



Minor League Rules

The league is operated by volunteers who devote their personal time and energy to teach each child about the game of baseball. Commissioners, coaches and parents are expected to set a good example for the children. Our goal is to encourage teamwork, good sportsmanship and, most of all, having FUN!

1) Playing in the GBL

- i) Having fun and learning the game of baseball is the GBL's primary goal.
- ii) All players should be encouraged to wear their team jersey and cap.
- iii) The Rules of Little League Baseball shall apply except as stipulated in the following Local Rules.

2) Conduct

- i) All players, coaches and parents are strongly encouraged to observe the rules of good sportsmanship at all times.
- ii) Anyone demonstrating poor sportsmanship, using foul language or ridiculing other participants will be ejected from the game or asked to leave.
- iii) There will be one warning given prior to action being taken.

3) Head Coach's Responsibilities

- i) Encourage learning, sportsmanship and fun at all times.
- ii) Communicate logistics and League information to team members, assistants and parents.
- iii) Organize snacks. One player each week should be given the task of bringing a snack for the entire team. Please avoid snacks with nuts, especially peanuts.
- iv) Ensure coaches remain off the playing field during the game.
- v) Be aware of safety for all participants at all times.
- vi) Keep order of players not in the field.

- vii) Ensure the batting order is followed and the score is kept.
 - viii) Ensure that only soft baseballs are used at all times.
 - ix) Make sure playing area is left tidy.
- 4) Home Team Responsibilities
- i) Enlist an Umpire (either a Coach or Parent Volunteer).
 - ii) Lay out the bases.
 - iii) Keep track of the number of runs scored by both teams and provide final game score to Minor League Commissioner.
- 5) Diamond Layout and Distances
- i) Distance between bases is 60 feet
 - ii) Home Plate to pitcher's rubber is 46 feet
- 6) Starting a Game
- i) Minimum 8 players per side.
 - ii) A minimum five-minute waiting period from the start of the game will be given to allow all players to be present.
 - iii) The intent is to avoid forfeiting games, therefore, coaches are urged to agree on whatever procedures to accomplish this, if at all possible.
- 7) Uniforms
- i.) Jerseys, hats and socks will be made available to all players.
 - ii.) Pants will need to be recycled – if a player's pants from earlier years still fit, they will be asked to use them again. If a player has outgrown their pants, they will need to “trade-in” their pants (after cleaning) for a larger pair (these will be clean, though not necessarily new). New players will be given pants at the beginning of the season.
 - iii.) Each player will respect their uniform (i.e. jersey tucked in and hat on properly) and wear it to each practice and game. **NO EXCEPTIONS.**
 - iv.) Names/Nicknames are **NOT** allowed anywhere on the jerseys.

- v.) All batters / baserunners are required to wear a batting helmet.
- 8) Pitching
- i) A player may pitch no more than 3 innings per game.
 - ii) A player that complains of a sore arm should not pitch or stop pitching.
 - iii) Any inning in which a player has throw at least one pitch constitutes one inning when determining the number of innings pitched.
 - iv) 3 strikes for an out / 4 balls for a walk per batter
 - v) When bases are loaded, it takes 7 balls to walk.
 - vi) If a pitch hits a player when bases are loaded, the run scores.
 - vii) NO intentional walks.
 - viii) No "balks" shall be called. However, coaches should teach pitchers proper pitching procedure.
- 9) Batting the Roster
- i) Each team shall bat in order until 3 outs occur or maximum 10-team members have batted. Coaches must keep track of the number of batters each inning.
 - ii) Batters and Runners shall wear helmets at all times.
 - iii) If the game has started and additional players arrive, they will be put in the batting order in the next inning.
 - iv) Late arrivals must be put at the end of the batting order.
 - v) All players bat. Every team member shall be put in the batting order and shall bat in turn.
 - vi) The batting order remains the same for the duration of the game.
 - vii) NO bat throwing. Players will be warned once then asked to sit down.
 - viii) Play will continue until the final out / final batter has finished and the ball is "dead".
 - ix) Last (10th) Batter - When the last batter hits, play continues until either a player is put out, tagged or until the ball is considered "dead".

- x) Runs crossing home plate BEFORE a put out or tag out will count UNLESS the out is the final out of an inning AND the out is determined by a force play. In other words, runs cannot score on the final out if that out is made with a force play.
- xi) The "Infield Fly Rule" does not apply in the Minor League.

10) Dead Ball & Base Running

- i) NO stealing is allowed.
- ii) NO Head-first sliding.
- iii) Little League Rule 5.02: "After the umpire calls "Play" the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an illegal pitch, an overthrow, interference, or a home run or other fair hit out of the playing field.)"
- iv) The Umpire shall determine when to call "time", either at the request of a player or at the umpire's discretion (i.e. an injury). Coaches should not request "time" except in the case of a request to consult with a pitcher between plays or if an injury or unsafe condition exists. When a player requests "Time", the ball does not become dead until the umpire grants "Time". It is up to the umpire to make sure that no further action is taking place before the call of "Time". The umpire should not grant the defense "Time" unless the ball is in the possession of an infielder (including the pitcher or catcher) in the infield, and no base runners are advancing. If a runner is dancing off a base, the umpire make sure he is heading back to a base and the defense is not trying to put him out before granting "Time". Base runners can ask for "Time" to stand up and dust themselves off after sliding into a base safely. The umpire should give a quick glance around the field and make sure no other runners are advancing before granting "Time".
- v) Runners may advance one base on an overthrow that passes 1st or 3rd base into foul territory.
- vi) A runner will be awarded the next base if a defensive player blocks or interferes with his forward progress in the opinion of the Umpire.

11) Innings and Time Limit

- i) Regulation game is 6 innings (5 ½ innings if home team is ahead at the end of the top half of the 5th inning). On Saturday games, the games will last 7 innings.

- ii) No new innings will start after (Evening play) 20:15 or (Morning play) 11:45.
 - iii) Once the time period listed above is reached and the current inning is completed, the game will be considered complete regardless of the number of innings played.
 - iv) Ties should be played out, time permitting.
- 12) Players
- i) Up to a maximum of 11 defensive players are allowed on the field.
 - ii) All team members must play in the field for at least 2 innings.
- 13) Official Balls
- i) The Minor League will utilize baseballs with a soft core (i.e. RIF5) for all games.
 - ii) No balls with a hard core are allowed at any time.
- 14) Darkness or Rain
- i) Prior to the start of the game, the League Commissioner will make the decision whether play will begin due to field conditions or inclement weather.
 - ii) If the League Commissioner is not present, both coaches will make a joint decision whether to play.
 - iii) If a game has started, both coaches will decide whether to call the game because of darkness or weather.
 - iv) A game is considered complete after 3 innings.
 - v) It is our intent to make up rainouts.
- 15) Umpires
- i) ALL umpire rulings are final.
 - ii) Absolutely no arguing or complaining with the umpires will be tolerated.
 - iii) Coaches or Parent Volunteers will be the umpires.
- 16) Parental Support
- i) Parental support and participation are strongly encouraged.

- ii) Parents are responsible for ensuring their child is picked up at the completion of each practice or game.

17) Disputes

- i) All disputes should be directed to the Minor League Commissioner.
- ii) In cases where a resolution cannot be reached, the League Commissioner, will make the final decision.