



Old Minor League Baseball

League Rules

These rules supersede any other rules either published or unpublished. Any contention can be brought to the Board of Directors with written notice. Failure to comply with any of the rules may result in forfeiture pending a review of the Board of Directors.

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I. Home Team Responsibilities

- A. Will use the dugout on the third-base side.
- B. Take infield practice last, normally at 5:30-5:40 for a 5:45 game start.
- C. Official game scorer.

II. Visiting Team Responsibilities

- A. Will use the dugout on the first-base side.
- B. Take infield practice first, normally 5:15 to 5:25 for a 5:45 game start.

III. Both Teams' Responsibilities

- A. Rake field after game. If needed due to inclement weather or other reasons, also have field raked before both teams take infield practice.
- B. Exchange lineups before the game; this includes, at a minimum, the player's last name and uniform number.
- C. Winning team prepares game write-up and emails it to sports@recorder.com by 9 p.m. Sportsmanship should be considered in the game write-up.
- D. The Batting Cage is available to all teams on game days on a first come first serve basis. Each team will have a maximum of 20 minutes in the cage from the time they start.
- E. Check respective sides of the field and dugout for litter, placing any in the trash receptacles. All dugouts must be cleaned up after every game (cups, wrappers, bottles, etc.).
- F. In case of postponement, continuation, or make-up of scheduled games, teams will cooperate with the scheduler.
- G. Concessions are the responsibility of all teams including volunteers/parents. Sign-ups for concession duty will be made via the "Sign-Up.com" app. If no one has volunteered for concession duty using the "Sign-Up.com" app, then the Managers of the teams scheduled on Lunt 3 must each assign one adult to concession duty. The game will not start until each team staffs the concession stand. Failure to do so will result in a forfeit for any team who fails to supply a volunteer.

IV. Sportsmanship and Safety Regulations

- A. No profanity will be allowed. This includes players, managers, coaches, parents, and other adults and spectators. Ejection is at the discretion of the Umpire. Repeat offenders will be referred to the Board of Directors and subject to disciplinary action.



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- B. Any players using any profanity, throwing equipment, or acting in an unsportsmanlike manner will be benched for the rest of the game, enforced by the Umpire. Repeated offenses will be brought to the Board of Directors for appropriate disciplinary action.
- C. A player can be benched for disciplinary reasons at the discretion of the Manager.
- D. A player whose team is involved in a game that has already started is not allowed at the concession stand.
- E. If a player has three (3) unexcused consecutive absences from practices or games, he or she may be benched at the discretion of the Manager. The Manager is required to notify the Player Agent for review.
- F. Only the on-deck batter may swing a bat to warm up and must be inside the on deck fencing. No other player shall be outside the dugout or playing field swinging a bat.
- G. Harassment of Umpires will not be tolerated. Any incident will be reviewed by the Board of Directors for possible disciplinary actions.
- H. Any Coach ejected from a game by an umpire will be reviewed by the Board of Directors for possible disciplinary action. Any Coach under such review will not be allowed to coach any GMLB Team until the Board of Directors has been able to fully review the incident and determine if there will be any disciplinary action.
- I. No glass objects (bottles, jugs, etc.) or food are allowed in the dugouts or on the playing fields.
- J. No alcohol, smoking, smokeless tobacco, or vaping is permitted on the facilities or during any league sponsored event.
- K. Any issues, complaints, etc, can be reported to the league via the "Greenfield Minor League Baseball Procedures". This can be found on the GMLB website.

V. Scheduling and Cancellation Rules

- A. Calendar week will be Sunday through Saturday.
- B. Games that have been postponed, continued or rained out will be rescheduled by the league scheduler. No games will be rescheduled for any other reason unless approved by the Board of Directors.
- C. Make-up games: If both teams fail to field a team on the scheduled date, both teams take a loss.
- D. Umpire will stop and clear the field if lightning occurs and delay game for 20 minutes. Game will proceed at the Umpire's discretion.

VI. Coach and Manager Rules

- A. Managers will be responsible for their coaching staff.
- B. All Coaches and Managers are required to wear their team hat and shirt while on the playing field.



