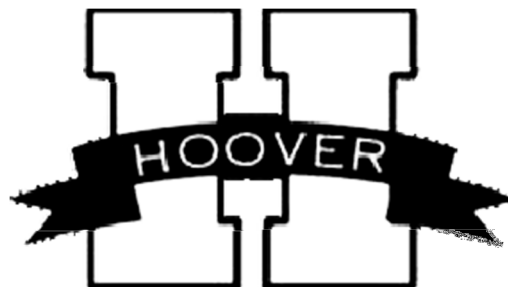


Hoover East Sports Park **Hoover Athletic Association**

Established 1965



Official Baseball **Rules of Play**



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Article I Instructions - Team Managers and Coaches

- Section 1. To ensure the proper leadership and example, certain reminders for the Managers (Head Coach) and Coaches are offered in the hope that all will accept them in the spirit they are given - mainly to ensure that our youngsters will not be led astray by our failure in leadership. They look to us for the example. If we do it, that makes it okay. Be sure that what we say or do will be in good taste. Bear in mind that regardless of our own opinion or feelings, we must set our principles at the level that will suit the most exacting parent.
- Section 2. With these thoughts in mind, remember:
- A. Prime consideration is the player.
 - B. You are dealing with immaturity; expect this from your players.
 - C. Treat each player as an individual.
 - D. Don't ignore anyone on your team. Make each player feel he or she is important.
 - E. Remember this is amateur athletic recreation, strictly for enjoyment, not as life or death matter - not victory or else.
 - F. It is your responsibility to instill in your players true sportsmanship and a sound fundamental knowledge of sports programs.
 - G. Remember the physical limitations of your players.
 - H. Always use moderation in practice sessions, scheduling of games and amount of play for each player.
 - I. Never condemn a player for an error. Point out mental errors constructively.
 - J. DESIRE should become the main ingredient you seek. HUSTLE should be a by-word for the players. Insist on all-out effort as the only way a ball player should conduct himself.
 - K. Set an example by being modest in victory, gracious in defeat.
 - L. Know the rules - always have a rule book handy.
 - M. Insist that your players be properly and fully dressed.
 - N. Never use any profane or questionable language around any of the players at any time.
- Section 3. It is desirable but not absolutely necessary that all managers and coaches be knowledgeable in the game, however, it is absolutely necessary that they possess high moral ethics and that they be maintained.
- Section 4. The Commissioner and/or Director may suspend a manager or coach for infractions of rules or conduct for the remainder of the year, subject to confirmation or action by the Executive Committee. A suspended manager or coach shall have the right to appeal such suspension to the Board of Directors of the Association at a special meeting called as promptly as possible and the decision of the Board shall be final.

Article II Managing a Team

- Section 1. A Director of a Greater Birmingham Baseball Association (GBBA) Greater Birmingham Baseball Association (GBBA) Program, age 14 and under, shall not be permitted to manage a team in the League for which he is a Director, unless approved by the Executive Committee.
- Section 2. Prior to skill evaluations, each league director will submit to the Executive Committee a list of potential team managers for his league based on information received in writing prior to or at registration. As a part of the process for assigning managers for the upcoming season, the Executive Committee will review the director's list, the previous year's evaluations of managers and coaches, managers past participation in mandatory HAA events/clinics, and any other items deemed appropriate for consideration by the committee and will assign one manager per team in the league.
- Section 3. A Manager will be assigned a team for one season with an automatic expiration. Applications for a managing position, specifying the league desired, shall be made to the Director (or in his absence, the Commissioner) for the next season prior to try outs.
- Section 4. Managers must agree that they will attend try outs and preseason practice and in the event coaching clinics are conducted prior to the opening of the season, they will attend unless illness or employment interferes with the schedule.
- Section 5. Each team manager is responsible for the equipment that is provided by HAA.

Article III Player Tryouts and Selection of Teams

Section 1. The Player Agent and Baseball Commissioner shall have the responsibility for registering all players.

Section 2. Tryouts for League Teams:

A. Each League Director shall oversee tryouts for his/her League. All players will be given a rating of one (1) through ten (10), with 10 being the highest score, for each of the following basic skills:

- i. Throwing
- ii. Catching
- iii. Batting
- iv. Fielding

B. The League Director shall see to it that as many players as possible are at tryouts. The League Director shall tabulate an average rating of the basic skills for each player and provide this average listed in descending order to each team manager prior to the selection of teams.

Section 3. Selection of Teams- Farm, Southern, Minor, Major and Junior Leagues:

A. The purpose of these procedures is to ensure that player talent is equally distributed among all teams in a League.

B. Selection of teams shall occur at a scheduled meeting attended by the following:

- i. League Director,
- ii. All managers (or their designee),
- iii. Player Agent, and
- iv. Commissioner of Baseball.

v. **No one else shall be permitted to attend** without prior approval from the Director of the League.

C. A League may consist of players within a two (2) year age span. Each league will be selected as follows:

i. Determine selection position for each coach. This is determined by the ranking of a coach's child at tryouts. A coach with a child rated in the first round will receive his child's relative position in the first round as his selection position. A coach with a child rated in the second round will use the following chart, expanded as needed:

2nd Round Rating Selection Position for 1st Round

1.....	N
2.....	7
3.....	6
4.....	5
5.....	4
6.....	3
7.....	2
N.....	1

- ii. If two managers are assigned the same selection position, a coin toss will determine which manager receives that position. The loser will receive the next lower position, bumping managers down if necessary. Managers without children in the age group or whose child is not rated in the top two rounds will draw for the remaining selection positions.
 - iii. Select the players in the following order:

1st round	1-N
2nd round	N-1
3rd round	1-N
 - iv. No manager may be awarded a pick in the next round until all managers have selected a player from the current round. Managers' children will be selected in the round assigned at tryouts.
 - v. Select players until there are not enough players left for each manager to have a pick in another round.
- D. A supplemental draft is held for selection of the remaining players in the league. This is done as follows:
- i. Randomly establish order of draft.

Select players from top to bottom (1-N, 1-N) until all players have been selected.

- E. No player may be added to any team subsequent to the draft unless approved by the Commissioner of Baseball, Player Agent, and League Director.

Section 4. Selection of Teams – Rookie Tee-Ball League: Rookie Tee-Ball League teams shall be selected by a system to be agreed upon by the Rookie Tee-Ball League Director, the Baseball Commissioner, and the Player Agent. Any dispute among this group shall be resolved by the Baseball Executive Committee. Care should be taken to distribute talent as evenly and fairly as possible.

Section 5. Players may be reclassified as one year older or one year younger than his/her normal league age if he/she meets the following conditions:

- A. His/her normal league age is 4 through 15.
- B. All of the following must approve: Player Agent, Baseball Commissioner, Director of the League to which the player would normally be assigned, Director of the League to which he is requesting assignment.
- C. The player's parents have stated (IN WRITING) that they understand that if assigned to a younger league the player will not be eligible to pitch or be selected to an Select Team, that they will have the player attend any special try out scheduled by the Baseball Commissioner, and that they will abide by the final decision of the Committee.
- D. No play-downs will be allowed to pitch in any league.
- E. League age 3 will not be accepted unless approved by the Director of the League, the Baseball Commissioner, and the manager involved.

