Newtown Recreation
Youth Baseball League

4/5 YEAR OLD T-BALL

The baseball used in this league will be a MacGregor "56" or
Safety-1 tee ball.
The distance between bases will be forty feet (40').
The barrel of the bat shall be no more than 2.25" in diameter and no more than 33" in length.

PLAYING REQUIREMENTS

1. No player will sit out two innings until all other players have sat out at least one inning.
2. No player shall sit out consecutive innings. (Exceptions: injury or illness)
3. All players must play an infield position by the third inning.

T-BALL DEFENSE RULES

1. The maximum number of defensive players on the field during play will be ten (10). This will consist of a regular baseball infield and five (5) outfielders. Outfielders must be positioned in the outfield. **There will not be a catcher**.
2. If the defense retires a batter or runner, he/she is out and shall return to the bench.

T-BALL HITTING RULES

Each team will bat their entire batting order each inning regardless of how many outs are made or runs scored. Each inning will be over once the defense returns the ball to home plate or once the last batter reaches home plate.

For every 4/5 yr. T-ball game, all players MUST hit off the tee for the first inning.

Batters hitting off the tee will be allowed five (5) chances to hit the ball. If after the 5th try they are unable to hit the ball, a hitting coach should physically assist them while batting to hit the ball off the tee.

After the "mandatory tee innings", it is the coach's discretion as to whether each individual player should hit off the tee or be pitched to. Batters who are pitched to will get three (3) pitches. Batters who do not hit the ball on the third pitch shall have two (2) chances off the tee. After the second chance off the tee, the coach should physically assist them.
After pitching the ball, the coach should attempt to get out of the way of play as quickly as possible. Should he/she be hit by the ball it is considered a Dead Ball. Everyone is awarded one (1) base
Note: If the last pitch is hit foul, then one (1) additional pitch will be allowed.
Note: No rule exists that limits a batter to one base on a hit. Batters are allowed to hit doubles, triples and home runs. Once the ball is controlled by a player in the infield, the batter/baserunner shall run to the base he is closest to.
Note: If a batter is tagged out (or a force out) he/she is OUT- and MUST return to the bench.

THE GAME (T-BALL)

1. Regulation game will consist of five (5) innings.

2. Home Team scorekeeper is the official scorekeeper.

3. Games will be limited to 1 hour in length. Any inning in progress as the time expires will be completed. No new inning will be started after time expires.

4. Games tied after the regulation time or number of innings will be considered a Tie Game. (No extra innings)

5. Substitution is unlimited. (i.e. A player may come out from defense and go back later in the game.)

6. There will be NO LEADING OFF THE BASE OR BASE STEALING. The runner is not allowed to leave the base until the ball is in play.

7. A batted ball that does not travel outside a marked arc by Home Plate is a Foul Ball.

8. The pitchers circle will be approximately 6 feet in diameter. The pitcher (coach) and/or fielder (player) may stand anywhere inside the circle.

9. When on offense, a coach will be allowed to help the hitter with correct stance, etc. The offensive team will also be allowed to have a coach in the pitchers circle who may or may not be pitching. First and Third base coaches should not physically assist the runner.

10. There will be two (2) coaches only allowed to assist the defensive players on the field, one (1) positioned in right field, the other positioned in left field. The coaches may only VERBALLY assist the players (tell them what to do with the ball, where to stand, etc.).

11. NO BUNTING!

12. There are no forfeits in T-Ball. All games will be played. If one team has less than eight (8) players the opposing team may lend them players if the coach so desires. Players who are not registered in Newtown T-Ball will not be allowed to play.

13. Infield fly rule is NOT in effect.

14. Hard cast and splints will not be permitted on the playing field. Any player with a cast or splint will not be allowed to play.

Newtown Recreation
Youth Baseball League

6 YEAR OLD COACH PITCH

THE FIELD & EQUIPMENT

The distance between bases will be sixty feet (60').
The coaches will pitch from a distance twenty-five (25') to thirty-five feet (35').
The barrel of the bat shall be no more than 2.25" in diameter and no more than 33" in length.
The baseball used in this league will be a Safety-1 (MacGregor "56") RIF baseball.

PLAYING REQUIREMENTS

1. No player will sit out two innings until all other players have sat out at least one inning.
2. No player shall sit out consecutive innings. (Exceptions: injury or illness)
3. All players must play an infield position by the third inning.

