



Greenie League Baseball Rules & Format



Youth Baseball Rules

Each team (Small & Big Fry) is allowed one Manager and one assistant coach, for a total of two coaches. One coach must remain in the dugout at all times. During a team's at-bat, a base coach will be allowed at first and third base, with a volunteer parent in the dugout to assist with the batting line up.

International Little League rules will be followed along with the following modifications.

Equipment:

- A. Athletic shoes must be worn by all participants and must have a one-piece molded bottom. Shoes with metal cleats or hard nylon cleats will not be permitted. Shoes with cleats screwing into the shoe will not be permitted.
- B. No jewelry allowed.
- C. All defensive players must be equipped with a baseball glove.
- D. Bats must be approved by Little League. For a list of approved bats, please visit www.gllbaseball.com.
- E. Proper batting helmets must be worn when batting and running bases.

Mini Fry Division (Age 4)

League Format:

Mini Fry t-ball will begin Saturday, April 26 and continue weekly through Saturday, June 14. Each scheduled meeting will last one (1) hour. The following timeline will be followed:

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|----------------------|---|
| ○ Thursday, April 17 | Coaches' Meeting – Drew Steele Center at 7:00pm |
| ○ Saturday, April 26 | Practice |
| ○ Saturday, May 3 | Practice |
| ○ Saturday, May 10 | Practice |
| ○ Saturday, May 17 | Scrimmages |
| ○ Saturday, May 24 | Program will not meet due to Memorial Day holiday |
| ○ Saturday, May 31 | Scrimmages |
| ○ Saturday, June 7 | Scrimmages |
| ○ Saturday, June 14 | Scrimmages |

- Base length: 45'
- Type of baseball: Safe-T-Soft Level 3

Batting:

- A. All hitters will hit from a batting tee throughout the season. The tee should be adjusted as needed for each batter.
- B. All players present will bat each inning and the order will be reversed every inning.
- C. Bunting is not allowed.
- D. The player in the pitcher's position should be in contact with the rubber. If there is not a rubber available then an imaginary line will be used to represent the rubber.
- E. An inning is over when all batters have batted. The last batter of an inning must continue to run the bases until they score or they are forced out.
- F. There are no strikeouts.
- G. No stealing or leading off.
- H. Thrown bats will not be allowed. Coaches are responsible for ensuring players do not throw bats.
- I. On-deck batters will not be allowed on the field nor are they allowed to swing in or near the dugout.

Fielding:

- A. All players present may play in the field during defense. The defensive coaches are allowed on the field. A defensive coach must remain near the pitcher's mound while the play is in progress. Once the ball reaches the defensive coach near the pitcher's mound, the play will be dead.

Game:

- A. A regulation game is 4 innings or 60 minutes, whichever comes first. A new inning cannot begin after 55 minutes of play. **It is the responsibility of coaches to monitor the time.**
- B. In the event of inclement weather, a game is complete after 2 innings or 30 minutes.

Small Fry Division (Ages 5-6)

League Format:

Small Fry baseball will begin the week of April 14 and continue through mid-June. The following timeline will be used for the season:

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|---------------------------|--|
| ○ Tuesday, April 8 | Coaches' Meeting – Drew Steele Center at 7:00pm |
| ○ Sunday, April 13 | Coaching Clinic / Equipment Pick-up – Sports Connection at 5:00pm |
| ○ Week of April 14 | Practice |
| ○ Week of April 21 | No scheduled practices due to Pitt Co. Schools Spring Break |
| ○ Week of April 28 | Practice |
| ○ Weekend of May 3 | Games begin |
| ○ Week of May 5 | Games |
| ○ Week of May 12 | Games |
| ○ Week of May 19 | Games |
| ○ May 24 – May 26 | Program will not meet due to Memorial Day holiday |
| ○ Week of May 27 | Games |
| ○ Week of June 2 | Games |
| ○ Week of June 9 | Games, Conclusion of season |

- Base length: 60' bases
- Type of baseball: Safe-T-Soft Level 3

Batting:

- A. All batters will face live pitching from a pitching machine.
 - a. Each child will be allowed three strikes or five pitches before the ball is placed on the tee. The tee will be adjusted as needed for each batter. *If a foul ball is hit on the third strike, the tee will be used for that at-bat.*
 - b. An umpire will operate the pitching machine and will also be responsible for receiving the ball from the defensive team. Play will end once the **umpire** receives the ball inside the marked circle.
 - c. In the event only one umpire is available for the game, coaches will pitch to their own team.
- B. All players will be placed in the batting lineup whether playing defensively or not. Coaches are encouraged to mix up the batting order each game to allow an equal amount of at-bats throughout the season.
 - a. If a team has less than six players, the two teams will then scrimmage. Teams will have a grace period of 10 minutes. If at the end of the grace period a team has five or fewer players, the game will be considered a forfeit.
 - i. **Line-ups must be turned in 10 minutes prior to the start of the game with each player's first and last names as well as their jersey number.**
 - ii. Players showing up after the game starts, will be placed at the end of the batting line-up.
- C. If a batted ball hits the pitching machine, the ball will be called dead; the batter will then be awarded first base, and only forced runners may advance one base.
- D. Bunting is not allowed.

