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FIELD RULES

1. No vehicles, Skateboards, Scooters or bicycles beyond the fence entering Little League property.
2. Garbage pickup around the dugout area is the responsibility of each team immediately following the game. Do not allow the kids to leave until the dugout and fenced in area are picked up.
3. One Parent/Guardian or other adult representative from each team playing games on Fields #1 & 2 must be present to work in the snack bar prior to the beginning of the games. Parent or Guardian must stay for clean-up if working the last game of the night. If the child is not represented in snack bar, the Snack Bar Committee chairperson will be contacting immediately and determine what action will be taken to try and avoid a reoccurrence of the problem. The Snack bar committee will determine what consequences shall be used to encourage full participation by all families in covering the Snack Bar.
4. No climbing in any trees or on the monument behind center field of field #1.
5. No soft toss hitting into any fences on the fields.
6. No children in the batting cage without a helmet on and adult supervision.
7. No climbing on the batting cage nets.
8. No hardballs/softballs should be thrown around the snack bar area or bathrooms. Horseplay will not be tolerated on Greenwich Little League Grounds.
9. No Smoking is allowed anywhere on the Greenwich Little League Grounds. (Road to Road!)

GENERAL RULES

1. No sitting on the ledge of the dugout or standing on the benches is allowed.
2. Umpires do the best they can, so don't complain. No protesting allowed. All decisions by umpires are final! In the event that official umpires are not available a parent of a player pitching will not be allowed to umpire behind the plate unless both managers and the player pitching are comfortable with and agree to allow it.
3. Home team will supply 2 new balls for each game. (Balls are kept in the snack bar)
4. Certified Umpires will be provided for umpiring behind the plate in all divisions with the exception of Pee-Wee Boys & Girls.

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A. Pee Wee (8U) teams will each supply one umpire for each game. Umpire must be a minimum of 16 years old

5. Any manager having a player benched for disciplinary reasons must notify parent or guardian and the opposing team manager. As soon as possible after the game, girls' managers should contact Steve Autiello (791-2173), and boys' managers George Niesz (788-6494) to report all disciplinary benching's. Steve or George will report the action to the full Board to be recorded and reviewed.
6. Teams warming up before a game must practice either on the playing field, if unoccupied, in designated warm-up area adjacent to snack bar or behind Field #2. No ball throwing behind the snack bar or behind the dugout on the 1st base side of Field #1 will be allowed.
7. Any manager, coach, or player ejected from a game will result in a suspension from the following game and be brought to the board for review. A second offense will result in a suspension for the remainder of the season, including All-Stars. There are **NO** exceptions to this rule.
8. Any manager, coach, scorekeeper, player, or spectator using profanity or exhibiting inappropriate or unsportsmanlike-like behavior will either be issued a warning or ejected from the game at the discretion of the umpire. Any Board member is also empowered to issue warnings or ejections to any spectators exhibiting inappropriate behavior. All incidences will be subject to Board review for disciplinary action.
9. Teams must be at the field no later than 30 minutes prior to the start of each game. A new inning cannot begin after 1 hour and 45 minutes from the first pitch of any contest. This rule will not apply to playoff games.

In the case of a tie, the two teams must complete this game within 7 days or as soon as there is an available open field. It is the responsibility of the two managers to check the schedule to determine when an opening is available to complete this game.

“Any incomplete games scheduled to be played prior to the start of a regularly scheduled 6:00 p.m. game must be started no later than 4:00 p.m., and the two teams must be off the field no later than 5:30 p.m. even if a winner has still not been determined.” If the same two teams are scheduled to play a regular scheduled game at 6:00 p.m., they still must adhere to this rule and cease the continuation of the makeup, and get ready to play the scheduled game at 6:00.

10. Managers must be 18 years of age or older. Coaches must be 16 years of age or older. Coaches under 18 years of age cannot be left in charge of their teams if the manager cannot attend any game. Managers will have to substitute someone 18 years of age or older to be in charge of any game that they will not be present for. Manager should make every effort possible to be at the game, and be on time.
11. Managers and Coaches are prohibited from contacting unregistered players after the draft.

