

2012 Ground Rules

Suffield*East Windsor*Windsor Locks

AAA:

- Week night games start at 5:45pm, weekend games noted on schedule
- Coaches need to meet with umpires 5 minutes before 1st pitch for ground rules
- 12 year olds who may have signed a waiver to play in AAA cannot pitch
- 5 runs max scored per inning, includes all 6 innings
- Runners on 3rd cannot score on a passed ball, wild pitch, or errant throw back to pitcher
- Rolling batting order, all players bat. Defensively, players need to play a minimum of 2 innings
- Dropped 3rd strike rule does not apply
- There are no balks in AAA
- No inning is to be started after 8:15pm, all season long (unless playing on Pesci 1 with lights) Safety, due to darkness, takes precedence prior to and up to 8:15pm. Unless a full and complete inning has been completed, the score will revert back to the last inning that was completed
- Umpire has complete discretion on safety and when a game is to be called. **There is a zero tolerance for coaches pressuring umpires into extending games after he or she has called the game**
- With two outs, and the teams' catcher on base, the team that's at bat may choose to pull the catcher off base to begin to get suited up. The substitute runner needs to be the player who made the last recorded out of that inning. This is optional.
- If a catcher is not suited and ready to warm up the pitcher to start the half inning, the pitcher will be allowed 1 pitch, and the ball will be brought down to 2nd on that pitch. It is the managers responsibility to have a catcher ready for warm ups. Coaches/Managers cannot warm up the pitcher before or during a game.
- 5 Pitches for warm ups in between innings. Above rule takes precedence.
- Managers are to confirm pitch counts every half inning.
- Games end after 6 innings regardless of score, extra innings are not permitted in regular season games.

Majors:

- Week night games start at 5:45pm, weekend games noted on schedule
- Coaches need to meet with umpires 5 minutes before 1st pitch for ground rules
- Dropped 3rd strike rule does not apply
- There are no balks in Majors
- No inning is to be started after 8:15pm, all season long (unless playing on Pesci 1 with lights) Safety, due to darkness, takes precedence prior to and up to 8:15pm. Unless a full and complete inning has been completed, the score will revert back to the last inning that was completed
- Umpire has complete discretion on safety and when a game is to be called. **There is a zero tolerance for coaches pressuring umpires into extending games after he or she has called the game**
- With two outs, and the teams' catcher on base, the team that's at bat may choose to pull the catcher off base to begin to get suited up. The substitute runner needs to be the player who made the last recorded out of that inning. This is optional.
- If a catcher is not suited and ready to warm up the pitcher to start the half inning, the pitcher will be allowed 1 pitch, and the ball will be brought down to 2nd on that pitch. It is the managers responsibility to have a catcher ready for warm ups. Coaches/Managers cannot warm up the pitcher before or during a game.
- 5 Pitches for warm ups in between innings. Above rule takes precedence.
- Managers are to confirm pitch counts every half inning.
- Players must play at least 6 consecutive defensive outs and get at least 1 at bat.