DEFENSIVE RULES

1. The maximum number of defensive players on the field during play will be nine (9). This will consist of a regular baseball infield (no catcher) and four (4) outfielders. **Outfielders are NOT allowed to enter the infield to take a throw at a base**. If the defense retires a batter or runner, he/she is out and shall return to the bench.
2. 6yr. olds will NOT play with a catcher. Please position an assistant coach or parent behind the plate to field pitches not hit by the batter. Another field player may cover home after the ball is put in play.

COACH PITCH PITCHING RULES

1. The coaches will pitch to the batters. Seven (7) pitches will be allowed. Should the batter not hit the ball in those seven (7) pitches, he/she will be considered out. **Three "swinging misses" does not make the batter out.** The batter will have all seven pitches in order to put the ball in play.

2. After pitching the ball, the coach should attempt to get out of the way of play as quickly as possible. Should he/she be hit by the ball it is considered a Dead Ball. Everyone is awarded one (1) base.

   Note: Coaches may pitch under or overhand to batters. Coaches may stand or kneel when pitching to batters. Coaches cannot bring any item to sit on while pitching.

   Exception: If the last pitch is hit foul, then one (1) additional pitch will be allowed.

THE GAME

1. Regulation game will consist of six (6) innings.

2. There will be a maximum of seven (7) runs allowed in each inning.

3. Games shortened by reason of darkness, rain, or other Acts of God shall be considered regulation after four (4) complete innings, (3 1/2 innings if the Home Team is ahead.)

4. Home Team scorekeeper is the official scorekeeper.

5. Games will be limited to 1:15 (one hour and 15 minutes) in length. Any inning in progress when the time limit expires will be completed. No new inning will begin after time expires.

6. Games tied after the regulation time or number of innings will be considered a Tie Game. Exception: If time limit has not expired, one (1) additional inning may be played.

8. Substitution is unlimited. (i.e. A player may come out of playing on the field and go back later in the game.) No player shall play catcher more than two (2) consecutive innings.

9. There will be NO LEADING OFF, BASE STEALING, OR HEAD-FIRST SLIDING. Baserunners are not allowed to leave the base until the ball is in play. **Exception:** The defensive team can opt to take the play.

11. After a First Warning to a player for slinging a bat, the Second occurrence will result in the player being called out.

12. A batted ball that does not travel outside a marked 10 foot arc of Home Plate is a Foul Ball.

13. The play becomes dead when any defensive player controls the ball within the infield. The rule is not intended to prohibit infielders from making a play on base runners.

    There will be lines marked halfway between the bases. The side of the line the player is on when the play is called dead will determine to which base the runner will go.

14. When on offense, a coach will be allowed to help the hitter with correct stance, etc. The First and Third base coaches should not physically assist the runner. Physically assisting a baserunner can result in an out.

15. There will be two (2) coaches only allowed to assist the defensive players on the field, one positioned **off field** (outside the foul lines) between the 1st base and the outfield, the other positioned **off field** (outside the foul lines) between 3rd base and the outfield. They may verbally assist the players (tell them what to do with the ball, where to stand, etc.).

16. No bunting is allowed.

17. There are no forfeits in Coach Pitch. All games will be played. If one team has less than eight (8) players, the opposing team may lend them players if the coach desires. Players who are not registered in Newtown Coach Pitch will not be allowed to play.

18. The infield fly rule is NOT in effect.

19. Hard cast and splints will not be permitted on the playing field. Any player with a cast or splint will not be allowed to play.

Newtown Recreation
Youth Baseball League

7/8U Coach Pitch Rules

All recreation league play shall be governed by the current Official Major League Baseball Rules, modified by current Newtown Recreation Baseball Committee. Any suggested modifications should be presented in writing to the Newtown Recreation Baseball Committee for consideration.

General:

1. Only players who are registered in the Newtown Recreation baseball program are eligible to play.
2. An official regulation game shall consist of 6 inning games. Time allowed in a game is one hour and fifteen minutes (1:15). There shall be one additional inning of play if the score is even if time has not expired and both teams have had an equal opportunity with the same number of innings at bat. An official game for 6 inning games is defined as 4 complete innings (or 3-1/2 innings if home team is ahead).
3. Both head coaches must attend the plate meeting at the beginning of the game and line-up cards (offense and defense) must be exchanged. The official start time will be declared at the end of this plate meeting.
4. A new inning begins at the instant that the (3) third out is made in the previous inning.
5. Run Limits - An inning is over after the following three outs, or seven runs.
6. There will be a maximum of seven runs allowed in all half innings.
7. The "Infield Fly Rule" does NOT apply.
8. Bats must have a certified USSSA BPF 1.15 label and **the barrel may not be larger than 2 and 3/4 inches.**
9. Unlimited defensive substitutions are allowed but all teams will bat in a continuous batting order.