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12. Blood Rule: Any player that is bleeding will come out of the game until the bleeding has stopped. Injury rule applies to any player injured during the game may reenter at any time, and if that spot in the batting order comes about, there WILL NOT be an out given.
13. Throwing of equipment either on the field or in the dugout is exhibiting unsportsmanlike conduct. Any player exhibiting such behavior will either be issued a warning or ejected from the game at the umpires' discretion. A second offence will result in the player being automatically ejected from the game. All ejections need to be reported to Steve Autiello and George Niesz.
14. Jewelry cannot be worn during game play.
15. After the end of the last game of the season each manager will return all GAA equipment to the snack bar within 24 hours and report the return to the chairperson of the GAA equipment committee (Chad Loveland). This rule does not apply to the manager of an all-star team. All-star managers need to hand in all GAA equipment within 24 hours of the last All-star game of the season.

TEAM RULES

1. Catchers must wear a face mask when warming up a pitcher. No exceptions.
2. There will be only 1 on-deck batter allowed out of the dugout. All remaining players must remain in the dugout.

NOTE: Managers will be given 2 bench warnings for kids out of dugout, sitting on ledge, illegal taunting, and unauthorized persons in dugout area. A third warning will result in an automatic out.

3. The people allowed in the fenced-in dugout area are as follows: (1) manager, (2) coaches, and (1) scorekeeper. A bat person is allowed at the manager's discretion and must wear a helmet at all times. All spectators must remain outside the fenced-in area.

EXCEPTION: Pee wee and T-ball teams are allowed one additional adult in dugout area during games to control kids in dugout while coaches are on the field.

4. Visiting team will take infield practice 20 minutes prior to the start of the game for a maximum of 10 minutes. Home team will follow and remain on the field. It is the responsibility of the visiting team manager to get infield practice started in order to get the games started at their scheduled times.
5. Pitchers are allowed 5 warm-up pitches between innings. Managers get your catchers ready to go so you do not slow up the progress of the game.

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6. All players must be in full uniform, including the wearing of hats. SHIRTS MUST REMAIN TUCKED INTO PANTS AT ALL TIMES DURING GAMES. White pants are REQUIRED in all divisions.
7. Home team is responsible for keeping the official book for each game.
8. Base coaches may not physically aide any base runner in any manner. Any base runner aided by a coach will result in the base runner being called out.
9. All appeals must come from the manager, the umpire will rule. 10U (Minors) and 12U (Majors) boys or girls missing bases will be called out on a successful appeal. Pee wee base runners will be sent back to the previous bases with no out being issued.
10. It is the responsibility of the Home team to prepare the field for the game.
11. A player from any team may only be available for All Star Team nomination if said player played in a minimum of 75% of regular season games (exceptions can be granted by the President(s) of the league in the case of an injury or extenuating circumstances).

Game Day Instructions (RAIN DAYS)

Field Preparation

1. Under normal operating procedures (no weather related delays or games that ended late), the game field should be prepared for the away team to take infield/outfield practice no later than 20 minutes prior to the scheduled start time of the game (5:40pm for 6:00pm games). At minimum, field preparation includes all holes and/or piles of dirt in the infield being raked out, the batter's box and pitcher's mound being raked out, the scoreboards being turned on and the scoreboard control unit being properly setup, and the infield and batter's box being lined. Field preparation is the responsibility of the HOME MANAGER. Managers of the visiting teams should report to a board member when the home team fails to meet this responsibility.

Snack Bar Coverage

2. It is the responsibility of the BOTH MANAGERS to make sure that the parents that have been assigned to cover the snack bar are present and on time for their shifts. It is recommended that HOME MANAGER'S contact those parents that are responsible for snack bar coverage 24-48 hours prior to contest.
3. Aindra Lundberg and the Snack bar committee will develop a list of GAA approved young adults that are authorized to cover parent shifts in the snack bar. No one under the age of 16 is authorized to cover a shift in the snack bar that is not on the list approved by

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Aindrea Lundberg. Anyone that has a question or concern regarding the operation of the snack bar should contact Aindrea Lundberg at 281-2775.

