

Green Brook Baseball Club

Minor League Rules



GAME INFORMATION

- 6 Innings per game – May only get 5 innings in until May 1
- 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
- 4 runs per inning max for 1st thru 5th innings. 6th inning uncapped for both teams. Managers must agree and notify umpire if it's getting dark and game won't last 6 innings and final inning will be 5th.
- Metal spikes are not allowed
- Mercy Rule – 10 runs after trailing team has 4 at bats
- Coaches at 1st and 3rd 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
- RUNS: 4 Run per inning Mercy Rule is in effect for the 1st inning thru 4th/5th (starting May 1st) innings. Regular season – In the 5th/6th (starting May 1st) OR LAST DECLARED inning by the umpire (may be mutually agreed upon by both Managers), the Visitor may score a maximum of four runs OR enough to tie the HOME team if losing by 5 or more runs. The home team is uncapped in the last inning. Playoffs only - the 6th inning is uncapped for both teams.
- 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
- No leading prior to the pitch - base-runners must remain on the base until a pitched ball reaches home plate. Runners leaving early will be returned to the base by the umpire.
- No infield fly rule – but this up to umpire's discretion
- No dropped 3rd strike
- If hit by pitch batter is awarded 1st base
- Only USAA approved bats are allowed. Please see attached bat rules
- All batters and baserunners must wear helmets

- Stealing – 2nd & 3rd base only after pitch crosses home plate. 1 base per pitch. A runner on 3rd base may come home only on a batted ball or forced home by a walk
- No stealing directly after a walk. Baserunner must wait 1 pitch
- Leading only after ball crosses home plate – No delayed steal
- 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 are preferred but 10 is permitted on field, provided both managers agree prior. No short fielder allowed
- Catchers MUST wear cup and catchers gear. Catchers gloves are recommended
- Cannot block home plate or any base preventing a runner from sliding.
- “Free throw” for catcher to a base being stolen – regardless if thrown out of play. Runner may not advance
- 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 results in runners advancing 1 base per throw - at own risk!
- No catcher pick offs. Either return ball to pitcher and throw to a base being stolen
- 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 1st pitch
- End of Play starts when pitcher gets the ball in the vicinity of the mound
- 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.
- No balks
- No pitcher pick-offs
- Manager/Coach Visits to Mound– Pitcher must be removed on the 2nd 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 2nd 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.