- F. Factors to be considered by the Committee shall include:
 - i. Playing ability
 - ii. Maturity
 - iii. Experience
 - iv. Relative Age
 - v. Size and Weight
 - vi. School Grade
 - vii. Special medical or physical problems
 - viii. Effect on other players in the league
 - ix. Effect on team size in both affected leagues
 - G. The intent of this rule is to allow players to be assigned to leagues in which they are capable of competing and to improve the balance and quality of play in the affected leagues.
 - H. No player will be considered to have an absolute right to be reclassified nor will it be considered unfair to insist that a player be assigned to his normal league age group.
 - I. Any present or future rule of the Greater Birmingham Baseball Association (GBBA) shall take precedence if in conflict with local rules.
 - J. Any player which plays-up a league shall be eligible to participate in that age group's select team(s). Player who plays up during the recreational season will not be eligible to play on the select team for which they would be assigned by age unless it is agreed upon by the Baseball Commissioner, League Director and Player agent.
- Section 6. Any exception to the written rules of the draft must be presented to the HAA Board of Directors for approval in accordance with the Association By-Laws.
- Section 7. The teams, where possible, shall consist of a minimum of nine (9) players per team, with a maximum of thirteen (13) players.
- Section 8. No registrations for play in the spring and fall baseball programs of the Hoover Athletic Association will be accepted after the draft for each respective league has occurred, or in the case of fall baseball, if no draft is held, after the distribution of teams by the league director. Appeals for exceptions due to hardship cases must be presented in writing to the Hoover Athletic Association Executive Committee for consideration and any decision for granting an exception to this rule rest solely with the Executive Committee.
- Section 9. The Hoover Athletic Association will sanction tournament teams or travel teams in most age groups under rules published separately.

Article IV Games

Section 1. Except where otherwise specifically set forth in these rules, The Official Rules of Baseball and The Official Rule Books of the appropriate program for which the league is franchised, Greater Birmingham Baseball Association (GBBA) or BPA, shall govern the rules of play.

Section 2. Inclement Weather

A. Game Postponement.

When rain has created doubt as to whether the games shall be played, the Directors shall determine if conditions will permit the games to be played. Their decision will be final. As this decision is made prior to game time, it is the responsibility of each Director to notify the umpires and to reschedule the game as soon as is practicable.

B. Game Stoppage.

If, while games are being played, inclement weather occurs, it is the responsibility of the umpire(s) to determine whether play should be stopped. However, no games in any League shall continue if lightning and/or thunder is present in the area. Umpires MUST consider the safety of the players as the utmost priority. If, by consensus of all league Directors present at the park, the weather warrants the cessation of the games for the safety of the players, they may require the umpires to cease play at all fields.

Section 3. Rescheduling of Games:

A. The game is a “regulation game” if it is called by the umpire and or League Director on account of darkness, rain, or other cause which, in the umpire’s judgment, interferes with further play provided four (4) or more innings have been played, or three and one-half (3 ½) innings if the team second at bat has scored more runs at the end of its 3rd inning, or before the completion of its 4th inning, than the team first at bat scored in its four (4) complete innings.

B. For Coach Pitch League, the game is a “regulation game” if it is called by the umpire and or League Director on account of darkness, rain, or other cause which in the umpire’s judgment interferes with further play, provided three (3) or more innings have been played, or two and one-half (2 ½) innings if the team second at bat has scored more runs at the end of its 2nd inning, or before the completion of its 3rd inning, than the first at bat scored in its third (3) complete innings.

C. In the event that a game is halted before completion of three and one-half or four innings as outlined above, due to rain, darkness, protest, or any other cause, it must be resumed from the point of termination when the game is rescheduled, with as nearly the same lineup as possible. **WARNING: DO NOT VIOLATE ANY PITCHING RULES.**

D. In the event of rained-out games or any other rescheduled or make-up games, the League Director shall have the responsibility of scheduling the make-up games, and these rescheduled games shall take preference over any practice sessions. Rained-out games shall be made up at the earliest date possible. However, no team may be forced to play a rained out game any sooner than 2 days after the game was originally scheduled. The Commissioner may waive this rule if necessary.

Section 4. Pitching Rules for ages 9 through 14:

A. Maximum number of pitches. The number of pitches allowable is based on the pitcher's age per the table below. The pitch count does not include warm-up throws, throws from other positions, practice throws, etc. However, for the protection of the pitchers, these counts are intended to account for all pitches thrown in competition. The weekly pitch count resets at 12:00 am midnight on Sundays.

League	Maximum Pitches Per Day	Maximum Pitches Per Week
Minor 9s & 10s	75	125
Major 11s & 12s	85	135
Junior 13s & 14s	95	145

B. Rest periods. Required rest periods are in place when a pitcher reaches certain thresholds of pitches in a day as noted in the table below.

Number of Pitches Thrown	Required Rest Period to Pitch Again (Calendar Days)
1-20	None
21-40	1 Day
41-60	2 Days
61-80	3 Days
>80	4 Days

C. If a player pitches more than 41 pitches in a day, the player will not be allowed to play catcher for the remainder of that calendar day.

D. If a pitcher reaches the daily limit imposed above while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. All pitches, including those pitched to finish the last batter, count against the weekly pitch count.

E. If a pitcher reaches the weekly limit imposed above while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

F. Under the free substitution rule, once a pitcher leaves the mound he/she cannot return as a pitcher.

G. Any manager who calls time and goes onto the playing field more than one (1) time in one inning, per pitcher, (not game), to talk to a player or players(s), will be required to remove the current pitcher from the mound.

H. No pitches will be thrown on an intentional base on balls, but the pitcher will be credited with having thrown 4 pitches for purposes of pitch daily and weekly pitch counts, as well as rest days

I. PENALTY: A first violation of any pitching or catching rule will result in the pitcher or catcher being removed from that position immediately. Any subsequent violation of any pitching or catching rule by the same team in the same season will result in that team forfeiting the game in which each subsequent violation occurred.

Section 5. Game and Pitching Record

A. Game starting times, player entrance into the game and the number of pitches per pitcher must be recorded in the official scorebook or pitching log. It is up to each manager to determine the accuracy of the entries after each game. Managers of each team should keep opposing team's scoring and pitching in a separate scorebook. Each manager must sign the official scorebook or pitching log after each game attesting to the accuracy of the information therein.