Defense:

10. Every player must play at least one inning in the infield, other than catcher, and one inning in the outfield (or sit out) prior to the conclusion of the 4th inning. The only exception to this rule is if prior agreement between both the manager and parent(s) has been made for the safety of the player, and the opposing manager shall be notified at the plate meeting.
11. No player shall be omitted from the defensive lineup in two innings until everyone on the team has been omitted from the defensive lineup in one inning. No player shall be omitted from the defensive lineup in any two consecutive innings.
12. A player who starts an inning in the defensive lineup shall complete the inning in the defensive lineup, unless prevented from continuing by injury or illness.

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13. A ball thrown outside the fence becomes a “dead ball” and each base runner is entitled to one base. A player may slide feet first into any base.
14. Outfielders shall not be permitted to run with the ball into the infield to make an out. If an outfielder runs the ball in and tags a runner or a base, the runner shall be awarded the base.
15. Play shall be stopped once a defensive player has control of the baseball in the infield area. Runners in motion should continue to the closest base and the umpire will call time. Runners will be moved to the previous base if the runner was not past the half way point at the time the defensive team gains control of the ball in the infield. Runners may be tagged out after the ball is controlled if they are attempting to advance to the next base or return to the previous base prior to the umpire calling time.
16. A base runner(s) may advance up to two bases regardless of the number of overthrows on a play, before the next batter hits.
    - Example One: if the ball is overthrown to first base, the base runner may advance to second base or third (at his/her own risk), even if a defensive player picks up the ball and throws it into left field, overthrowing second base, in which case the base runner may stay on second base or attempt to advance to third.
    - Example Two: a base runner is on second base after hitting a double, and the outfielder overthrows to the infield after the base runner has already reached second base, the base runner may advance to third base or home at his/her own risk, even if another defensive player picks up the ball and throws it back out to the outfield.
17. Any player playing the pitcher position must wear a protective face equipment and/or caged helmet. (Mandatory).
18. The player playing the pitcher position must have one foot inside the pitching circle before an at bat begins and may not leave the circle until the ball crosses homes plate with each pitch.
19. The catcher must wear proper protective catching equipment. Helmet with face shield and dangling throat protector or hockey style mask, chest protector and leg guards. Male catchers must wear a cup.
20. Defensive standing on bases is not allowed
21. On defense, each team plays a regular baseball infield including the pitcher and catcher position and only four players in the outfield, positioned in the grass 20’ behind the base path when play starts. The maximum number of defensive players allowed on the field during play will be 10. (All teams must play with 6 infielders.) In the case of a team missing 1 player a team may play without a catcher or with 3 outfielders. In the case of a team missing 2 players a team may play without a catcher and with 3 outfielders.

Offense:

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22. There will be no leads offs, base stealing or bunting.
23. A player must slide feet first into any base. A player may NOT slide head first into any base (unless returning to a base)
24. For the entire season, players will hit the ball as described. First, coaches will pitch while his/her team is at bat. The coach pitcher shall keep one foot on or straddle the Pitcher's Line and shall not verbally or physically coach while in the pitching position.
25. The coach pitcher shall position himself as not to be an impediment to the defensive team on any possible "live ball" play. Penalty: A coach pitcher that violates this rule after the ball has been pitched shall result in a call of obstruction and after repeated violations may be removed from the position by the umpire. After pitching the ball, the coach should attempt to get out of the way of play as quickly as possible. Should he/she be hit by the all it is considered a Dead Ball. Everyone is awarded one (1) base.
26. Five (5) pitches will be allowed. Should the batter not hit the ball in those five (5) pitches, he/she will be considered out. Three "swinging misses" does NOT make the batter out. The batter will have five pitches in order to put the ball in play.
27. At the umpire's discretion if the pitch is deemed unhittable, the umpire may declare a no-pitch. Note: If the batter swings and misses an unhittable pitch, it shall count towards the 5 pitches.
28. Each player is required to have a helmet on in order to hit.
29. A batter will receive one warning for slinging a bat. On the second occurrence, the same batter will be called out.
30. On deck batters are NOT permitted. Practice swings are also prohibited outside the fences.
31. A batted ball that does not travel on or outside a marked 20 foot radius of home plate is a foul ball.
32. A batted ball that hits the coach is ruled dead by the umpire and the pitch does not count; it is as if the pitch never happened.

