

# **Grand Chute Minor League Baseball Rules (2026)**

Grand Chute Baseball will play by Babe Ruth rules except for the following changes:

## **ELIGIBILITY**

- **Player Eligibility:** Players must be 9 or 10 years old as of April 30th. If player is turning 9 in the months of May-August, player may be moved up or stay in current league.
- **Coach Eligibility:** All coaches (head and assistant) need to be approved by Grand Chute Baseball after completion of a background check.

## **GAME PLAY**

- **Number of Players:** Each team fields 10 players (four outfielders). If a team knows it will have less than 10 players at the start of a game, it can pull a player up from the Rookie league. Pulled up players need to play the outfield and bat last in the order. Teams may not play with less than 8 players.
- **Game Time:** Games scheduled at 5:30 will be targeted for 1 hour and 30 minutes. A new inning will not begin if 1 hour and 20 minutes have already elapsed. Games scheduled at 7:15, will not have a new inning begin after 1 hour 35 minutes has already elapsed. Coaches are encouraged to keep games moving swiftly to complete as many innings as possible. We will allow 8 warm up pitches for a new pitcher and then 5 between innings. Intentional stalling is not allowed. A courtesy runner is required if the catcher is on base with 2 outs. The courtesy runner should be the last out of that inning. A courtesy runner will be allowed but not required for the pitcher with two outs.
- **Umpire:** Be respectful to the umpires. Calmly discuss any questions or concerns with the umpire directly. If the situation cannot be managed between the coaches and umpire, consult with a Grand Chute Board Member.
- **Playing Time/Late Player:** Player development is another area of importance to the Grand Chute Baseball league. Each team is managed to a maximum of 12 players so children will need to sit out limited innings per game. Each child must not sit for more than 2 innings per 6 inning game. If there is a tie and the game goes to extra innings, each child must not sit for more than 3 innings.
- **Hitting Order and Substitution:** Teams must bat their entire roster. Children arriving late for the game will be inserted as the last batter no matter when the player arrives for the game. There is free substitution in the field. Players may return to any position on the field once taken out except for the pitcher who may not return to the mound under any circumstance.
- **Pitcher Inning Limits:** Pitchers will be limited to a maximum of 2 innings per game and 4 innings per week. One pitch in an inning equals one inning.

- **Consecutive Walks Rule:** If a pitcher walks three (3) consecutive batters, that third batter is not granted the walk. Instead, a coach from the batting team will pitch to that batter that drew the third walk. The coach will pitch from the pitching rubber, and the player will assume the fielding position to the side of the coach. The coach's pitches will result in either a ball in play or a swinging strikeout. Note the number of strikes will carry over. This will be the official result for the hitters at bat. The umpire and coaches will be charged with the task of tracking consecutive walks. The coach is not allowed warmup pitches and must quickly come into the game to avoid any down game time. Once the at bat is over the count is reset. Note – a “hit by pitch” does not count towards the consecutive walks and a batter will be granted their base; however, it also does not reset the count if preceded by a walk (or two walks). This rule will be in effect during scrimmages and the start of the season. The rule will conclude at the halfway point of the season. (Halfway point is defined as once all teams have played at least 50% of their regular season games – commissioner will provide direction when this has occurred)

- **Run Rules:** Games will be stopped when a team is winning by at least 15 runs after three innings and 10 runs after 4 innings.

\*Through the halfway point of the season, a 5-run rule will be in place for all innings. Play stops after the 5th run is scored in an inning. If additional runs are scored while the fielding team is trying to stop the play, those runs will not count. The 6th inning will be played, assuming time allows regardless of if the losing team has the chance to win the game or not. (Example - If a team is winning by more than 5 runs.) The rule will conclude at the halfway point of the season. (Halfway point is defined as once all teams have played at least 50% of their regular season games – commissioner will provide direction when this has occurred)

- **Tie game:** If at the end of a game there is a tie (and there is still time remaining in the game on the first game), California tie breakers will go into effect (the last out of the inning will start on second and there will be one out in the inning). In the late game, we will allow the game to continue to California rules even if time has expired.