- Section 6. Where practical, all games shall be played to completion. The game time shall be the scheduled game time or 10 minutes after the completion of the previous game (which ever is later) until the last out of the last complete inning. A new inning begins the instant the last out of the previous inning is made, as long as time remains on the game clock. Official game time shall be kept by the umpire or his designated representative. The starting time of each game shall be recorded and announced by the scorekeeper. If time does expire during the top half of an inning, the bottom half will be played if the home team is behind. If an inning ends after time has expired and the score is tied, a new inning **will not** be played, and the game remains a tie. If time remains in the game, one extra inning will be played.
- Section 7. Neither managers nor players are allowed to harass or direct any outburst toward the opposing team.
- Section 8. Spectators shall remain courteous and refrain from calling plays on the playing field and remember not to openly criticize.
- Section 9. Manager or player ejection from the game:
- A. Neither player nor manager shall argue unduly with the umpires. Questions directed to the umpire for the manager's information and not argumentative in nature are not to be considered as undue argument.
 - B. Any ejection of the manager, an assistant coach or player for unsportsmanlike conduct, shall result in the automatic suspension of the remainder of that game plus the next game played. Managers, coaches or players must serve the suspended game outside the playing field and dugout area. A second ejection of a player will result in an indefinite suspension until the player and his/her parent(s) or guardian(s) meet with the Executive Committee.
 - C. A second ejection of a manager or coach shall result in suspension for the remainder of the season. Any ejection resulting from an act considered flagrant may result in a suspension for up to two years. Any act of physical abuse of an umpire, player, or coach will result in a permanent suspension from the ballpark. Any suspension may be appealed to the Executive Committee by filing such appeal in writing to the Baseball Commissioner. Any appeal submitted to the Executive Committee at least 48 hours before the second game of the suspension is to be served will result in a delay of the suspension until such time that the Executive Committee makes a ruling on the appeal.
- Section 10. No player shall be penalized for not attending more than two (2) practices a week; however, it is his duty to participate in all practice sessions. Players not showing an adequate interest in the team may be dropped from the team.
- Section 11. Only two (2) players and one (1) coach will be allowed to gather at the pitcher's mound at any one time after the start of the game. It is the responsibility of the team managers and the umpire to return the excessive players back to their playing positions.
- Section 12. Batting order:
- A. The team manager shall submit a batting order lineup to the official scorekeeper 15 minutes prior to game time, which shall include all team members present, regardless of

the number. The batters shall appear at bat in turn as they appear on the lineup such that no batter shall have a second turn at bat prior to all other players having previously batted at least once, and this sequence shall be continued throughout the game. This rule shall not alter other rules of baseball, such as the number of outs constituting an offensive half of an inning, nor shall it affect the fact that the appropriate number of defensive players shall take fielding positions. A player who shall arrive after the start of a regulation game can only be added to the batting order of his team at the end of that order as originally presented to the scorekeeper.

- B. In the event a player is injured or becomes ill during a game, the player can be taken out of the lineup without being charged as an out when his time at bat comes up. If the player is taken out of the lineup due to injury, the player may not return to the game. If a player is in the lineup and refuses to bat when his turn comes up, the player is out. Once a player has been placed in the lineup he can not be removed from the game except for injury or an excused absence, which shall be agreed upon by the coaches. Any team caught trying to fake an injury to better secure a victory or for any other reason will automatically forfeit the game. Player ejection will take an out at his turn at bat.

Section 13. Managers shall be permitted free substitutions of players in defensive positions. Further, all managers shall be required to play all players on defense a minimum period covering six (6) complete "outs" in any game which requires five (5) or more innings to complete and a minimum of three (3) complete "outs" in any game under (5) innings. Failure to abide by this rule shall constitute an automatic forfeiture, upon protest by either opposing managers or interested parents presented in writing to the League Director within forty-eight (48) hours of the game completion. The League Director shall use the Official League Score book to determine the validity of the protest and shall be solely responsible for the determination, however, either party may appeal the ruling of the League Director in writing to the Protest Committee who shall review the protest and make a final ruling in accordance with the majority of the Committee membership and this ruling shall not be subject to further appeal.

Section 14. All players attending the game are required to be listed on the game roster and will receive their time at bat. The only exception to this rule will be in the event the player does not attend regularly scheduled practices. In this, the manager does have the option not to let the player participate in the game. This exception does not apply to special practices called by the coach during a given week.

Section 15. Appropriate number of players for a game:

- A. No team shall forfeit a game solely because it cannot provide the appropriate number of players for a game. The appropriate number of players shall be defined as follows:

i.	Coach Pitch	ten (10)
ii.	Southern League	ten (10)
iii.	Minor League	nine (9)
iv.	Major League	nine (9)
v.	Junior League	nine (9)

- B. The following action will be taken:

- i. The game shall be played with the deficient team fielding all members possible. A team with less than the appropriate number of players shall submit a blank in its batting order for each player less than the appropriate number in a place selected by the coach, and that team shall be credited with an out at each occurrence where each blank would have come up to bat; or
- ii. Provided the deficient team shall have knowledge of its deficiency prior to the game, the coach shall call-up a player(s), at his option, as follows:

- a. Any player from the **same league** who was drafted in the round under the player substituting for with a max of the **third round**. Approval from the opposing coach is NOT required.
 - Example: The player out is a 4th round player. You can sub 5th round or below.
 - Example: The player out is a 1st round player. You can sub a 3rd round player or below.

- b. Any player from a **lower league** as show below: (Approval from the opposing coach is NOT required)

<u>League</u>	<u>Can Only Call-Up From</u>
Junior	Major
Major	Minor
Minor	Southern
Southern	Coach Pitch
Coach Pitch	None allowed (All players must be an active member of our park.)

- c. Any player that has been "called up" to play for another team can only play for that particular team twice. A coach calling up the same player for a third game will be considered as having played an ineligible player and will result in forfeiture of that particular game in which the called up player was used for the third time.
 - An exception to this rule will be made if the team is without a player for a long term injury. In this case, a player from the prior league can be called up as many times as needed. (League Director and Baseball Commissioner approval is required)

- iii. The selection of a player is allowed as described above provided:
 - a. That the selected player will not cause his team to be deficient by being called up, and
 - b. That the selected player will not affect other scheduled functions planned by his team unless his coach approved the call up.
 - c. That the selected player must play in the outfield and bat last in the batting order. **(This prevents pitcher rule conflicts.)**
 - d. Substitute players shall **only** be used when the deficient team fails to field the appropriate number of players as described in this section.

Section 16. The **Home** team will

- A. Occupy the first base side dugout.
- B. Supply the official score keeper
- C. The first home team of the day will be responsible for obtaining the official scorebook from the storage area along with the microphone equipment.
- D. The first home team of the day will also set the microphone equipment up.
- E. The last home team of the day will be responsible for returning the scorebook and microphone equipment to the storage area.

Section 17. The **Visitors** team will

- A. Occupy the third base side dugout.
- B. Supply the official announcer.

Section 18. Press Box Responsibilities

- A. Absolutely no one under the age of thirteen (13) is allowed to be in the press box.

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- A. The **Home** team is responsible for keeping the "Official Score Book."