Coaching:

33. The offensive team is allowed a first base coach, a third base coach, a batting coach, and a coach pitcher. The coach pitcher MAY NOT coach the batter or a runner. The coach pitcher is REQUIRED to safely and quickly leave the fair field of play immediately after the ball is put into play. Coaches will receive one warning and then at the discretion of the umpire, the batter may be called out if the coach pitcher is not making every effort to get off the field or if they are coaching the batter or runners.
34. The defensive team is allowed two coaches outside their team dugout along the baseline. Defensive coaches may not stand past the base in the outfield area.

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35. Pitching coaches must pitch overhand to the players and **must get off the field and pick up the batter's bat.** At the umpire's discretion, if the bat is left as an obstruction for the base runner, the base runner may be called out.

Conduct and Sportsmanship

36. It is the Head Coach's responsibility to manage and control their teams and to lead by example.
37. Inappropriate, obscene, or abusive language or behavior may result in a player, coach, parent, or spectator being ejected from the game/park. This includes arguing with umpires and un-sportsman like conduct.
38. All umpires and Newtown Recreation employees have the authority to eject anyone violating the conduct rules.
39. Any player, coach, parent, or spectator ejected from a game must leave the field immediately and are not allowed to stay near the field or sit in the stands, but are allowed to wait in the parking lot if needed.
40. Physical contact or violence involving a player, coach, or parent will result in automatic ejection from the game, a one game automatic suspension, and possible suspension from the league.
    - If a player demonstrates actions which are detrimental and or abusive to the team, the player will be suspended from the team immediately and will not participate in any games or practices until the suspension is reviewed by the Newtown Recreation Baseball Director and/or Board or Directors.
41. Newtown Recreation may revise/alter rules at any time during a season if needed to enhance the program.

Newtown Recreation
Youth Baseball Rules

9/10 YEAR OLD PLAYER PITCH BASEBALL

General:

1. Only players who are registered in the Newtown baseball program are eligible to play.
2. An official regulation game shall consist of 6 inning games. Time allowed in a game is one hour and thirty minutes (1:30). An official game for 6 inning games is defined as 4 complete innings (or 3-1/2 innings if home team is ahead).
3. A new inning begins at the instant that the last out is made in the previous inning.
4. Run Limits - An inning is over after three outs, or five runs
5. The head coach must attend the plate meeting at the beginning of the game. The official start time will be declared at the end of this plate meeting.
6. Drop third strike is not in play.
7. Balks will not be enforced, umpires can and should provide instruction to a player pitcher so they understand the balk.
8. Unlimited defensive substitutions are allowed but all teams will bat in a continuous batting order.
9. Bats must have a certified USABat Stamp and be YBBCOR certified and **the barrel may not be larger than 2 and 5/8 inches.**

    a. Prior to each game it is the coach's responsibility to line up all player's bats outside the dugout leaning against the fence for inspection by the umpire. Any bats without the USA Bat stamp are not permitted to be in the dugout for game play.
    b. If a player comes to bat with a non-USA Bat and puts a ball in the play that player will be called out and all runners will be returned to their original position. The coach and player will be given a warning at this time. If a second violation occurs for the same team whether it be with the same player or a different player that coach will be ejected from the game and subject to further suspension pending review from the Baseball Committee. If the same player violates this rule twice that player will be ejected from the game.

Newtown Recreation
Youth Baseball Rules

Defense:

10. No player shall be omitted from the defensive lineup in two innings until everyone on the team has been omitted from the defensive lineup in one inning. No player shall be omitted from the defensive lineup in any two consecutive innings. This includes substitute players.

11. A player who starts an inning in the defensive lineup shall complete the inning in the defensive lineup, unless prevented from continuing by injury or illness. Exception: Pitchers, in leagues employing player pitchers, may be removed from the game after completing pitching to one batter.