Weather Related Cancellations

1. Every attempt should be made to play scheduled games. However, when after careful consideration and discussion, BOTH the manager of the home team and visiting team determine that the field conditions and/or weather conditions are not appropriate for game play, games can be cancelled (exceptions: the chair of the Field Maintenance Committee (Jon Andrews) can cancel games in order to protect the fields from unnecessary damage). If the game required paid umpire(s), the decision to cancel the game should be made when at all possible at least 45 minutes prior to the scheduled start of the contest. If the home and away managers cannot agree on the cancellation, the home manager should call George Niesz (788-6494) or Steve Autiello (791-2173) and they will make the decision.
2. If the cancelled game required an umpire(s), the home manager is responsible for calling the umpire assigner to notify them of the cancellation. For softball and baseball games, Mr. George Villirini (852-8804) should be called.

Post-Game Responsibilities

1. Each manager makes sure their dugout, the game field, and the spectator area outside of their dugout has been cleaned and all garbage cans have been emptied into a dumpster.
2. Each manager returns the scoreboard control to the appropriate place in the snack-bar and makes sure that the field shed associated with the field that they played on is locked.
3. At the conclusion of each game, the managers of each team are responsible for raking out the pitcher's mound, home plate area, and around each base before leaving the field.

Call ups

A "player call-up meeting" meeting will be held prior to the beginning of each season. All of the managers (or their representative) from both the higher and lower leagues will attend (examples below):

At each meeting the managers from each of the leagues will collectively agree on which players are appropriate to be called up to the higher league. The higher league managers will then draft the call-up players using the same format that we use for the draft. Each manager then rotates the call up players that they have drafted.

It is understood by the GAA Board of Directors that occasionally situations arise that require managers to try and acquire call-up players at the last minute. In those cases where a manager finds herself/himself without enough players and has not had time to make arrangements for one or more of their regular call-ups to be available, the manager can use

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any player available from a lower league to fill his/her roster for that game. The GAA Board of Directors also will allow managers to use a player from the opposing team (the player that made the last out in the previous inning) in the field in emergency situations where a team is short the requisite number of players and cannot fill each position in the field.

Any manager that believes an opposing manager is not following the player call-up proposal outlined above appropriately, should contact either Steve Autiello or George Niesz and report their concern.

Players that have been called up to a higher league can play any position in the field (other than pitcher in player pitch leagues), but must bat last in the batting order (after all of the players that are actually on the team). Also, called up players should not be used unless the team calling up a player(s) does not have enough players to play a full complement of players in the field.

*Please note rain cancellations are taken on a game to game basis. Example: If a 6 PM game is cancelled the 8PM game is not automatically cancelled. This is true for all scheduled games.

Incomplete Games

1. A game rained out after it has started will be resumed from the point where the rain out occurred unless it has been considered a complete game as follows:

Boys Baseball

- A. If visiting team is ahead: 4 innings completed
- B. If home team is ahead: 3 ½ innings completed

Girls Softball

- A. If visiting team is ahead: 5 innings completed
- B. If home team is ahead: 4 ½ innings completed

2. Any entire game postponed due to rain must be completed before the last regularly scheduled season games. Any game not completed will be considered a forfeit for both teams. No exceptions. It is the responsibility of the 2 managers involved to reschedule the game ASAP. All rescheduled contests need to be written into the Master Game Schedule posted in the Snack Bar. Completion of suspended games in progress are governed by rule #11 in the General Rules section above.

** The only valid reasons for postponement of a scheduled game are rain or school functions.

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- If a player pitches 36-50 pitches in a day, two (2) calendar days rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar days of rest must be observed.
- E. Each team must designate the scorekeeper or another game official as the official pitch count recorder for each game
- F. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- G. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in regulation C. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed and in accordance with regulation C. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager or his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- H. A player may not pitch more than one game in a day.

NOTES

1. The withdrawal of a pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Greenwich Athletic Association Managers and Officials are urged to take precautions to prevent these situations. When a situation is imminent, the potential offender should be notified immediately.
 2. Pitches delivered in games declared "regulation tie games" or "suspended games" shall be charged against pitchers' eligibility.
 3. In suspended games resumed on another day, the pitcher's record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- Example 1: A Minor or Major pitcher pitches 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible

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to pitch in the resumption of the game because he has not observed the required four days of rest.

- Example 2: A Minor or Major pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday the pitcher is eligible to pitch 75 (Minors) or 85 (Majors) more pitches in the resumption of the game because he has observed the required days of rest.

