



## Green Bay 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 80 minutes. No inning will start after 80 minutes. If the game is tied at the end of the time limit, the game will end in a tie.
2. A team must have eight players to start a game. Players coming late can be inserted into the batting order if their spot in the lineup has not already passed. If their spot in the lineup 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 in the batting order is considered an out.
3. Teams will play with 10 players on defense and must play with 4 outfielders. If playing with 9, there will be 3 outfielders. Outfielders must play on the grass.
4. Substitute Player(s)
  - a. A team may use a substitute player(s) from another Minors team of in same league. Exception: An AL player can substitute on a NL team.
  - b. The substitute player(s) may not play in the field if a rostered player is on the bench.
  - c. The substitute player(s) should not pitch and should play an outfield position, when possible.
  - d. The substitute player(s) should bat in the lower half of the batting order.
  - e. A team should not purposefully seek out the highest-talent players to use as substitutes.
  - f. Substitute players should be disclosed to the opposing coaching staff prior to the start of a game.
5. All teams must roster bat.
6. Free substitution will be used throughout the game for every position other than the pitching position. Once a player is removed from the pitching position, the player may NOT reenter the game and pitch again.
7. No player should sit-out two consecutive innings.
8. Maximum 5 runs per inning, including the final inning.
9. 10-run rule after 4 innings in all games. 3 ½ innings if the Home Team is ahead.
10. 46' mound (back corner of home plate to the front of the rubber), 60' bases.
11. Batter may NOT run on a dropped third strike.
12. There is NO infield fly rule.
13. Fake bunting is allowed. Fake bunting and then swinging away is NOT allowed and the batter will be called out. NO WARNINGS WILL BE GIVEN.

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14. A courtesy runner for the catcher MUST be used with two outs. The courtesy runner is the last recorded out in that inning.
15. 5 warm-up pitches between innings.
16. No throwing around the horn.
17. 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.
18. Base runners who avoid a tag by jumping over the fielder, etc. will be called out.

### **Playoff and Championship Games**

In the event of a tie at the end of regulation (time limit or six innings, whichever comes first), California Rules will be used:

- The inning will start with one out.
- The last batted out from the previous inning will be placed on second base.
- ALL batters will begin the at-bat with a 1-1 (one ball, one strike) count.
- The inning continues until 3 outs are recorded.
- Each team gets an at-bat.
- The game will continue this way until a winner is decided.

### **Stealing**

1. Runners may leave base once the ball crosses home plate. One warning per team will be given for leaving base early. After one warning, the runner will be called out if they leave early.
2. 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 3rd) on a hit.
3. Delayed stealing is NOT allowed. (Advancing to the next base after the pitch; e.g., when the catcher throws the ball back to the pitcher.)
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. Runners MUST slide feet first into all bases, except 1<sup>st</sup> base, if a play is being made or the runner will be called out.
7. It is the umpire's discretion to rule a runner out if the player failed to slide.
8. If a team is up by 6 runs or more, all stealing will stop until the opposing team is back within 6 runs.

### **Bats**

1. ONLY USA-stamped bats are allowed. NO EXCEPTIONS.
2. Wood bats are NOT allowed.
3. Bats may be 2 ¼" or 2 5/8" in diameter.
4. Any non-USA bat discovered will be removed and a team warning will be issued. Next discovery will be an automatic out.

## **Pitching**

1. Balks will NOT be called.
2. Hit-by-pitch. If a single pitcher hits 3 batters, the player must be replaced by another pitcher. The HBP 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.

## **Pitching Rules**

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

- Any player who will be 9 or younger as of 4/30 is considered a 9-year-old.
- Any player who will be 10 as of 4/30 is considered a 10-year-old.
- Minimum combined 3 outs or 40 pitches per game from 9-year-old group.
- Each pitcher is limited to a maximum of 6 outs per game and 9 outs per calendar week.
- Each pitcher is 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 and 60 pitches per week. These pitches count toward the weekly total and days of rest required.
- 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.
- The coaching staff should track pitches for BOTH teams and confer with the other team during the game. Pitch counts should be logged in Sport's Engine. If there are technical issues, they should be sent to the League Director.
- If there is a question about how many pitches a player has thrown, it should be brought up immediately to the umpire and other coaching staff.

Days of rest required:

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

Penalties for failing to adhere to pitch counts\*:

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

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

## **(Minors American League 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.

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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 Rules**

1. Home Team gets the third base dugout. Visiting Team gets the first base dugout.
2. Please have your team clean the dugout after each game.
3. The Home Team is responsible for diamond prep before the first game and/or diamond clean-up after the last game. The Visiting Team is responsible for concession volunteers. This is subject to change in the playoffs.
4. No metal cleats allowed.
5. 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.
6. Coaches are responsible for coaches, players, parents, and fans behavior.
7. The umpire has the authority to eject any player, coach, or parent/fan for unsportsmanlike conduct or foul play.