12. One defensive coach is allowed on the field outside the dugouts.

13. The catcher must wear proper protective catching equipment and use a catcher's mitt. Required equipment: Helmet with mask and dangling throat guard or hockey style mask, chest protector and leg guards. Male catchers must wear a cup.

14. Defense: Every player must play at least one inning in the infield, other than catcher, prior to the conclusion of the 4th inning. The only exception to this rule is if prior agreement between both the manager and parent(s) has been made for the safety of the player, and the opposing manager shall be notified at the plate meeting.

15. No player shall be omitted from the defensive lineup in two innings until everyone on the team has been omitted from the defensive lineup in one inning (except for the starting pitcher). No player shall be omitted from the defensive lineup in any two consecutive innings.

Offense:

16. No leading off. Base-runners may take a secondary lead and/or steal once the ball crosses home plate.

17. Stealing home on passed balls or on the catcher's throw back to the pitcher or another player is allowed

18. Swing bunts or fake bunt swings are not allowed. A batter may not show bunt and then pull the bat back and take a full swing (Butcher Boy). If the umpire determines that the batter did any of these, the batter will be called out. The batter may show bunt and then pull the bat back, but he may not swing.

19. Bunting is allowed.

Newtown Recreation
Youth Baseball Rules

20. All base runners must slide feet first into all bases including home plate unless returning to a base. Head first slides are illegal and the runner will be call out.

21. Going over the top of the fielder (in possession of the ball) who is not lying on the ground, such as hurdling, jumping feet first, and diving is dangerous and, therefore, is illegal. The act of obstruction does not negate the runner's responsibility to avoid a fielder legally. The runner must slide or avoid the player, legally. Jumping over is not a legal slide. The runner will be called out and the team receives a team warning. On the second team violation, the player is ejected.

22. On deck batters are permitted

23. On offense, coaches are permitted in the first and third base coaching boxes.

24. Courtesy runner for the pitcher and/or catcher of record can be used at any time (last batted out).

Pitching Rules:

25. Any player who toes the rubber and takes a warm up pitch to begin an inning will be the pitcher of record for that inning and must face a batter to completion before he can be substituted for.

    - Pitch count is based on Calendar Day, from Midnight (12:00 AM) to 11:59 PM.
    - Pitch Count Limits
        - 0 – 20 pitches – no rest, pitcher eligible to pitch the next day
        - 21 – 29 pitches – 1 day rest. Pitches on Monday, eligible to pitch Wednesday
        - 30 - 39 pitches – 2 days rest. Pitches on Monday, eligible to pitch Thursday
        - 40 – 55 pitches – 3 days rest. Pitches on Monday, eligible to pitch on Friday
        - One day max 55 pitches. A pitcher that reaches his max pitches allowed for the day may continue to pitch to the current batter until he is put out or reaches base. A pitcher shall not be permitted to pitch to a NEW batter once their max pitches per day have been met.
        - All suspended / makeup games will adhere to the pitch count rules. A pitcher pitching in a suspended/makeup game must follow pitch count rules and status at the time when the game is made up.
        - Pitching rules related to days rest are contiguous from the end of the regular season into the tournament

    1.

26. Intentional walks are allowed, the pitcher will be required to throw the 4 pitches and the ball is in play.

Newtown Recreation
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27. Any pitcher playing in the same game may return to the mound one time

28. A pitcher that hits a second batter in the same inning, an official visit to the mound by the coach is required. If the pitcher hits a third batter in the same inning a second visit from the coach is required and the removal of the pitcher from the mound is Mandatory.

    1. INTENTIONAL VIOLATION OF THE PITCHING RULES WILL LEAD TO A ONE GAME SUSPENSION OF THE HEAD COACH

Conduct and Sportsmanship

29. It is the Head Coach's responsibility to manage and control their teams and to lead by example.

30. Inappropriate, obscene, or abusive language or behavior may result in a player, coach, parent, or spectator being ejected from the game/park. This includes arguing with umpires and un-sportsman like conduct.

31. All umpires and Newtown Recreation employees have the authority to eject anyone violating the conduct rules.

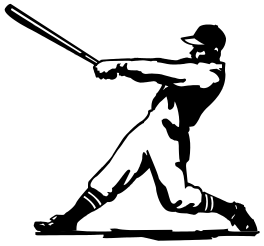
32. Any player, coach, parent, or spectator ejected from a game must leave the field immediately and are not allowed to stay near the field or sit in the stands, but are allowed to wait in the parking lot if needed.