- **On Deck Batters:** To protect players from being hit by foul balls, on deck batters must stand on the side to the backside of the batter.

## **BASE RUNNING**

- **Base Running and Sliding:** Runners must avoid contact. Sliding is encouraged on all bases when played upon to ensure child safety. It will be up to the umpire's discretion to call the runner out. No headfirst slides, runners will automatically be called out unless going back to a base.

- **Leading Off and Stealing Bases:** Runners may not lead off base until a pitched ball has hit the catcher's mitt or gone past the catcher. Team will get one warning and then an automatic out will be issued. Stealing of 2nd or 3rd base is allowed once the pitch has hit the catcher's mitt or gone passed the catcher. Delayed steals of 2nd and 3rd base are allowed. One base will be allowed on a

passed ball/wild pitch on all bases other than 3rd. If after advancing one base on a passed ball/wild pitch and another play is attempted to be made (ex: trying to throw a runner out), the runner can advance again. They may continue to advance until the play is stopped by the fielding team calling time and being granted time by the umpire.

- **Stealing Home:** Base runners may NOT steal home on a pitch. A runner that “starts” at third may only score on a batted ball, bases loaded walk or a throw to any base. (Example – Runners on 1st and 3rd and a play is made on the runner advancing from 1st to 2nd, the runner on 3rd can then advance home.) The runner cannot steal home on a throwback to the pitcher.
- **Stealing Second after a walk:** This is not allowed. After a walk, the batter advancing to first is not allowed to advance to second until another pitch is thrown.

## **GROUND RULES**

- **Home and Visiting Teams:** Last team named on the schedule is the home team, has the third base dugout and is responsible for raking the diamond and putting away the bases if your game is the last game of the evening. Visiting team will have first base dugout and responsible for putting out bases if needed.
- **Blocking Plate and Collisions:** Runners must have access to home plate to slide. Blocking the plate by the catcher and collisions initiated by the runner are not allowed. It will be up to the umpire’s discretion to call the runner safe (blocked plate) or out (collision).
- **Infield Fly Rule:** There is no infield fly rule.
- **Bunting:** Bunting is allowed. Fake bunts are allowed. Swinging bunts are not allowed.
- **Throwing bats:** Batters may not throw a bat. First time will be a warning. Second time will result in an out.
- **Coaching Position:** Coaches or assistant coaches should stay in the dugout or field. No coaches are allowed behind the backstop during their games.
- **Coach and Fan Behavior:** Sportsmanship is a primary value of Grand Chute Baseball. The head coach is responsible for the conduct of himself, assistant coaches, players, and fans. The umpires will not tolerate any arguing on the field. Only the head coach can discuss a call made by an umpire. Umpires have the discretion of ejecting coaches, players, and fans from the game without any warning. Misconduct will require action by the league. First offense will result in probation or 1-3 game suspension. Second and/or third offenses will result in multiple game suspensions up to the remainder of the season.
- **Lightning Delays and Rainouts:** Observing lightning will result in an automatic delay of the game for 30 minutes. Rain-out of a game will be determined by the two coaches and umpires. A rain-out should be called to ensure the safety of the players and protect the fields. A complete game is after

4 innings are completed or if the home team is winning after 3 ½ innings. Rain-out games will not be rescheduled. Tournament games will start from when it was stopped (if applicable).

- **Music:** Park rules prohibit the playing of music. No warmup or walkup music is allowed.

## **REPORTING, STANDINGS & PLAYOFFS**

- **Reporting Game Results:** The winning team's head coach is responsible for reporting the results of the game promptly to the league commissioner. The report will include teams competing and final scores. The report should be sent to the losing team's coach as well. Disputes of the information need to be raised within 24 hours of the report being sent. Reports will be sent using the established text chain.

- **League Standings:** Regular season league standings will be used to determine position for the tournament. League standings will be determined by (1) winning percentage, (2) average runs allowed and (3) average run differential. All rules apply to the league tournament.