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- C. A Base Coach must be a Manager or Coach on the team roster. In an emergency basis, only due to a shortage of coaches, the Manager or Acting Manager is allowed to designate an adult as a Base Coach.
- D. The Base Coach must stay within the coach's box. No physical contact by the Base Coach with the player is allowed while the ball is in play.
- E. Only the Manager may protest an Umpire's call. Coaches should refer any of their challenges through the Manager. All appeals or discussions should go to the home plate umpire. Managers are allowed 2 appeals per game. A successful appeal will allow 1 more in the game for a maximum of 3. Should the game go to extra innings, the manager will be allowed 1 appeal during the extra inning portion of the game.
- F. Harassment of Umpires will not be tolerated. Any incident will be reviewed by the Board of Directors for possible disciplinary actions.
- G. Any Coach or Manager outside the dugout during the game must remain within close proximity to its entrance with the exception of Base Coaches.
- H. No cell phones are to be used for texts or phone calls on the field of play or in the dug outs. The only exceptions are for baseball purposes (e.g. keeping score on a "Gamechanger" app).

VII. Equipment Rules

- A. Regulation bats shall be two and one-quarter inches (2 ¼") or two and five-eighths inches (2 5/8") in diameter and must be stamped with the USA BASEBALL logo. No BBCOR or USSSA bats are allowed.
- B. During game play, the use of "batting sticks," "soft-toss," or "T-work" are prohibited due to safety concerns on the field of play or immediate vicinity.
- C. First base is a fixed double bag.
- D. All male players must wear cups during all practices and games.
- E. Youth catchers must wear a mask during pitcher's warm-up.
- F. Catchers must wear a long model chest protector, skull and mask with throat guards, and use a catcher's mitt.
- G. All players must be in complete uniform (team hat, shirt, pants, and socks). Long-sleeved undershirts should not be white in color for pitchers. Shirts must be tucked in. Players not in compliance will not be allowed on the playing field.
- H. Only rubber cleats or sneakers are allowed on the playing field during the game.
- I. Pitchers may not wear items deemed distracting by the umpire, which can include sunglasses, long sleeves, or specific jewelry.

VIII. Roster and Lineup Rules

- A. Teams must field seven eligible players or forfeit the game.
- B. All players must bat in a round-robin order.



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- C. A player listed in the starting lineup must always bat in his/her original place in the batting order, but may play any position in the field during the game.
- D. A player that has been replaced in the field may re-enter the game, but must bat in the batting order in the position he/she occupied when removed.
- E. All players must be reported, before the game, to the Umpire and opposing Manager.
- F. Any lineup changes during the game must be reported to the Umpire and opposing Manager.
- G. If a team has less than seven eligible players during the regular season, they may “call-up” and field player(s) from a team in a lower division so that the game can be played. Each year the player agent will prepare the guidelines for the league to “call-up” players.
- H. Majors rosters will consist of only League age 12 and 11 year olds. League age 10 year olds can be considered for “call-ups”.

IX. Rules for AAA and Majors Division

Pitching Rules

- A. All AAA and Majors pitchers will be managed by the “rolling six inning” rule: no pitchers’ innings in two consecutive games may add up to more than six. If due to scheduling or re-scheduling (for example, rain-outs), a team has not played in four days, on the next (5th) day, that team’s rolling six resets. While using the “rolling six”, coaches should consider age appropriate pitch limits, or if pitchers are known to have pitched in school, tournament or other leagues.
- B. Any pitch thrown in an inning constitutes one inning pitched.
- C. The “rolling six” does not reset going into the playoffs and continues as normal throughout the playoffs.
- D. After each game, the Managers from each team must confirm and record the number of innings pitched by each pitcher.
- E. The intentional walk is not allowed. Catcher must stay in position behind the batter.
- F. Fast balls and “change ups” are the only legal pitches for the AAA division. Pitchers will receive one (1) warning upon the Umpire determining that an illegal pitch was thrown and must be removed from pitching if any subsequent illegal pitches are determined to be thrown. Majors/70 pitchers may throw fastball, change, and breaking pitches.
- G. Managers and/or Coaches are allowed two (2) trips to the mound per inning. The pitcher must be removed on the second visit.
- H. At no time can a player return to the mound as a pitcher in the same game in which the player was removed from that position.
- I. Violation of any pitching rule will result in potential forfeiture of the game by the offending team.