33. Physical contact or violence involving a player, coach, or parent will result in automatic ejection from the game, a one game automatic suspension, and possible suspension from the league.

    1. If a player demonstrates actions which are detrimental and or abusive to the team, the player will be suspended from the team immediately and will not participate in any games or practices until the suspension is reviewed by the Newtown Recreation Baseball Director and/or Board or Directors.

34. Newtown Recreation may revise/alter rules at any time during a season if needed to enhance the program

NEWTOWN RECREATION
Youth T-Ball/Baseball
League Rules



I. LEAGUE PHILOSOPHY

The Newtown Recreation Youth Baseball League exists to fully develop the physical and social attributes of individual players in a positive athletic environment. Newtown Recreation believes that all players should have fun, develop skills, and learn to appreciate the game.

Newtown Recreation endorses and promotes positive coaching that offers praise and encouragement towards players. We believe that playing the game is the most important reason for the contest and not who wins or loses.

To further promote sportsmanship amongst our players, coaches, and parents, Newtown Recreation has adopted a "Code of Sportsmanship" that all players and coaches will recite before each game:

"I will: Keep the Rules. Keep faith with my teammates. Keep my temper. Keep a strong heart in defeat. Keep my pride under in victory. Keep a sound soul, a clean mind, and a healthy body."

II. TEAM ORGANIZATION

1. All participants of the Youth Baseball League must be registered through Newtown Recreation. A registration form must be on file for each participant.
2. Age divisions for the Youth Baseball League will be as follows:
   - 4/5 year old T-Ball
   - 6 year old Coach Pitch Baseball
   - 7/8 year old Coach Pitch Baseball
   - 9/11 year old Player Pitch baseball

   NOTE: All ages will be determined by the child's age as of April 30th of the Spring baseball season. Newtown Recreation reserves the right to alter the age divisions as deemed necessary.
3. Once a team is established, each player will remain on that team. Brothers or sisters who are in the same age division may be placed on the same team for family convenience. Player additions or deletions can only be made through Newtown Recreation.

III. UNIFORMS

1. Each player will be issued a jersey top uniform, socks, and hat. All participants must wear the issued uniform during the game.
2. **Names placed on the player's jersey are limited to the player's first and/or last name. Nicknames are not allowed!**
3. All players must wear tennis shoes or rubber molded cleats. No metal cleats!

IV. PLAYING REQUIREMENTS

1. Each player who is eligible must participate in each game according to the following rules:
   - No player will sit out two innings until all other players have sat out at least one inning. No player shall sit out three innings until all players have sat out two innings, etc.
   - No player shall sit out consecutive innings. (Exceptions: injury or illness)
   - All players must play an infield position by the third inning. The catcher is <u>not</u> an infield position.
   - All players on a team who are present will be in the batting order. (I.e. If 13 players are present, the batting order will consist of 13 players.) The batting order will not change during the game regardless of field substitutions.

V. PLAYER/TEAM CONDUCT

1. Any player, coach, or spectator acting in a discourteous way toward an umpire or another player shall be subject to disciplinary action set forth by the Newtown Recreation Disciplinary Committee.
2. Profanity of any kind will result in ejection from the game, regardless of where or whom it is directed to. This rule applies to players, spectators, assistant coaches, and coaches.
3. Any player, spectator, coach, or parent displaying behavior that is detrimental to the league and its participants will be asked to leave a game by a game or league official.

VI. OTHER

1. It is required that all players remove all jewelry (rings, necklaces, earrings, etc.) before participating in any game. Umpires have the authority to require that such jewelry be removed before a player can participate.
2. Hard cast and splints will not be permitted on the playing field. Any player with a cast or splint will not be allowed to play.
3. Please do not litter. If there are no trash cans, or if they are full, please take your trash with you.
4. Newtown Recreation Youth Baseball/Softball will be governed by the National Federation of State High School Association "Blood Rule", details of which are as follows:
   A. If a player is bleeding, the umpire will call an official's time-out. A substitute must replace the affected player.
   B. The bleeding must be stopped and the wound covered before the player is allowed to return to the field.
   C. If any part of the player's uniform is saturated with blood, that uniform part must be changed before the player can return to the game.
   D. Referee's discretion will determine if a "bleeding situation" has been sufficiently managed to allow a player's return to the court.
5. Newtown Recreation reserves the right to edit, remove and/or change any of the aforementioned rules.