B. The **Visitors** team is responsible for "Announcing" the game and working the "Scoreboard."

i. **Scoreboard:**

a. The scoreboard is easy to operate. Be attentive in recording each ball, strike, and so on (the scorekeeper can assist you).

Section 19. Defensive players are allowed to use chatter, but no defensive player may yell out "swing batter" or make any other direct reference to the batter or base-runners.

Section 20. If a batter slings the bat, the batter will be warned and the coach notified. The offense will be documented with the scorekeeper and any second offense by the same batter will result in a "Dead Ball Out". Runners must return to the last legally touched base from the time of the pitch.

Section 21. Scheduling of Season Games and League Tournaments

- A. The regular season will determine pool play seeding for the end of the season tournament. The pool play format will be determined by the Baseball Commissioner and the League Directors.
- B. The end of the season tournament in each league will be a single or double elimination format with tournament seeding based on pool play results.
 - If the tournament is Double Elimination, the home team will be the higher seed unless the teams have played before in which the winning team will be the home team. In the championship game, the winners bracket team will be home team for the first game.
- C. Tie-breakers for the seeding will be determined by the following formula:
 - Head to Head
 - Point differential
 - Points For
 - Random Name Drawing

Article V Selection of Select Team Players and Coaches

- Section 1. The Director of each league shall be responsible for overseeing the process of the selection of Select players in accordance with these rules. Selection of players must conform to all regulations of Greater Birmingham Baseball Association (GBBA) and these Rules of Play.
- Section 2. Selection of Select teams shall occur at a scheduled meeting attended by the following:
- A. Director of the League,
 - B. All managers (or their designee),
 - C. Player Agent,
 - D. Commissioner of Baseball and
 - E. The President or the President's designee.
 - F. **No one else shall be permitted to attend** without prior approval from the Director of the League.
- Section 3. Try-Outs shall be held for Select Teams in all age groups. Players will be evaluated by an independent panel of evaluators who are approved by the Board of Directors. Try-Outs shall be scheduled on a date(s) as determined by the Baseball Board and publicized to all then current members of HAA. The try-out may take place in a single event or may be held over multiple days.
- Section 4. HAA will make every effort to field at least two (2) Select teams per age group for Tournament play with either GBBA or other sanctioning organizations. Additional Select teams may be formed with a majority vote of the league managers, Player Agent, Commissioner of Baseball, League Director and the President. Should Select teams wish to compete in other sanctioning organizations tournaments, instead of competing in GBBA, prior approval is required by the Baseball Commissioner and the Board

- Section 5. The League Director shall furnish to the Commissioner of Baseball all information written or otherwise regarding Select Team formation.
- Section 6. The Commissioner of Baseball shall keep a record of the information furnished to him and make it available to any officials of the Association upon request.
- Section 7. Select Team Head Coach candidates will be nominated to Baseball Commissioner by League Coaches and/or League Director. The Baseball Commissioner will make their recommendation to the Board for approval by vote. The appointment as Select Team Head Coach will be for one season only.

Article VI Protests

- Section 1. The Baseball Commissioner will ask the umpires and the other manager involved in a protest to submit a written report of the protested game to him within forty-eight (48) hours of receipt of the written protest.
- Section 2. The Baseball Commissioner shall select a protest committee made up of three (3) members who are not involved in the league in which the protest is being made. The Baseball Commissioner shall chair this committee and shall not have a vote. Upon review of the three written reports concerning the protest, the protest committee shall rule on the protest. The decision will be communicated to both managers and umpires involved within forty-eight (48) hours of the decision. The Baseball Commissioner shall handle all protests as soon as possible in order to eliminate delays in making up the protest game.

Article VII Specific Baseball Rules – Junior League

- Section 1. There is one league for 13 years old league age and one league for 14 years old league age. Both leagues are under the direction of the Junior League Director. The leagues may be combined as one league if approved by the HAA Board of Directors.
- Section 2. Players who are league age 15 and in the 8th grade can play down in the Junior 14 league. These players are not allowed to pitch and are not eligible for Select selection.
- Section 3. The time limit for a regulation game is one (1) hour and fifty (50) minutes (no new inning shall begin after the time limit) or a maximum of 7 innings.
- Section 4. If a team is leading its opponent by at least ten (10) runs at the end of the fifth inning (or 4 ½ if home team is ahead), or any inning thereafter, the game shall be terminated and the team in front declared the winner.
- Section 5. Field Dimensions:
- A. First and third baselines shall be eighty (80) feet from the point of home plate.
 - B. The distance from the front edge of the pitching rubber to the point of home plate will be fifty-four (54) feet.
- Section 6. Player Equipment:
- A. Metal cleats are allowed.
 - B. A pressure type protective batting helmet with full ear flaps must be worn by all batters and base runners.
 - C. All players should wear athletic supports with a protective cup.
 - D. Catchers must wear a protective cup and throat protector.
 - E. Catcher must wear a protective helmet or plastic cap with, or attached to, the mask and full catcher's equipment.
 - F. Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.
 - G. Bat Restrictions:
 - i. Any unaltered bat that has passed the 1.15 BPF testing and bears an appropriate 1.15 BPF mark on the bat will be allowed. This marking is not limited to only the USSSA stamp. Any unaltered manufacturer's marking that the bat has passed the 1.15 BPF testing anywhere on the barrel of the bat will be accepted.
 - ii. Any unaltered bat bearing the BBCOR mark will be allowed.
 - iii. Any unaltered Wood Bat will be allowed.
- Section 7. No players shall be added to a team without the expressed consent of the League Director and the League Director shall be notified of any member's leaving the team.
- Section 8. All-star Teams are to be selected in accordance with Article V and will compete in all tournaments available to them.

- Section 9. Head first sliding is allowed, but not encouraged. Any runner who has malicious contact with a defensive player will be out and if, in the umpire's judgment such contact was intentional, will be ejected.
- Section 10. Each player present at the start of a game shall participate in at least six defensive outs and shall have at least one complete turn at bat in each regulation game. Penalty for violation shall be forfeit. Exceptions are granted for benched players and any player ejected by an umpire.
- Section 11. Managers may hold out players for disciplinary reasons for one game as long as the opposing coach is notified prior to the first pitch. No players may be denied access to his team's bench or held out of participating in any game more than once without a written letter to the Commissioner of Baseball explaining why such action is warranted. Should he be unavailable, a copy of this letter is to be placed in the official score book.

