



# 2016 - GTAAA Playing Rules

## Pinto Division

### General

- Before the start of every game, the managers are encouraged to meet at or in the vicinity of home plate, at which time they shall present each other with his/her team's full batting order, and explain any absences and/or substitutions.
- Arguing balls and strikes with the umpire will result in an immediate ejection from the game.
- Protective Cups should be worn by all players, mandatory for the catchers and pitchers.
- All players are required to use a helmet with a face mask.
- The home team should provide 7 baseballs in good condition at the start of the game.

### Game Play

- A full game is 6 innings in length.
- No new inning may start after 2 hours. A game is considered complete if 4 innings have been played (3 ½ if the home team is leading). In case of a tie, extra innings will be played if there is time remaining.
- To speed the game up, the coach-pitcher (coach from hitting team) should bring the 7 baseballs out to the mound and provide a new ball to the pitcher for each pitch.
- Players pitch from the beginning of the season. The traditional ball and strike count applies. There are no walks. If the count reaches 4 ball, the coach-pitcher will complete the at bat with a maximum of 3 pitches (For example, if the coach takes over with a count of 2 strikes and throws a strike to the batter—called or swinging--the batter is out.) If a batter is hit by pitch, the coach will take over with no strikes on the batter. If the batter does not swing at the final coach pitch, he is called out on strikes. If the batter fouls off the last pitch, he will continue to get additional pitches until he swings and misses, puts the ball in play, or takes a pitch (called out). All available players will be placed in a batting order for each game and will bat throughout the game, regardless of whether or not they are fielding. Each team is allowed a maximum of 5 runs scored in each inning.
- On a ball put in play, runners may advance as follows:
  - On a ball hit to the outfield, the batter and runner(s) may advance up to 2 bases.
  - On a ball in the infield, the batter and runner(s) may only advance 1 base.
  - A ball is considered to be hit to the outfield if it reaches the outfield grass without being contacted by an infielder.
  - There are no additional bases awarded for overthrows, etc.
  - A runner is always in play until the play is declared dead by the umpire. If a runner advances too far safely, he will be sent back by the umpire after the play is dead.

### Batting

- Bunting shall not be allowed.
- Bat barrel size can be up to 2 1/4". No drop limit.
- Have the new permanent USSSA mark on its taper OR be a wood bat .

### Pitching

- No player shall pitch more than one (1) inning per game, nor more than three (3) innings per week. During playoffs, pitchers are limited to 1 inning per game with no maximum for the week.

### Playing Time

- Each player shall play for at least six consecutive outs and nine total outs in the field. In a game that only completes four (4) or five (5) innings, all players must have completed at least 6 outs in the field.
- A player shall not play the same defensive position for more than two (2) innings per game and each player shall play at least one inning each in the infield and the outfield.
- No player shall sit out more than two innings per game, and these shall NOT be consecutive innings.



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- Every player must play at least one infield and 1 outfield inning within first four defensive innings. With 13 or more players on a team, the player must play at least 1 infield and 1 outfield inning during the course of the game. A player shall not play the same defensive position for more than 4 innings per game.

### **Defense**

- The player who occupies the defensive position of the pitcher shall be positioned anywhere in the mound area (one foot on the dirt part of the mound) until the ball is hit.
- In the event of an overthrow or a muffed play as a result of a legitimate attempt to make a play, the runner(s) or batter/runner shall be awarded the base to which he/she was approaching.
- The defensive team will play 9 defensive players. Defensive players shall position themselves in the traditional manner; they outfielders shall also be on the outfield side of the infield grass at all times except to make a play on the ball. If a team is playing short-handed, they still must provide a catcher and leave an outfield position empty.
- The infield fly rule does not apply.

### **Baserunning**

- If a runner is injured while safely on a base, he/she may be replaced by the player who made the last out.
- No leadoffs. Players may only leave the base once the pitch has crossed home plate.
- Stealing or advancing on a passed ball or wild pitch is prohibited.

### **Borrowed Players**

- If a team finds itself with 9 or fewer players available for a game, the team may borrow players to get up to 10 players. The borrowed player(s) shall come be a registered GTAAA player in the T-Ball division. The player should be a 2<sup>nd</sup> year T-Ball player or a 7 year old. Borrowed players must bat in the last available positions in the batting order. No regular member of the team shall sit out more innings than any borrowed players in a game. A borrowed player may play the infield only after all other players have played in the infield and shall not play more innings in the infield than any other regular player. Under no circumstances may the borrowed players used as pitcher or catcher.

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### **Playoff Rule Differences**

- Pitchers are allowed to pitch up to 1 inning per game. There is no maximum innings pitcher per week.
- The higher (better) seeded team is the home team in all games. This holds regardless of where in the bracket the game is played (winners/losers/championship).