



TOWN OF GREENWICH SPRING BASEBALL

Junior Division (8 & 9's)

Description and Rules



Description of League:

The Junior Division is for children ages 8 or 9 years old on or before April 30th (Babe Ruth and Cal Ripken Baseball Age Cut-Off). This is an instructional league with volunteer coaches that will also serve as field umpires. In order to ensure both the development of hitting and pitching, both player and coach pitch is incorporated. The emphasis is on the development of skills, team work, participation, safety, and fun. The games are played on a 60' diamond (60 feet between the bases) and a pitching rubber that is 46' from home plate. For many of the players, this will be their first opportunity playing live baseball with game rules and player pitching.

Equipment

- The official ball will be a safety ball. The official ball will be provided to the coaches and must be used in all practices and games.
- Coaches and/or players should bring their own bat. Bats must be no more than 33 inches in length and no more than 2 ¼ in diameter.
- Helmets must be worn at bat and while on the bases. Helmets must have a protective face mask. Team helmets will be provided.
- The catcher's gear provided to each team must be worn by any player in the catcher's position.
- Metal spikes are not permitted; rubber-cleated shoes or sneakers only.
- Male players should have athletic supporters.
- No Jewelry or body piercings (medical identification bracelets are O.K.)

Length of Game

- Games shall not go beyond six (6) innings. If weather or daylight becomes an issue, a game will be considered complete after three and a half (3 ½) innings with the home team ahead, or four (4) full innings if the home team is trailing.
- No new inning can be started after 1 hour and 45 minutes of play. It is recommended that players and coaches arrive 15 – 30 minutes prior to the scheduled game time (with the exception of picture day).
- After four (4) innings of play (3 ½ innings if the home team is ahead), if one team has a lead of fifteen (15) runs or more, the score of the game will be terminated. The game may be played until conclusion if time permits and both coaches agree.
- An inning will end with whichever comes first: three (3) outs or six (6) runs. Should a team exceed six (6) runs on the last play, their runs will still count. This six (6)-run inning rule is NOT in effect during the 6th inning. No extra innings will be played.

- If the home team is winning after the top of the 6th inning, they will not bat in the bottom of the 6th. If the home team takes the lead in the bottom of the 6th inning, the game will end at that point.
- Games may be canceled because of bad weather or poor field conditions (check www.teamsideline.com/greenwichct or call 203-861-6100). Coaches may also cancel on the field. In bad weather, all players must be moved to an area of safety. Play should not resume until 30 minutes has passed from the last clap of thunder or visible sign of lightning.
- For evening games: play will end when it is deemed difficult for the players to see the ball. No inning is to begin later than 7:45 pm.

Field Rules

- The field will be sixty feet (60') between bases and the pitching rubber will be forty six feet (46') from home plate (front of rubber to back of plate). Many fields do not have bases – coaches must lay out throw-down bases (provided in equipment bags).
- The maximum number of players permitted on the field is ten (10): one (1) pitcher, one (1) catcher, four (4) infield and four (4) outfield. You may play with three (3) outfielders or borrow from the other team if you are short players.
- No player shall play the same position for more than three (3) innings in a game.
- Each player **MUST** play at least four (4) innings in the field. Players may be substituted during a game at any time the ball is dead.
- Disputed calls will result in a dead ball and play will revert to the status before the pitch.
- The **infield fly** rule is **suspended** (The rule applies only when there are fewer than two outs, and there is a force play at third base).
- The tie goes to the runner (Defense must tag the runner or the base before the runner touches the base. In the case of a “tie,” the call goes to the runner).
- On hits to the infield, the play ends when the ball is in the pitcher’s possession and he is within ten (10) feet of the pitching area.
- The fielding team is permitted to have one (1) coach in the field. The field coach must not interfere with the play on the field. Any ball that hits a coach in the field will remain in-play. The batter will be awarded one base and each runner will advance one base, if forced. Coaches must make an effort to move out of the way and allow the players an attempt to field the ball.
- There is no sideline throwing permitted during a game, with the exception of the pitcher, who is allowed to warm-up with an adult or coach in a safe area.
- Catchers may not block the plate, even if he has the ball. Coaches should instruct catchers to make a sweep tag to avoid collisions at the plate.

Base Running

- Runners should slide into any base, except first, to avoid contact with a fielder who has the ball and is ready to make a tag. Base runners that do not slide in this situation should be warned and instructed to slide. After a warning, the runner should be called out.
- There is **no stealing**. Base runners must stay on the base until contact is made with the ball. If a runner is ruled to have left the base early, time is called and a warning is issued to the runner. After the warning, if the same runner leaves early, the player may be called out.
- The base runner may not advance on a wild pitch or passed ball.
- On an overthrow in the infield, the base runner may advance one (1) base. Forced runners will also advance one (1) base.
- Base runners **may tag up on a caught fly ball**. The team in the field may appeal to the other coach(es) if they feel it was an early tag. If the runner is deemed to have left early, he will be called out.