Article VIII Specific Baseball Rules - Major League

- Section 1. There is one league for 11 years old league age and one league for 12 years old league age. Both leagues are under the direction of the Major League Director. The leagues may be combined as one league if approved by the HAA Board of Directors.
- Section 2. The time limit for a regulation game is one (1) hour and forty (40) minutes (no new inning shall begin after the time limit) or a maximum of 6 innings.
- Section 3. If a team is leading its opponent by at least ten (10) runs at the end of the fourth inning (or 3 ½ if home team is ahead), or any inning thereafter, the game shall be terminated and the team in front declared the winner.
- Section 4. Field Dimensions:
- A. First and third baselines shall be seventy (70) feet from the point of home plate.
 - B. The distance from the front edge of the pitching rubber to the point of home plate will be fifty (50) feet.
- Section 5. Player Equipment:
- A. No metal cleats allowed
 - B. A pressure type protective batting helmet must be worn by all batters and base runners.
 - C. All players are encouraged to wear athletic supporters with a protective cup.
 - D. Catchers must wear a protective cup and age appropriate full catcher's equipment that protects the head, throat, chest, and lower legs.
 - E. Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.
 - F. Bat Restrictions:
 - i. Any unaltered bat that has passed the 1.15 BPF testing and bears an appropriate 1.15 BPF mark on the bat will be allowed. This marking is not limited to only the USSSA stamp. Any unaltered manufacturer's marking that the bat has passed the 1.15 BPF testing anywhere on the barrel of the bat will be accepted.
 - ii. Any unaltered bat bearing the BBCOR mark will be allowed.
 - iii. Any unaltered Wood Bat will be allowed.
 - iv. However, a player may not use a bat that appears on the unauthorized bat list for Perfect Game baseball. This list can be found at perfectgame.org.
- Section 6. No players shall be added to a team without the expressed consent of the League Director and the League Director shall be notified of any member's leaving the team.
- Section 7. All-star teams are to be selected in accordance with Article V and will compete in all tournaments available to them.
- Section 8. Runners shall be called OUT for sliding headfirst while advancing to a base. Diving headfirst back to the last base is permitted. Any runner who has malicious contact with a defensive player will be out and if, in the umpire's judgment such contact was intentional, will be ejected.

Section 9. The batter is out on a dropped third strike. The ball is live.

Section 10. Leading off the Base

- A. Regular Major League Pitching Rules are in effect.
- B. Appeals for missing a base or leaving a base too soon after a caught fly ball shall be governed by the Official Rules of Baseball.

Article IX Specific Baseball Rules - Minor League

- Section 1. There is one league for 9 and 10 years old league age. This league is under the direction of the Minor League Director. These leagues may be separated into two separate leagues, one for 9 year old and one for 10 year old if approved by the HAA Board of Directors.
- Section 2. The time limit for a regulation game is one (1) hour and thirty (30) minutes (no new inning shall begin after the time limit) or a maximum of 6 innings.
- Section 3. If a team is leading its opponent by at least ten (10) runs at the end of the fourth inning (or 3 ½ if home team is ahead), or any inning thereafter, the game shall be terminated and the team in front declared the winner.
- Section 4. Field Dimensions:
- A. First and third baselines shall be sixty-five (65) feet from the point of home plate.
 - B. The distance from the front edge of the pitching rubber to the point of home plate will be forty-six (46) feet.
- Section 5. Player Equipment:
- A. No metal cleats allowed.
 - B. A pressure type protective batting helmet with full earflaps must be worn by all batters and base runners.
 - C. All players are encouraged to wear athletic supporters with a protective cup.
 - D. Catchers must wear a protective cup and age appropriate full catcher's equipment that protects the head, throat, chest, and lower legs.
 - E. Any player warming up a pitcher shall wear a catcher's mask; there shall be a protective player within close proximity of the pitcher and catcher wearing a batting helmet to protect the catcher and pitcher while they are warming up.
 - F. Bat Restrictions:
 - i. Any unaltered 2-1/4" barrel bat is allowed
 - ii. Any bat with a barrel diameter larger than 2-1/4" must have passed the 1.15 BPF testing and bear an appropriate 1.15 BPF mark on the bat. This marking is not limited to only the USSSA stamp. Any unaltered manufacturer's marking that the bat has passed the 1.15 BPF testing anywhere on the barrel of the bat will be accepted.
 - iii. However, a player may not use a bat that appears on the unauthorized bat list for Perfect Game baseball. This list can be found at perfectgame.org.
- Section 6. No players shall be added to a team without the expressed consent of the League Director and the League Director shall be notified of any member's leaving the team.
- Section 7. Select Teams are to be selected in accordance with Article V and will compete in all tournaments available to them.
- Section 8. Runners shall be called OUT for sliding headfirst while advancing to a base. Diving headfirst back to the last base is permitted. Any runner who has malicious contact with a defensive player will be out and if, in the umpire's judgment such contact was intentional, will be ejected.

- Section 9. The batter is out on a dropped third strike. The ball is live.
- Section 10. Runners shall be called out and a “No Pitch” called if a runner leaves the base prior to the pitch reaching the plate.
- Section 11. An appeal for a runner missing a base or leaving too soon after a caught fly ball can be made by the defensive coach at any time prior to the next pitch.
- Section 12. There is a maximum of seven (7) runs per inning.

Article X Specific Baseball Rules - Southern League

- Section 1. There is one league for 8 and 7 years old league age under the direction of the Southern League Director. These leagues may be separated into two separate leagues, one for 7 year old and one for 8 year old if approved by the HAA Board of Directors
- Section 2. The time limit for a regulation game is one (1) hour and twenty-five (25) minutes (no new inning shall begin after the time limit) or a maximum of 6 innings.
- Section 3. If a team is leading its opponent by at least twelve (12) runs at the end of the fourth inning (or 3 ½ if home team is ahead), or any inning thereafter, the game shall be terminated and the team in front declared the winner.
- Section 4. Field Dimensions:
- A. First and third baselines shall be sixty (60) feet from the point of home plate.
 - B. The distance from the front edge of the pitching rubber to the point of home-plate will be forty (40) feet.
 - C. An 8 ft. diameter area around the pitching rubber (determined by drawn circle or cut grass/dirt) shall constitute the pitcher's mound. The pitcher must remain behind and to either side of the rubber with one (1) foot within these boundaries UNTIL a ball is hit. The pitcher may have one foot outside of the circle. PENALTY: The offensive team gets the choice of the play or re-bat.
 - D. A Coach Pitcher will be used for all games of the season.
 - E. The Coach Pitcher must pitch from a minimum distance of 30 feet from the back tip of home plate, or approximately at the front edge of the cut grass/dirt pitchers circle.
 - F. The team on defense can use up to ten (10) players in the field. One player must be a catcher. Including the catcher, there can be no more than six (6) players on the infield. The remaining four (4) players must be played in the outfield. There may be no more than four (4) players in the outfield. The outfield players must be evenly spaced and play at a normal distance from the infield area. Positioning an outfielder as a short-fielder is not permitted. If, in the umpire's judgment, an outfielder is playing as a short fielder, any base runners will be awarded one base and the fielder in violation must be re-positioned before play can resume. At the time of the pitch (Coach Pitcher releases ball), the catcher shall have both feet in the catcher's box. Penalty: catcher cannot catch a foul ball for an out that is batted directly behind the batter's box (either side).
- Section 5. Player Equipment:
- A. No metal cleats allowed.
 - B. A pressure type protective batting helmet with protective face mask and full earflaps must be worn by all batters and base runners.
 - C. All players are encouraged to wear athletic supports with a protective cup.
 - D. Catcher must wear a face guard and helmet with full ear flaps and full catcher's equipment.
 - E. Bat Restrictions:
 - i. Any unaltered 2-1/4" barrel bat is allowed
 - ii. Any bat with a barrel diameter larger than 2-1/4" must have passed the 1.15 BPF testing and bear an appropriate 1.15 BPF mark on the bat. This marking is not limited to only the USSSA stamp. Any unaltered manufacturer's marking that the bat has passed the 1.15 BPF testing anywhere on the barrel of the bat will be

accepted.