- I. The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility
 - J. Violation of the pitching rule will result in loss of the game that the infraction occurred. Multiple violations of pitching rule will result in a Board review of the offending Manager.
4. Both Major and Minor boys can use the intentional 4-ball walk rule.
 - A. You may only use the intentional walk once in a game.
 5. Major and Minor boys may steal bases once the ball has passed home plate. Major boys’ players leaving early will be automatically out (no warnings). Minor boys’ players leaving early will result in a warning to both benches upon the first offense of the game by either team. After warning has been issued, any subsequent violation will result in an automatic out.
 6. Only Managers and Coaches may coach the bases. Base coaches must remain out of the playing field and base path. Base coaches should be approximately 3 feet from the base when the pitch is being thrown. If you need to use a player in an emergency, they must wear a helmet.
 7. The home team will keep the official book.
 8. Boys’ teams will play 6-inning games.
 9. Major boys have a 12-run Mercy Rule after 4 innings. Minor boys have a 15-run Mercy Rule after 4 innings.
 10. Any player arriving late for a game will automatically go to the bottom of the lineup if the team has not yet batted through their order. If the team has already batted through their order the arriving player must be substituted into the game.

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11. If 2 teams are tied for first place in their respective division at the end of the regular playing season, a tie-breaker system will be used to determine the regular season champion. The first criteria to determine the winner will be head-to-head contests. The second tie-breaker will be the least runs allowed. The third tie-breaker will be the best record in the last five games.
12. Extra-Hitter Rule – Both Major and Minor boys may use the extra hitter at your discretion to get playing time for another child. If you designate someone as the extra hitter, they can be substituted for, and that player may play in the field. This is now just an extra position you may use as you would any other position, except that you cannot change the batting order when substitutions are made (i.e., You substitute a field player into the extra-hitter slot, that player will still bat in their originally-assigned batting position, and the player going out into the field will assume the batting position of the extra hitter.). The decision to use the Extra Hitter must be made before the start of the game. If you start the game without the EH you must finish the game without the EH.
 - A. A player may not be used as the extra hitter for more than 9 innings during the season. If the schedule consists of more than 12 games, a player may E.H. up to 12 innings.
13. A minimum of 8 players is required to begin the game. It is recommended that a team with only 8 players use a player from the opposing team in the field so that the 9 players are playing defense. The opposing player should be the player that made the final out in the previous inning.
14. Teams must take an automatic out when they finish games with less than 8 players. The out will occur in the slot left vacant in the lineup each time that slot comes up to bat. Vacant slots left due to INJURY and ILLNESS are exempt from this rule.
15. Sliding is allowed at all bases except 1st base. A runner may slide back to 1st base after they have started towards 2nd base. No head-first sliding allowed. Player's may however fall back into a base head first. Violations of this rule will constitute an automatic out.
16. For safety reasons No Fake Bunting is allowed. If you square to bunt the ball you must either bunt the ball into play or pull back to take the pitch. You CANNOT square to bunt to draw the infielders in and then take a full swing at the pitch.
17. At the 10U (minors) and 12U (majors) levels, a team will only be allowed to score five runs in an inning in all innings except the sixth inning OR during extra innings. During the sixth inning OR extra innings each team no run limit will be in effect.
EXCEPTION: If a player hits the ball over the fence resulting in an automatic homerun, all runs will count, even if the homerun results in more than the five run limit.
18. Players cannot use a bat that is more than 33 inches in length and/or more than 2 ¼

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*** The "Infield Fly" rule is in effect for Major Division games ONLY.***