- E. The player in the pitcher's position should be in contact with the rubber until the ball is released. The pitcher must stay behind the machine until the ball is hit. If there is not a rubber available, then an imaginary line will be used to represent the rubber.
- F. An inning will consist of three outs or five runs, whichever comes first. Once five runs have been scored, the inning is considered complete. Teams **cannot** score more than five runs per inning.
- G. A batted ball must go at least 25' when hit, which is shown by an arc drawn from foul line to foul line. If the ball does not go past the 25' arc, it is considered a foul ball.
- H. There are no strikeouts. If a batter hits part of the ball and part of the tee, it is a fair ball if it goes past the 25' arc.
- I. Two team warnings will be issued for thrown bats by the umpire. If a player throws a bat after the two warnings, they will then be called out.
- J. On-deck batters are not allowed on the field nor are they allowed to swing in or near the dugout.

Base Running:

- A. No stealing or leading off.
- B. Players are only allowed to take one extra base on a ball thrown out of play or on an over throw. For example, a ball thrown over the 1st baseman's head will result in the runner advancing to 2nd base, if they choose. Only forced runners will be allowed to advance one extra base, the play will then be called dead by the umpire.
- C. Head first slides are not allowed while advancing to the next base. Head first slides are only allowed when going back to a base.
- D. Runners must remain on base until the pitch reaches the batter.
- E. Runners must stop once time has been called by the umpire. If a team has a runner sent back to the previous base more than twice in the inning, that team must run "base to base" for the remainder of the inning. (See "Fielding" section B)

Fielding:

- A. Nine players are on the field at any one time, five infielders and four outfielders. If nine players are not available at the start of the game then play as many as you have available. (See "Batting" section B-a)
- B. Time will be called by the umpire when he/she receives the ball from the defensive team. **The umpire operating the pitching machine must receive the ball inside the marked circle for the play to be ruled dead.** Once the play is completed, the umpire will make a judgment call on where the base runners should be.
 - a. If a base runner is more than half way, they will advance to the next base.
 - b. If a base runner is not half way, then they will return to their original base.
- C. Each player must play a minimum of 2 innings defensively.
- D. **One coach will be allowed on the playing field during defense. They must be along the outfield line and not interfere with game play.**

Game:

- A. A regulation game is 6 innings or 55 minutes. A new inning cannot begin after 55 minutes of play. It is the score keeper's responsibility to monitor the time. If time elapses in the middle of an inning, the inning must be complete before time is called.
- B. If the home team is ahead after 5 ½ innings, the game is complete.
- C. In the event of inclement weather, a game is complete after 3 innings or 30 minutes.
- D. Rained out games will be made up the first available Sunday or at the end of the season. Recreation and Parks Staff will notify coaches of the time, date and location of rescheduled games.

Big Fry Division (Ages 7-8)

League Format:

Big Fry baseball will begin Saturday, April 12 and continue through late June. The following timeline will be used for the season:

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| ○ Tuesday, April 8 | Coaches' Meeting – Drew Steele Center at 7:00pm |
| ○ Saturday, April 12 | Skills Assessments – Jaycee Park |
| ○ Sunday, April 13 | Coaching Clinic / Equipment Pick-up – Sports Connection at 5:00pm |
| ○ Monday, April 14 | Draft – Drew Steele Center at 6:30pm |
| ○ Wednesday, April 16 | Practice begins |
| ○ Week of April 21 | No scheduled practices due to Pitt Co. Schools Spring Break |
| ○ Weekend of May 3 | Games begin |
| ○ Week of May 5 | Games |
| ○ Week of May 12 | Games |
| ○ Week of May 19 | Games |
| ○ May 24 – May 26 | Program will not meet due to Memorial Day holiday |
| ○ Week of May 27 | Games |
| ○ Week of June 2 | Games |
| ○ Week of June 9 | Conclusion of regular season |
| ○ Week of June 16 | Post season tournament begins |

- Base length: 60' bases
- Type of baseball: Regulation baseball

Batting:

- All players will be pitched to by the umpire operating the pitching machine. Balls and strikes will be called. A batter will be called out after three strikes; there will not be any walks. If a batter is hit by a pitch, they will be awarded first base, and only forced runners may advance one base.
- If at the discretion of the umpire the pitching machine has thrown a poor pitch, the pitch will be deemed illegal and will not count against the batter.
- All batters will be placed in the batting line-up.
 - If a team has less than six players, the two teams will then scrimmage. Teams will have a grace period of 10 minutes. If at the end of the grace period, a team has five or fewer players, the game will be considered a forfeit.
 - Line-ups must be turned in 10 minutes prior to the start of the game with each player's first and last names as well as their jersey number.**
 - Players showing up after the game starts, will be placed at the end of the batting line-up.
- In the event a batted ball hits the pitching machine, the ball will be called dead; the batter will be awarded first base, and only forced runners may advance one base.
- An inning will consist of three outs or five runs, whichever comes first. Once five runs have been scored, the inning is considered complete. Teams **cannot** score more than five runs per inning.
- Bunting is allowed. One batter per team is allowed a bunt attempt each inning. If at the discretion of the umpire there was a bunt attempt, it will be considered the team's attempt for the inning. A successful bunt attempt by a second batter in the inning will result in an out and all base runners must return to the last base occupied.
- Jaycee Park only:** If a batted ball bounces over the outfield fence, it will result in a ground rule double; runners may not advance more than two bases.