- iii. However, a player may not use a bat that appears on the unauthorized bat list for Perfect Game baseball. This list can be found at perfectgame.org

- F. Player Pitcher must wear chest protector/heart guard and a helmet with face guard, chin strap and full ear flaps.

Section 6. No players shall be added to a team without the expressed consent of the League Director and the League Director shall be notified of any member's leaving the team.

Section 7. Select Teams are to be selected in accordance with Article V and will compete in all tournaments available to them.

Section 8. Runners shall be called OUT for sliding headfirst while advancing to a base. Diving headfirst back to the last base is permitted. Any runner who has malicious contact with a defensive player will be out and if, in the umpire's judgment such contact was intentional, will be ejected.

Section 9. No bunting will be allowed.

Section 10. The infield fly rule is not in effect.

Section 11. Runners shall be called OUT and a "No Pitch" called if a runner leaves the base prior to the pitch reaching the plate.

Section 12. An appeal for a runner missing a base or leaving too soon after a caught fly ball can be made by the defensive coach at any time prior to the next pitch.

Section 13. Coach Pitcher:

A. The Coach Pitcher must pitch to his team's batters from a standing position, kneeling on one knee is not allowed.

B. The Coach Pitcher must pitch the ball using an overhand motion, underhand pitches are not allowed.

i. **Amplification:** "Overhand motion" refers to any motion in which the pitch begins with the ball above the Coach Pitcher's elbow and which results in the ball being released in front of the Coach Pitcher's body and above the Coach Pitcher's elbow. Throwing form, motion, or pitching windup is not dictated in this rule.

C. If a batted ball hits the Coach Pitcher and, in the judgment of the umpire, the Coach Pitcher made an effort to avoid contact, or, if in the judgment of the umpire, the Coach Pitcher catches a batted ball in self-defense, the ball is dead. The batter returns to the plate and all runners return to the base they were occupying. The count is cleared.

D. If in the judgment of the umpire, the Coach Pitcher intentionally interferes with or catches a batted ball, the batter will be out and no base runners may advance.

E. If a batted ball hits the Player Pitcher, the ball is live and all players on offense can advance with the risk of being put out.

F. The Coach Pitcher may only talk to the runner(s) between home and first base and between third base and home while the ball is in play. PENALTY: After one warning the Coach Pitcher will be replaced.

G. Once the ball is in play, the Coach Pitcher should exit the playing field and remove the bat from the field if needed. Coach Pitchers shall not interfere with the defensive players. If in the judgment of the umpire the Coach Pitcher interferes with a play, the batter or base runner will be out.

H. If a ball is hit to the 3rd baseman, the Coach Pitcher must position himself as to allow an open field of vision and throwing lane from the 3rd to 1st base. If in the opinion of the umpires, the Coach Pitcher is hindering the defense, a warning will be given. If the Coach Pitcher for a second time hinders the defense, the batter or runner will be called out. (The option of calling the batter out or the runner will be given to the defensive coach).

- Section 14. An offensive batter will receive five (5) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If the fifth (5th) pitch is fouled, he/she may continue to bat. If the fifth (5th) pitch is fouled and caught it is an out.
- Section 15. The regular rules of baseball apply to time outs. The umpire has complete authority in determining when play should be stopped with runners on base. Play will be stopped when the runner or runners are contained in the judgment of the umpire(s). All umpires will be instructed to make rapid decisions on stopping play to ensure this rule is consistently applied in all games.
- Section 16. The team on defense can use up to ten (10) players in the field. One player must be a catcher. Including the catcher, there can be no more than six (6) players on the infield. The remaining four (4) players must be played in the outfield. There may be no more than four (4) players in the outfield. The outfield players must be evenly spaced and play at a normal distance from the infield area. **Positioning an outfielder as a short-fielder is not permitted.** If, in the umpire's judgment, an outfielder is playing as a short fielder, any base runners will be awarded one base and the fielder in violation must be re-positioned before play can resume. At the time of the pitch (Coach Pitcher releases ball), the catcher shall have both feet in the catcher's box. Penalty: catcher cannot catch a foul ball for an out that is batted directly behind the batter's box (either side).
- Section 17. The first visiting team of the day will be responsible for getting out and setting up any necessary equipment. The last visiting team of the day will be responsible for taking down and putting away any necessary equipment.
- Section 18. There is a maximum of seven (7) runs per
inning.
- Section 19. A player may not cover for a catcher. He may backup the catcher but the catcher must make a "baseball play" on the ball. If there is a violation of this rule as deemed by the umpire, the player will be safe.
- Section 20. Coaching:
- A. Each team will be allowed four (4) adults inside the playing fence, one (1) head coach and three (3) coaches.
 - B. A team on defense shall be allowed a maximum of two coaches outside of the dugout to provide defensive instructions. One coach may be located at the foul line in right field foul territory and one coach may be located at the foul line in left field foul territory.
 - C. A team on offense shall have one Coach Pitcher, one coach in the coaching box at first base, and one coach in the coaching box at third base. A 4th coach will be allowed in the area of the dugout to maintain order and to keep up with the batting order.
 - D. Coaches cannot physically assist players.
- Section 21. A player must slide into a base where a baseball play is being made except 1st. If they do not slide, the runner will be called out.

