



## MAJOR AND MINOR LEAGUE RULES

1. To start the game, a team must have 8 players. Once a game begins, a team can play with less than 8 players due to injury, health, other. If a team has 8 players or less they will be allowed to invite a machine pitch player(s) to fill the roster up to a total of 9 players. That player(s) must play the outfield and bat last in the batting order.
2. For ease of dugout assignment the home team will use the 3rd base dugout. (No exceptions)
3. Home team is responsible for designating someone to run the scoreboard.
4. A game will consist of (6) innings. In the event of inclement weather, (4) innings will constitute a complete game. No new inning will start after 1hr 20m, even in the event of a tie. (exception being end of the year league playoffs that cannot end in a tie)
5. There is a 5-run rule (Minors) and 6-run-rule (Majors) limit per inning (run maximum per inning of play).
6. The 10-run rule will apply after 5 innings of play have been completed.
7. All players must play 2 full innings in the field and bat in the rotation for the entire game. 10 players will be allowed to play in the field (4 outfielders) – please do everything possible to meet this requirement in case a game is shortened due to weather, the 10-run rule or players needing to leave early.
8. There will be no infield practice before a game on the game field.
9. The GYS board adopted the Little League Baseball's rule for pitch counts and it is mandatory.
  - If a player pitches 61 or more pitches in a day, 3 calendar days of rest are required.
  - If a player pitches 41-60 pitches in a day, 2 calendar days of rest are required.
  - If a player pitches 21-40 pitches in a day, 1 calendar day of rest is required.
  - If a player pitches 20 or less pitches in a day, no day of rest is required.
  - Game limits – 75 pitches for Minor League & 85 pitches for Major League.The Pitch Count Rules will be in effect for all league & inter-league games – Greenville teams will continue to count and manage pitch counts and player eligibility as if both teams were following Pitch Count Rules. A player may pitch no more than 4 innings per game. Failure to follow these rules will result in the forfeiture of the game where the rule violation occurred.

10. A total of 8 warm-up pitches are allowed in the 1st inning of a game or when a new pitcher enters a game. All other innings, 5 warm-up pitches will be allowed. Please work to keep the game moving by having a coach or another player (with a mask on) warm-up the pitcher if the catcher is not ready. Warm-up pitches do not count towards the players pitch count.
11. A coach may talk to the pitcher once per inning (trip to the mound) without removing that player. A second trip to the mound for the same pitcher in an inning requires a pitching change. Any player removed as a pitcher may not re-enter as the pitcher in the game.
12. A pitcher may catch in the same game if he has 40 or fewer pitches. Any more than that, he cannot catch in that game.
13. A player must slide if he is played on at any base except first base. There are no head- first slides allowed at any time. Umpires judgment will prevail with this rule.
14. There is no infield fly rule in effect during league play.
15. Leading off bases is not allowed until the pitch crosses home plate. This includes runners intending to steal. Leading off early is considered an out – no pitch.
16. Base runners may only advance one base and one base only on a passed ball, an overthrow, or while stealing a base. In the event of additional overthrown balls during the same play, the runners must remain on base and cannot advance. Once a runner has reached 3rd base, the overthrow/passed ball rule does not apply. That runner may only advance home by means of a ball hit in fair territory by the offense.
  - a. MAJOR League ONLY – base runners may now take more than one base on a passed ball or overthrow including home plate. When a runner has reached third base and play has stopped, that player is NOT allowed to advance home until either the ball is hit or, while in control of the catcher, the ball crosses the plate back into the field of play. Ex: would be catcher throwing back to the pitcher or making a throw to attempt to pick off a runner on base.
17. Runners may not advance to first on a dropped third strike.
18. No jewelry shall be worn by any players. Pitchers, while on the mound, cannot wear anything white or gray on their arms or hands, including batting gloves, sweatbands, or sleeves.
19. On-deck batters must have batting helmets on before entering the field of play.
20. The home plate umpire is in charge of the game. Judgment calls will not be disputed. The coaches involved and the umpires may handle any rule violations or disputes. The GYS Board will handle unresolved disputes.
21. Players must remain in the bench area at all times when not actively playing or warming up. The only people allowed in the dugout are coaches and players.
22. No more than 3 coaches should be in the dugout during the game.
23. When coaches sign the scorecard at the end of a game the game is final.
24. Coaches are responsible for their actions, player & team conduct, and crowd control. Please lead by example & show good sportsmanship!
25. Cancellation/Make-up games: Head coaches from both teams should notify the Scheduler if game has been cancelled and game will be rescheduled as needed. If a team does not play or cannot make the rescheduled game it will be counted as a forfeit.