Batting

- The league issued schedule will indicate the home and away teams to determine batting order.
- All players at the game must be in the batting line-up. Players will bat whether or not they are currently playing in the field. Once established, the batting order cannot be changed.
- Any player arriving after the start of the game must be put at the end of the batting line-up.
- If a child is injured, becomes ill or must leave the game early, the team will skip over him when his time at bat comes up without penalty. If the injured, ill, or absent player returns he is inserted into his original spot in the batting order and the game continues.
- There is **no bunting**
- Only the batter may have a bat in their hands. There is **no swinging of the bat while on deck**.
- Any batter that throws a bat will be given one (1) warning and the 2nd time it happens he is automatically out.
- All team members must remain on the bench when their team is batting.
- A batter is **not allowed to advance** to first base on a **third strike dropped** by the catcher.
- The team at bat may have two (2) coaches on the baselines (one at first and one at third). Baseline coaches must stand off the field in foul territory. These coaches will also serve as 1st base and 3rd base umpires.

Pitching

- Players will pitch. No one player shall be permitted to pitch more than three (3) innings. The position must rotate to other player pitchers. If possible, limit pitching to two (2) innings per player in an effort to allow at least 3 different players to pitch per game.
- For player pitching:
 - The pitcher will throw in an overhand motion, 46' from home plate (front of rubber to back of plate).

- A designated **coach** for the **fielding team** will stand behind the player pitcher and call the pitches; 3 strikes = out.
 - The strike zone should be “large,” from the knees to the chest. Players should be encouraged to swing the bat.
 - There are **no walks**. If the player-pitcher throws four (4) balls, a coach from the batting team will take the field to pitch. The coach will deliver the batter three (3) hittable overhand pitches. If the batter does not hit one of the three (3) pitches, he is deemed out.
 - A foul ball cannot be counted as a strike on the final pitch.
 - There shall be **no balks** called.
 - A third strike makes an out whether the catcher drops the ball or not.
 - If a batter is hit by a pitch, he automatically gets to advance to 1st base. The batter must show an attempt to move out of the way.
 - Any player pitcher that hits two (2) batters is to be taken out of the pitching position immediately.
- For coach pitching:
 - On four (4) balls, a **designated coach** from the **offensive** team will step in to provide pitching to their team’s batters. The coach will pitch in an overhand motion. The coach will deliver the batter three (3) hittable overhand pitches. If the batter does not hit one of the three (3) pitches, he is deemed out.
 - The player pitcher replaced by the coach will return to pitching on the next batter. He will stay on the field just beyond the pitcher’s circle and will play defense until the next batter comes up.
 - The adult pitcher should be a coach or designated as a team pitcher. He or she should be able to provide controlled pitching in a manner that allows the batter to make contact with the ball. If a coach hits a batter, they will be awarded 1st base as long as the batter makes an attempt to move out of the way.
 - The coach pitcher should not interfere with play in any way. Any ball that hits a coach in the field will remain in-play. The batter will be awarded one base and each runner will advance one base. Coaches must make an effort to move out of the way and allow the players an attempt to field the ball.

Coaching/Umpiring

- Coaches are encouraged to stop play to correct mistakes and instruct players during the game.
- Once the ball is in an infielder’s hand, the coach may call time.
- Umpires are not provided, therefore coaches will make calls:
 - The first base coach will make the calls at first base.
 - A coach from the fielding team will stand behind the pitcher’s mound and make the calls at home plate. If there is another fielding coach, he or she may stand behind second base to instruct in the outfield and make calls at second.

- The third base coach will make the calls at third base.
- When there are 4 balls called, one of the coaches or a designated pitcher for the batting team will step in to pitch. The fielding coach that was making calls on the mound may move to another un-obstructive place on the field to assist with instruction and fielding calls. This coach will return to make calls behind the mound on the next batter, when their player pitcher continues.

NOTE: It is important that the coaches/adults who are at these positions understand what they are to do and that they do it fairly.

- Emphasis is on instruction, even while the game is in progress.

Scoring

- Standings will not be kept in this league.
- Team coaches should consult with each other after each full inning to ensure accurate scoring.
- After four (4) innings of play (3 ½ innings if the home team is ahead), if one team has a lead of fifteen (15) runs or more, the score of the game will be terminated. The game may be played until conclusion (6 innings or 2 hours) if both coaches agree.
- Games ending in ties will remain so.

Players

- If for any reason a team is short the number of players required, players may be borrowed from the opposing team so that the game may be played. The coaches will choose the borrowed player(s).
- All players participating in the game must be registered in the Junior League.
- Players are not permitted to wear metal spikes. Rubber-cleated shoes or sneakers only.
- Players must wear batting helmets (face masks attached) at bat and on the bases.

**The backstop area must be kept clear of coaches, players, and spectators for 6 feet in all directions
NO PETS, ALCOHOLIC BEVERAGES, OR SMOKING MATERIAL PERMITTED ON THE FIELD**

**** Have teams shake hands at the end of every game**