GIRLS SOFTBALL RULES

1. Every player in the 16U, 12U and 10U leagues must play a minimum of 3 innings per game. No player will sit twice until all team members have sat an equal number of innings. Only exception to this rule is for disciplinary reasons (i.e., missing practices, attitude, horseplay, etc.) or for an injury. If you feel a violation has occurred please ask a Board member to investigate. Confronting the Manager could just elevate the problem.
 - A. Failure to follow rule #1 will result in a loss.
2. Extra-Hitter Rule – Both 10U and 12U girls may use the extra hitter at your discretion to get playing time for another child. If you designate someone as the extra hitter, they can be substituted for, and that player may play in the field. This is now just an extra position you may use as you would any other position, except that you cannot change the batting order when substitutions are made (i.e., You substitute a field player into the extra-hitter slot, that player will still bat in their originally-assigned batting position, and the player going out into the field will assume the batting position of the extra hitter.) The decision to use the Extra Hitter must be made before the start of the game. If you start the game without the EH you must finish the game without the EH.
 - A. A player may not be used as the extra hitter for more than 9 innings during the season. If the schedule consists of more than 12 games, a player may E.H. up to 12 innings.
3. 16U and 12U girls may steal all bases including home. 10U girls may steal all bases except home. 10U girls may only advance one base per pitch when stealing.
4. 16U and 12U girls have a 7 run limit per inning. Once the 7th run crosses home plate, the inning is over. 10U girls have a 5 run limit per inning.
5. If home team is ahead by minimum of 15 runs after 4 ½ innings or visiting team after 5 innings, the game is officially over. At the discretion of both managers, if the mercy rule has been put into effect, the game may continue as a scrimmage.
6. The pitching rubber for 16U and 12U girls will be 40 feet, 10U girls will be 35 feet from the back edge of home plate.
7. 16U, 12U, and 10U girls will use 4 balls to constitute a walk.
8. In 10U only, once a pitcher has walked a total of three batters in any one inning, any batter that walks subsequent to the third walk in an inning will not take first base and

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baserunner will not advance when the walk occurs. Instead, a coach from the team batting will pitch to the batter. The batter can receive a total of 6 pitches from the coach. If the batter has not put the ball in play by the 6th pitch they will be ruled out (unless the 6th pitch and any subsequent pitch is fouled off by the batter).

The original pitcher will return to the pitching rubber for each new batter until 3 outs are achieved.

9. Girls' teams will play 7-inning games.
10. Stealing is allowed as soon as the ball has left the pitcher's hand for 16U, 12U, and 10U girls. 16U girls' players leaving too soon will be automatically out (no warnings), 12U and 10U girls' players leaving too soon will result in a warning to both benches upon the first offense of the game by either team. After warning has been issued, any subsequent violation will result in an automatic out. 10U girls cannot steal home.
11. Only managers and coaches may coach the bases. Base coaches must remain out of the playing field and base path. Base coaches should be approximately 3 feet from the base when the pitch is being thrown.
12. 10U and 12U girls only – Base runners may not advance a base if they have stopped their forward motion and the pitcher is receiving or has the ball on the pitcher's mound.
13. A minimum of 9 players is required to begin the game, teams can finish the game with 8 players but must field 9 to start.
14. Teams must take an automatic out when they finish games with less players than they started with. The out will occur in the slot left vacant in the lineup each time that slot comes up to bat. Vacant slots left due to INJURY and ILLNESS are exempt from this rule.
15. Any player arriving late for a game will automatically go to the bottom of the lineup if the team has not yet batted through their order. If the team has already batted through their order the arriving player must be substituted into the game.
16. Dropped 3rd Strike Rule is in effect for 12U Girls only --
17. Sliding is allowed at all bases except 1st base. A runner may slide back to 1st base after they have started towards 2nd base. No head-first sliding allowed. Player's may however fall back into a base head first. Violations of this rule will constitute an automatic out.
18. All other rules go by ASA recognized rules.

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Ball Size

- 1) Pee-Wee and 10U Girls will use an 11 inch low compression ball.
- 2) 12U and 16U Girls will use a 12 inch low compression ball.

PEE WEE BOYS/GIRLS LEAGUE RULES

1. Games will be considered complete when a minimum of 6 innings have been played and one team has scored more runs than the other or when the time limits have been reached. At this point, general Rule #11 applies.
2. There is a 15-run rule in effect after 4 innings. If, after 4 innings a team is ahead by at least 15 runs, the game will be considered complete. Coaches may then decide if they want to continue as a practice if no game is scheduled to follow.
3. Teams will be allowed a minimum of 9 players on the field when playing defense. However, if both teams have 10 or more players present, then both teams must field 10 players. There must be 4 players positioned in the outfield. The extra fielder (roamer) must start each play from the outfield grass.
4. Each team is allowed 3 outs per inning or
5. A maximum of 5 runs allowed per inning or 3 outs, whichever comes first. After the 5th run, the inning is over.
6. All players are allowed to bat in the lineup for the entire game.
7. All players must play a minimum of 3 innings on the field every game. No player will sit until all other team members have sat an equal number of innings. The only exception to this rule is for disciplinary reasons or injury.
 - A. Failure to follow rule #8 will result in a loss.
8. All calls are judgment calls by the umpire. The umpire makes the final decision.
9. There will be a maximum of 7 pitches thrown to each batter. At the discretion of both managers, as the season progresses, batters will get 7 pitches or 3 strikes, whichever comes first.