- H. The player in the pitcher's position should be in contact with the rubber until the ball is released. The pitcher must stay behind the machine until the ball is hit. If there is not a rubber available, then an imaginary line will be used to represent the rubber.
- I. The 25' arc will not be used for the Big Fry Division.
- J. Two team warnings will be issued for thrown bats by the umpire. After the two warnings, if a player throws a bat they will be called out.
- K. On-deck batters will not be allowed on the field nor are they allowed to swing in or near the dugout.

Base Running:

- A. No stealing or leading off.
- B. Head first slides are not allowed while advancing to the next base. Head first slides are only allowed when going back to a base.
- C. Runners must remain on base until the pitch reaches the batter.
- D. Runners must stop once time has been called by the umpire. If a team has a runner sent back to the previous base more than twice in the inning, that team must run "base to base" for the remainder of the inning. Please see "Fielding, C," for when time will be called.

Fielding:

- A. An umpire will operate the pitching machine.
- B. Nine players are on the field at any one time. If nine players are not available at the start of the game then play as many as you have available. A minimum of six (6) players will be allowed to play. *(See "Batting" section C-a)*
 - a. Catchers are required to be properly equipped with the following: catcher's mask with tangling throat guard, chest protector, shin guards and protective cup. It is the coaches' responsibility to ensure the catcher wears the required equipment. Catcher's equipment, excluding a protective cup, will be provided for each team by GRPD.
- C. Time will be called by the umpire when the defensive team returns the ball to the player occupying the pitcher's position or when the play comes to a natural end. This can include when an infielder has the ball, depending on the particular play. Once the play is completed, the umpire will make a judgment call on where the base runners should be.
 - a. If a base runner is more than half way, they will advance to the next base.
 - b. If a base runner is not half way, then they will return to their original base.
 - i. Please see "Base Running, D" for rules on teams over running the bases
- D. Bunting Defense – Players cannot start moving in on a bunt when a player squares around. **Players must play their normal positions until the ball has been pitched.**
- E. Each player must play a minimum of 2 innings defensively.
- F. Coaches are **not** allowed on the field during defense.

Game:

- A. A regulation game is 6 innings or 70 minutes. A new inning cannot begin after 70 minutes of play. It is the score keeper's responsibility to monitor the time. If time elapses in the middle of an inning, the inning must be completed before time is called.
 - a. During the regular season, ties will stand.
- B. If the home team is ahead after 5 ½ innings, the game is complete.
- C. In the event of inclement weather, a game is complete after 3 innings or 30 minutes.
- D. Rained out games will be made up the first available Sunday. GRPD Staff will notify coaches of the time, date and location of rescheduled games.

- E. A single elimination post season tournament will be held at the conclusion of the regular season.
 - a. The same rules from the regular season will apply, with the following exception:
 - i. Extra innings will only be played in the event a game is tied at the end of the sixth inning.

Miscellaneous Information

League / Division Standings (Big Fry Only)

- A. League / division standings will be updated weekly and automatically post to webtrac.greenvillenc.gov. Please check the standings to make sure scores have been entered correctly.
- B. In the event of ties, the following tie breakers will be used:
 - a. Head to head
 - b. Runs allowed
 - c. Runs scored
- C. Brackets and finalized standings will be provided to coaches before the start of the tournament.

Inclement Weather

- A. Rainedout.com will be used to update those who sign up to receive game cancellations via text message. Steps to sign up are below:
 - a. Go to www.rainedout.com
 - b. In the search bar type in "GRPD"
 - c. Click on "GRPD Athletics"
 - d. Click on "Sign up now for mobile alerts"
 - e. Enter your information. Select all of the programs you would like to receive updates for. Agree to the terms of use and click "create account"
 - f. Validate your phone number or e-mail address by typing in the verification code sent to you as a text message or reply to your e-mail notification.
- B. GRPD Weather Hotline: 252.329.4299
- C. Coaches will be contacted as soon as possible by email only in the event of game cancellations.

Pitching Machine Settings (*subject to change*)

- D. Small Fry
 - a. Distance from plate: Approx. 30'
 - b. Pull Handle: 3
 - c. Speed: 3
 - d. Throwing Arm: 3
- E. Big Fry
 - a. Distance from plate: Approx. 34'
 - b. Pull Handle: 3
 - c. Speed: 6
 - d. Throwing Arm: 4

Practice / Game Field Locations

- A. Elm Street Park – 1058 S. Elm Street
- B. Evans Park – 625 W. Arlington Boulevard
- C. First Christian Church – 2810 E. 14th Street
- D. H. Boyd Lee Park – 5184 Corey Road
- E. Jaycee Park – 2000 Cedar Lane
- F. Perkins Complex – 1703 E. 14th Street