

# Green Brook Baseball Club

## Major League Rules



### **GAME INFORMATION**

- 6 Innings per game
- No new inning after 1:45 hrs. 2 hour hard stop only with another game following
- Losing team must complete 4 at bats
- 8 offensive players minimum. No penalty (out) for 8 batters in line-up
- Defensive players can be borrowed
- Avoid forfeits at all cost. Only forfeit if 8 offensive players cannot be fielded within 15min of scheduled start time
- Metal spikes are not allowed
- Mercy Rule – 10 runs after trailing team has 4 at bats
- Coaches at 1<sup>st</sup> and 3<sup>rd</sup> base only
- Home team lines the field pregame and sets up the field. Away team drags field and tarps the mound and home plate after the game
- Home team supplies 2 game balls
- Cancellations and Reschedules must be made by the league commissioner or a board rep
- Suspension of a game in progress: The umpire's decision to call a game in progress, which is not yet an Official Game, due to weather or darkness is final.
- Suspended games will resume from the exact point that they were stopped.
- The coach of the team which was losing at the time the game was stopped has the option to not finish the game if he elects to do so.
- The score in games that end or are called because of rain, darkness or time that have completed enough innings to be considered OFFICIAL as defined above will revert back to the score at the end of the last complete inning.

### **SAFETY RULES APPLY TO ALL DIVISIONS.**

- ALL COACHES SHALL HAVE COMPLETED THE RUTGERS S.A.F.E.T.Y. COURSE AND REQUIREMENTS as per each town Rec Dept.
- Only players in uniform are allowed on the field as batters, fielders and base runners. Keep all non-team members away from the field, dugout, on deck area and warm up areas.
- The team at bat is not permitted to allow the on deck batter, or other batters; to take practice swings outside of an approved batting cage. Only the batter and on deck batter may have bats in their hands. Two practice swings are permitted

before entering the batter's box. Keep all other team members away from the on deck area.

- Batters, base runners and catchers must wear helmets. If a base runner loses his or her helmet running between bases, the runner must stop at the next base after losing their helmet or they can stop, pick it up, put it back on their head and continue to advance. (i.e. if a runner going from first to second base loses their helmet they can a) stop at second base until time out is called and retrieve the helmet or b) they can retrieve the helmet while the ball is still alive and proceed to continue running the bases).
- If a player is injured play will stop immediately until the nature of the injury is determined. Follow procedures outlined in the safety-training course. Do not move an injured player until it is determined that no further injury will occur. The coach must prepare a written accident report and notify a league official immediately.
- Offensive base coaches must remain in the area designated as the coaching box and may not touch base-runners while the ball is in play. A base-runner touched by a coach while the ball is in play will be called out. A player in a coaching box must wear a batting helmet.
- Sneakers, rubber soled shoes or baseball shoes with rubber or plastic cleats only must be worn at all practices and games. Metal spikes are not allowed.

## **OFFENSE**

- Must bat in original order. Any injured player or player leaving early is NOT an automatic out
- No run rule per inning
- Roster bat only. All kids on team are included in lineup regardless if playing the field or not
- Batting out of order – Batter is out if defense calls for the out during the at-bat
- Bunting is allowed – No slash bunting allowed
- Tagging up is allowed
- Infield fly rule is applied - but this up to umpire's discretion
- Dropped 3<sup>rd</sup> strike is in play
- If hit by pitch batter is awarded 1<sup>st</sup> base
- Only USAA approved bats are allowed. Please see attached bat rules
- All batters and baserunners must wear helmets
- Stealing of all bases is allowed.
- No stealing directly after a walk. Baserunner must wait 1 pitch
- Leading is allowed on all bases
- Feet first sliding unless returning to a base previously occupied. Head first sliding can result in an out - umpire's discretion
- Must slide to avoid contact – Umpire's discretion
- Courtesy Runners allowed for pitcher, catcher and injured players. Last batted out shall be courtesy runner

## **DEFENSE**

- 9 players in field only
- All players must play the field a minimum of 3 innings or more
- Catchers MUST wear cup and catchers gear. Catchers gloves are required
- Cannot block home plate or any base preventing a runner from sliding.
- Catcher throws to bases are live and runners may advance. Umpire to award bases if out of play
- Every attempt should be made to give players some playing time in the infield positions, assuming that doing so will not put a child into unreasonable risk of injury.
- In-play overthrows are a live ball – runners to advance at risk - Umpire to award bases if out of play
- Catcher pick offs are allowed.
- Unlimited defensive substitution. Pitchers may not pitch again in the same game once removed
- If a catcher plays 4 innings behind home plate he/she may not pitch in that game
- GBBC encourages managers to get kids playing multiple positions throughout the game. Players may be freely substituted in and out of defensive positions throughout the game (with the exception of pitchers as noted below). No player may be sat out of the defense twice before all players in the lineup have sat out at least once.

## **PITCHING**

- Please see attached pitching count rules document. Pitch count guidelines should always be observed
- Managers and/or coaches must agree upon pitch counts in between each inning
- Discrepancies or arguments about pitch counts will not be tolerated
- All pitch counts must be reported on the website after each game
- Pitcher removed after hitting 2 batters in the same inning
- Pitch count begins after 1<sup>st</sup> pitch
- End of Play starts either on foul ball or when umpire calls time out
- Walk is 4 balls – no walk limit
- No intentional walks - Coaches please also adhere to the spirit of this rule. In other words, there is also to be no “pitching around” batters or “unintentional intentional” walks. This is a recreation league which emphasizes sportsmanship over winning, and we want all players to have equal opportunity at bats.
- Balks - warnings are issued – up to umpire’s discretion
- Pick offs by pitcher are allowed
- Manager/Coach Visits to Mound– Pitcher must be removed on the 2<sup>nd</sup> visit to the mound in the same inning

## **PLAYOFFS**

- Double elimination bracket format playoff schedule will be followed.
- Team Bracket is attached
- Teams ranked by season record – Interleague games are included in record
- Playoff games must be completed with a winner – No ties
- Pitch counts start at 0 to begin the playoffs
- Team with better record is Home Team during bracket play.
- Championship Game team with no losses is Home Team regardless of season record. If 2<sup>nd</sup> Championship Game is needed coin flip will determine Home Team

## **BAT RULES**

- If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.