Article XI Specific Baseball Rules – Coach Pitch (FARM) League

- Section 1. There is one league for 5 and 6 years old league age under the direction of the Coach Pitch League Director.
- Section 2. The time limit for a regulation game is one (1) hour and fifteen (15) minutes (no new inning shall begin after the time limit) or a maximum of 4 innings.
- Section 3. If a team is leading its opponent by at least eleven (11) runs at the end of the third inning (or 2 ½ if home team is ahead), or any inning thereafter, the game shall be terminated and the team in front declared the winner.
- Section 4. Field Dimensions:
- A. First and third baselines shall be fifty (50) feet from the point of home plate.
 - B. The distance from the front edge of the pitching rubber to the point of home-plate will be thirty-nine (39) feet.
 - C. There will be a five (5) foot arc from the first base line to the third base line drawn from the point of home plate.
 - D. There will be lines marking the half-way point between 1st base and 2nd base, 2nd base and 3rd base, and 3rd base and home plate.
- Section 5. Player Equipment:
- A. No metal cleats allowed.
 - B. A pressure type protective batting helmet with protective face mask and full ear flaps must be worn by all batters and base runners. A batter will be called out if he takes one swing at the ball without headgear.
 - E. All players should wear athletic supporters with a protective cup.
 - F. Catcher must wear a helmet, catcher's mask and full catcher's equipment.
 - G. A first baseman's mitt may be used by the first baseman and catcher only.
 - H. The batting tee and baseballs will be furnished by the park for each game.
 - I. Bat Restrictions:
 - i. Any unaltered 2-1/4" barrel bat is allowed
 - ii. Any bat with a barrel diameter larger than 2-1/4" must have passed the 1.15 BPF testing and bear an appropriate 1.15 BPF mark on the bat. This marking is not limited to only the USSSA stamp. Any unaltered manufacturer's marking that the bat has passed the 1.15 BPF testing anywhere on the barrel of the bat will be accepted.
 - J. Player Pitcher must wear a chest protector/heart guard and a helmet with faceguard, chin strap, and full ear flaps.
- Section 6. No players shall be added to a team without the expressed consent of the League Director and the League Director shall be notified of any member's leaving the team.

- Section 7. All-star Teams are to be selected in accordance with Article V and will compete in all tournaments available to them.
- Section 8. Runners shall be called OUT for sliding headfirst while advancing to a base. Diving headfirst back to the last base is permitted. Any runner who has malicious contact with a defensive player will be out and if, in the umpire's judgment such contact was intentional, will be ejected.
- Section 9. The infield fly rule is not in effect.
- Section 10. An appeal for missing a base or leaving too soon after a caught fly ball shall be made by the defensive coach at any time prior to the ball being pitched to the next batter.
- Section 11. Five minutes of infield practice can be taken by each team before games.
- Section 12. The manager of the home team will be responsible for picking up and returning the baseball equipment.
- Section 13. A team will forfeit a game unless they can field at least a six man team within fifteen (15) minutes after the umpire declares "play ball".
- Section 14. Coaching:
- A. There shall be four coaches per team. A 5th adult will be allowed inside the fence in the area of the dugout, to maintain order and to keep-up with the batting order.
 - B. A team on defense shall be allowed one coach in the outfield to direct his team. Two additional coaches shall also be allowed to provide defensive instructions and will be positioned one per foul line in foul territory, approximately 10 feet behind first and third base (where the outfield and infield meet). All coaches must make every effort to avoid interfering with any play.
 - C. A team on offense shall have one coach in the coaching box at 1st base and at 3rdbase, and one Coach Pitcher. Additionally, if the catcher position is not filled, a 4th coach can be positioned behind home plate outside the catcher's box to serve as a catcher for the offensive team.
 - i. Either the Coach Pitcher or the coach behind the plate can set the tee and adjust the batter before hitting off the tee. The coach placing the ball on the tee and placing the tee in position may place the tee anywhere on and over home plate so long as the ball is over some portion of home plate.
 - ii. When the batter is ready to hit the coach must step back into the foul zone. He may re-position the batter after each swing that does not result in a played ball.
 - D. If a base runner is touched by an offensive coach before the ball has been called dead, or time out has been called by an umpire, the base runner is automatically out.
 - E. Coaches cannot physically assist players.
 - F. The Coach Pitcher may position himself any distance from home between the 20 foot line and the pitching rubber.
 - G. Once the ball is in play, the Coach Pitcher should exit the playing field and remove the bat from the field if needed. Coach Pitchers shall not interfere with the defensive players. If in the judgment of the umpire the Coach Pitcher interferes with a play, the batter or base runner will be out.
 - H. If a batted ball hits the Coach Pitcher and, in the judgment of the umpire, the Coach Pitcher made an effort to avoid contact, a no-pitch will be declared.

- I. If the Coach Pitcher intentionally interferes with or catches a batted ball, the batter will be out and no base runners may advance. However, if in the judgment of the umpire, the Coach Pitcher catches the ball in an effort to protect himself, a no-pitch will be declared.

Section 15. The Batting Order:

- A. The batting order shall consist of the entire roster. Each coach shall present their lineup in the order they are to bat, to the scorekeeper 10 minutes prior to the start of each game. This batting order cannot change during the game. Any player arriving late will be added to the bottom of the roster as original submitted to the official scorer.
- B. If a player drops out during a ball game, his name remains on the batting roster and his turn at bat will constitute an "out". By so doing, the batting order will not be changed and the player may return to the game at anytime.
- C. A team on offense will bat **X** players. The number of batters '**X**' is determined by the League Director at the start of the season. This number '**X**' will equate to the total number of players on the largest (most players) Coach Pitch team in this league. If a team has less than **X** players available for a game, they will still send **X** batters to the plate.

Example: The Yankees are the largest team in the league with 11 players. The Reds have only 9 players at the game between the Yankees and the Reds. The Reds will send players 1 through 9 to the plate then players 1 and 2 will bat again. Player number 2 will be the last batter. The Reds batting order will start with player 3 their next time at bat.

- D. The Coach Pitcher will inform the umpire and defensive head coach that the **X**th batter is at bat. PENALTY: Defensive head coach has choice of taking the play or re-bat.
- E. The defense is allowed to adjust players prior to the **X**th batter.
- F. Play as though there are 2 outs when the **X**th batter comes to the plate. No runs can score if the inning ends on a force play at any base.
- G. Any legal out will end the inning and only the runs that had crossed home plate before the legal out was made will count.
- H. Play shall also be ended if a defensive player steps on home plate while controlling the ball.
- I. If an injury results after the **X**th batter has hit the ball and the umpire stops play for safety concerns, the **X**th batter may bat again with all runners returning to the bases occupied prior to the pitch. The ball/strike count shall be reset.

Section 16. Hitting the Ball:

- A. A Coach Pitcher from the offensive team shall pitch to the batters.
- B. The Coach Pitcher may position himself any distance from home between the 20 foot line and the pitching rubber.
- C. Batters will receive 3 pitches from the Coach Pitcher to put the ball into play.
- D. If the batter does not put the ball in play after the 3rd pitch, the ball will be placed on a tee and the batter will be given 2 swings from the tee to put the ball into play.

- E. If the batter fouls away the last (3rd when on the Tee and 5th when not on the Tee) pitch, an additional pitch will be thrown.
- F. Any ball hit by the batter that goes in fair territory is playable. If the batter hits the tee and not the ball, it is a strike. Intentional chopping down on the ball will not be permitted.
- G. Any player who slings a bat after two warnings from the umpire will be out.
- H. There will be a five (5) foot radius from home plate between the base lines. A ball which goes beyond this line is a fair ball if the ball is hit by the bat, not just from the force of the bat hitting the tee.
- I. Bumping the ball on warm-up will be considered a foul or in play if it goes beyond the batters circle.

Amplification: "Beyond the batters circle" means to clearly cross over and remain across the white line. A ball stopping on the white line or within the circle will be considered a foul.