Hitting and Base Running

- A. “Slashing” (fake bunt) is not allowed, and the batter will be warned by the Umpire.



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- B. Any runner who does not slide into any base except first base, and makes contact with the fielder who is holding the ball or is in the process of catching the ball, will be called "out" at the discretion of the Umpire. The throw must be judged playable.
- C. Substitutions for an injured base runner will only be allowed if the player was injured during the game being played and will go to the last out of record.
- D. The "Speed up Rule" may be used during game play to allow a substitute base runner for the catcher of record when there are 2 outs. "Hitting and Base running Rule C" applies to determine the correct substitute base runner.

Game Play

- A. All players must play at least three (3) out of six (6) regulation innings by the home half of the fifth inning. In extra-inning games, players must play in alternate innings.
- B. Players arriving after the posted game time will bat last or not play at the discretion of the Manager. Late players will not be able to play if the first batter in the lineup has gone to the plate twice unless the lateness was in direct connection to a school-sanctioned event AND the Manager was pre-notified of the situation. In such cases, the player will not be subject to "Game Play Rule A". Late arrivals must be reported to the opposing team Manager.
- C. The Plate Umpire may declare a game forfeited in favor of the opposing team if a team fails to appear upon the field within 10 minutes of the scheduled start time. The Umpire will call "Play Ball" at the prescribed time to begin the clock. The Umpire has discretion as to the delay being unavoidable.
- D. Games Monday through Friday will begin at 5:45 pm for all divisions. No new inning will begin after 7:45 pm by the Umpire's watch. For games that are scheduled on the weekend, no new inning will begin after two (2) hours from the scheduled start time, by the Umpires' watch. It is the Umpire's discretion to end the game at any time for safety reasons due to darkness. After four (4) innings of play, a team holding a twelve (12) run or more advantage is declared the winner via a "mercy". The game shall then continue without score being kept for the benefit of the learning experience of the players. Coaches are encouraged to use this time to work with players at unfamiliar positions.
- E. There will be no intentional delay of the game. Delay is to be determined by the Umpire.
- F. Free substitution rule is allowed except for the pitcher.
- G. No team practice will go longer than two (2) hours or one (1) hour when a team has a game scheduled.
- H. All leagues will follow the Cal Ripken guidelines for "Ghost Runner" for Extra Innings. (Currently this means the Last Batter from the previous inning will start on 2nd Base)

X. Rules for Majors Division only

- A. All AAA Division call-ups to the Majors Division must be a minimum of ten (10) years old.
- B. The batter may attempt to advance to first base upon a dropped third strike providing: (1) first base is unoccupied; or (2) first base is occupied with two outs. The batter will be



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declared out once they do not proceed towards first base and leave the dirt circle surrounding home plate.

- C. The Major 70 ft. division enforces the balk penalty. For the first three weeks of the season, the Umpire shall give each pitcher in each game one warning and instruction before enforcing the balk rule.
- D. Any situations not specifically stated under the GMLB rules will be governed under the 50/70 rules of play in the most current Babe Ruth/Cal Ripken rule book.

XI. Rules for AAA Division only

- A. Base runners shall not leave their bases until the ball has crossed the front of the plate (or made contact with the catcher's mitt, ground, or has passed the catcher). After one (1) warning, the base runner will be called out.
- B. If a team holds an eight (8) run or more lead:
 - a. Base runners may not steal and can only advance on a passed ball/wild pitch.
 - b. Base runner on third base can only advance home on a passed ball/wild pitch or an overthrow.
- C. Five (5) run rule limit applies for all innings except for the 6th inning. Scoring five (5) runs constitutes a complete half (1/2) inning regardless of the number of outs.
- D. Any situations not specifically stated under the GMLB rules will be governed under the 40/60 rules of play in the most current Babe Ruth/Cal Ripken rule book.
- E. No twelve (12) year-olds can pitch in AAA.