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10. Scorekeepers will verify the score with opposing team every half inning. Play will not resume until the score has been verified.
11. A minimum of 8 players is required to begin the game, teams can finish the game with 8 players but must field 9 to start.
12. Teams must take an automatic out when they finish games with less players than they started with. The out will occur in the slot left vacant in the lineup each time that slot comes up to bat. Vacant slots left due to INJURY and ILLNESS are exempt from this rule.
13. Any player arriving late for a game will automatically go to the bottom of the lineup if the team has not yet batted through their order. If the team has already batted through their order the arriving player must be substituted into the game.
14. Boys and Girls: There will be no need for a pitcher's circle. If there is an overthrow, the runner can advance one base, if another attempt is made on the runner, the runner must still stop on the first overthrow. Example: With a play at second, the overthrow runner takes off for third and there is a play there. Another overthrow takes place, however, that runner must still stay at third base. There will be no halfway lines between bases. Once a runner rounds a bag and infielder doesn't have possession, they can go to next bag until possession is held. Example: Ball hit to outfield and runner goes from first to third, if ball comes to infield and is controlled, that runner has to stop at the next base that he has not yet established. If they have already rounded base, they can proceed.
15. Runners must touch all bases as they pass them. If a runner misses a base and goes on to the next base or bases, an appeal can be made by the manager to the umpire. If the umpire rules in favor of the appeal, the runner is to return to the base, and all other runners behind him/her must return.
16. Sliding is allowed at all bases except 1st base. A runner may slide back to 1st base after they have started towards 2nd base. No head-first sliding allowed. Players may, however, fall back into a base head first. Violations of this rule will constitute an automatic out.
17. The player assigned to the pitcher's position must wear a batting helmet at all times while on the playing field. Only one player can be designated as a pitcher. This player must start each pitch from behind the major boys' pitching rubber and cannot advance forward until the ball is hit.
18. A maximum of 2 adult coaches may be on the playing field when that team is playing defense and must remain in the outfield area behind the outfield players. Coaches may not assist any players in the handling of the ball. Please refrain from shouting out instructions during a play. Base coaches must remain out of the playing field and base

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path. Base coaches should be approximately 3 feet from the base when the pitch is being thrown.

19. Utilize your parents as umpires. Explain to them prior to the season that their help will be needed in this area. Without umpires, games will not be played.

T- BALL RULES

1. Games are considered complete when a minimum of 2 innings have been completed or a maximum of **1hr 15** min time limit have been reached.
2. All players will participate in the game. They will all participate on offense and defense.
3. A maximum of 7 swings per batter. If the child is getting pitched to then he/she will get five pitched thrown to them, then they will get 2 swings with the tee. After that they are called out.
4. The pitcher's mound will determine when play will stop. Once the ball passes through the 10-foot circle, as long as the player (not the adult coach) has one foot inside the circle, play will stop immediately and:
5. If the defense makes a play, the runner is out and must return to the dugout.
6. The player assigned to the pitcher's position must wear a batting helmet at all times while on the playing field. Only one player can be designated as a pitcher. This player must start each pitch from behind the major boys' pitching rubber and cannot advance forward until the ball is hit.
7. A maximum of 2 adult coaches may be on the playing field when that team is playing defense and must remain in the outfield **area behind the outfield players**. Coaches may not assist any players in the handling of the ball. Please refrain from shouting out instructions during each play. Base coaches must remain out of the playing field and base path. Base coaches should be approximately 3 feet from the base when the pitch is being thrown.
8. The people allowed in the fenced in dugout area are as follows: (1) Manager, (2) coaches, and (1) dugout person.