play, the maximum base they can take is first base. Even if they hit the ball to the fence, they 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.

**Additional Information**

1. Home Team gets the 3rd base dugout. Visiting Team gets the 1st 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. Visiting Team is responsible for concessions and scoreboard (see separate responsibility sheet).
4. 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.

5. All 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.
6. **NO** player should sit out two consecutive innings.
7. Please have players hustle on and off the field.
8. Please have your team clean the dugout after each game (i.e. water bottles, gum wrappers, etc.).
9. Our umpires are paid for their service however be respectful of their efforts. Coaches are responsible for player, parent, and fan behavior.
10. Player's unsportsmanlike conduct is subject to ejection from the game (and future games) upon the umpire's discretion.
11. No abusive or profane language by anyone will be tolerated. Coach / Parent unsportsmanlike conduct is subject to ejection from the park.

**Playoff and Championship games:**

In the event of a tie at the end of regulation, California Rules will be used:

- The inning will start with one out
- Last batted out from previous inning will be placed on second base
- First scheduled batter (and all subsequent batters) comes to bat with a 1-1 count
- The inning continues until 3 outs are reached
- Each team gets an at-bat
- If the game is still tied after each team has batted, then the game will continue this way until we have a winner.