XII. AAA and Majors Playoff Rules

- A. A regulation playoff game shall consist of six (6) innings and must be played to completion by either the Mercy Rule or the normal rules of a regulation game.
- B. For single game series, the team with the best record is always the home team.
- C. For three (3) games series, the team with the best record is the home team first, then alternating the next game to visitors, and back to home team if game 3 is necessary.

XIII. Rules for AA only

- A. Five (5) pitches per hitter when the coach is pitching. The coach will pitch innings one (1) through four (4). The "at bat" can end in a strikeout as early as three pitches; swinging strikes only, no-called strikes. Batter is out if the ball is not put in play by pitch five (5) even if the player doesn't swing and has less than three (3) strikes. A foul ball on the fifth pitch is the only way extra pitches are thrown. A caught foul ball with two (2) strikes on the batter is an out.
- B. No BB, HBP, Infield Fly, Stealing, or Bunting when coaches are pitching. Coach must be at least 35 ft from home plate, edge of mound, and pitching from his/her feet, no kneeling.
- C. A 4-run rule per inning is in effect during coach pitch.



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D. Players will pitch the 4th and 5th innings. Players will have the pitch count responsibilities that coincide with their age. The 4-run rule is in effect for the 4th and 5th inning. Coach pitch will return in the 6th inning and has a no limit run-rule. Pitchers 8 years old and under may pitch from a temporary rubber 42 ft from home plate. Pitchers 9 years old or older must pitch from the regulation mound. Each player can only pitch a single inning in a regulation game. For playoff games that go into extra innings, Coaches must pitch during the extra innings.

- E. Fast balls and “change ups” are the only legal pitches for the AA division. Pitchers will receive one (1) warning upon the Umpire determining that an illegal pitch was thrown and must be removed from pitching if any subsequent illegal pitches are determined to be thrown.
- F. No infield fly, stealing, or bunting while players are pitching.
- G. If a team has a lead of ten (10) runs or more by the end of five (5) complete innings, a Mercy Rule is in effect.
- H. Infielder must play on the dirt (no playing shallow in the infield grass). Outfielders must play on the outfield grass until the ball is hit. Player playing in the pitcher position during Coach pitch must be behind the Coach with at least one (1) foot on the pitcher’s mound dirt.
- I. A team may play with ten (10) fielders but the extra fielder must play in the outfield.
- J. The catcher must wear all equipment and preferably use a catcher's mitt.
- K. A batted ball that hits a coach/pitcher is considered a dead ball base hit.
- L. All runners may advance one base only on overthrow to any base.
- M. Once the ball is in control of an infielder in the infield, the play is over and base runners may not advance. If they are between bases, they may finish the base they are advancing to.
- N. As this is a developmental division, all players in AA are required to play two (2) innings in the infield each regulation six-inning game. Ideally, players should have played the infield by the end of the 5th inning.
- O. Rules not listed, will follow GMLB/AAA rules.

XIV. Rules for Rookie Division

- A. The game will be played with a Coach pitching. The coach may pitch from his/her knees, if they choose. Up to two additional Coaches may be on the field to assist with instruction. The Coaches must begin and end the inning on the field. The player playing the pitcher position must be behind the coach and to one side or the other, with at least one foot on pitching dirt.
- B. An "at bat" will consist of five (5) hittable pitches from the Coach. If on the fifth hittable pitch, the ball is not put in play the player will hit off a tee. If a player hits off a tee, the batter may run to first base and stay if reached safely. However, the batter will be considered an out for that innings' out count. Upon reaching safely, the batter now becomes another eligible base runner where they may be called out or score on



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subsequent plays. If the first batter is an out but hits safely off the tee, a double play cannot end the inning. In such a situation, the third batter may hit and then the inning is over.

- C. No BB, HBP, infield fly, stealing, or bunting.
- D. Runners may not leave a base early and may only advance after a ball is hit.
- E. All runners may advance one base only on overthrow to any base.
- F. Once the ball is in control of an infielder in the infield, the play is over. If they are between bases, they may finish the base they are advancing to.
- G. The batter may attempt an extra base hit if the ball is hit into the outfield.
- H. Coaches will do the umpiring.
- I. A game will consist of 6 innings.
- J. A 4-run rule will apply for all innings. There is not an open inning in the 6th.