- J. If the batter fails to put the ball in play after 3 pitch strikes from the Coach Pitcher and 2 strikes off the tee, the batter is out.
- K. A pitch strike is defined as:
 - i. A hit that goes foul (first strikes only)
 - ii. A swing that completely misses the pitched ball
 - iii. A pitched ball with no attempt to swing by the batter

- L. A strike off the tee is defined as:
 - i. A hit that goes foul (any strike). If the second hit off the tee goes foul the batter will be out.
 - ii. A swing that completely misses the ball and hits the tee or misses the tee and ball,

Amplification: If the bat completely and obviously missed the ball, but hits the tee, there by causing the ball to travel beyond the "five foot batter's circle," this is a strike. However if the strike of the bat is not so obvious, thereby giving reason for judgment, only the responsible umpire's judgment will prevail.

- iii. Bunting is not allowed. Attempting to bunt will be considered a strike.
- iv. A batter must swing with fists together and arms extended.

- M. The coach has the option to pitch 5 balls to his players. In this case, the fifth pitch is treated like a third strike under normal baseball rules. Coaches must mark the player on the lineup card that he intends to pitch 5 balls to. This card must be given to the opposing coach. Failure to do this will result in the player hitting off the Tee.
- N. If a tee is used for a batter the batter will be allowed no more than a single and must stop at first base. All runners can advance at most one base at their own risk.

Section 17. Running the Bases:

- A. No stealing or leading off of bases is permitted. All base runners must stay on base until a fair ball is hit. Runners shall be called OUT and a "No Pitch" called if a runner leaves

the base prior to the batter hitting the ball.

- B. Each runner, including the batter, shall advance to home plate if a batter hits a fair ball over the outfield fence, or 2 bases if the ball bounces over the outfield fence or rolls under the fence.
- C. On all throwaway balls, base runners shall advance at the risk of being put out, no more than 2 bases, the one they were advancing to and one more.

- D. When Time is called and in the opinion of the umpire, and a runner has made an honest attempt to reach another base, he/she will be awarded that base.
- E. An offensive player will be out on a force play at home plate as long as the defensive player touches the plate or tee first.
- F. Failure to touch a base by a runner may cause the runner to be called out on appeal. A defensive coach must appeal to the umpire for a ruling. An umpire cannot make this call without an appeal from the defensive coach.
- G. On throwaways where the ball ends up in foul territory, the defensive player has the option of continuing or halting play. Play shall continue if the defensive player runs or throws the ball back into fair territory. Play shall be halted if the defensive player, while in foul territory, holds the ball up and asks the umpire for time. If play is halted, all base runners will be awarded the next base regardless of the runner's proximity to the upcoming base or halfway line.
- H. The ball is dead and runners cannot advance when a defensive player with control of the ball puts his foot in the pitching circle or gets in front of and controls the lead runner. Time shall be called by the umpire when he deems play is dead. Base runners will be awarded the base they are approaching when time out is called if they are over half way. If the lead runner on third is controlled while a runner is going to an unoccupied second base, that runner may advance to the base even if he is not halfway (however, the runner must earn it).

Section 18. Setting the Defense:

- A. Each team will use all players on defense, of which one may play catcher. However, only 5 defensive players may play in the infield including the pitcher. If a catcher is used, he does not count towards this number.
- B. Until a fair ball is hit, the player pitcher must have one foot on rubber, or both feet directly behind the rubber and one foot within the dirt of the pitcher's circle.
 - i. If the offensive Coach Pitcher is blocking the view of the player pitcher to the batter when standing at or behind the rubber, the player pitcher may move left or right within the dirt of the pitcher's circle.
 - ii. The player pitcher must not be any closer to home plate than the rubber before the ball is put into play.
- C. Outfielders shall be positioned prior to play a minimum of 10 feet behind the baselines or on the outfield area/grass. Infielders shall be positioned prior to play on the dirt between the infield and outfield areas/grass.
- D. No defensive player shall play closer than the infield line, with the exception of a catcher, if one is used, and the pitcher who must play behind the pitching runner.
- E. No catcher is required (optional).
- F. The Pitcher must make a baseball play to first. There is no running to first unless that is within the scope of a normal "baseball play" as determined by the umpires. There is no tagging out of the batter unless the ball is hit between the pitching circle and the first base line. If a violation of this rule is determined by the umpires, the player will be safe at first.
- G. Outfielders must throw the ball to the infield, no running from the outfield to the infield is allowed. If this occurs and the result is an out, the runner will be deemed safe.

Article XII Specific Baseball Rules – Rookie Tee-Ball League

Section 1. There is a Rookie Tee-Ball League for 4 year old league age under the direction of the Rookie Tee-Ball League Director. The purpose of the program is to provide more opportunities for younger players to play Tee-Ball. The philosophy is to maximize player participation, encourage fun, and develop baseball fundamentals. The goals of the program are to develop a sense of achievement, leadership skills, and a positive self image for all participants.

Section 2. Registration of Players and Team Selection:

- A. The Rookie Tee-Ball League Director shall have the responsibility for registering all players.
- B. Any player who satisfies the requirements of the Hoover Athletic Association (hereafter referred to as HAA) and satisfies the guidelines and league age requirements may participate. League Age is defined by the HAA as anyone four (4) years of age as of April 30.
- C. Players must have paid their HAA registration fee in full to be placed on a team. The Rookie Tee-Ball Director will form teams after registration. Every effort will be made to honor requests for teams/teammates and to set up teams based on home proximity. The placement of late registrants is at the sole discretion of the Rookie Tee-Ball League Director. No substitute (non-roster) player may play in any game.
- D. No player shall be added to a team without the expressed consent of the Rookie Tee-Ball League Director and the Tee-Ball League Director shall be notified of any member's leaving the team.

Section 3. Games & Practice:

- A. The Rookie Tee-Ball League Director shall have the responsibility for scheduling all practices and games.
- B. Before games begin each team shall practice not more than twice per week, with practices scheduled for Saturday and at 5:30 or 6:00 pm on weeknights. Individual practices shall not last longer than one (1) hour.
- C. Once games start each team shall practice one (1) night per week with practices starting at 5:30 or 6:00 pm and lasting not longer than one (1) hour.
- D. Each team shall play one (1) game per week with games on Saturday. Each team shall play not more than eight (8) games.
- E. The Rookie Tee-Ball League Director shall have the authority to reschedule practices and games due to inclement weather and other factors.

Section 4. Each team must have a minimum of six players to play a game. If a team is unable to field enough players for a game, the opposing team may supply players so that both teams have enough players to play a game.

Section 5. The time limit for a regulation game is one (1) hour (no new inning shall begin after the time limit) or a maximum of four (4) innings.

Section 6. No OUTS are recorded; however, runners put out or forced out shall leave the bases and return to the dugout. There shall be no scoreboard and score will not be kept. There will also be no official umpires.

Section 7. All Rookie Tee-Ball League games will be played on a Hoover East field with the following field dimensions:

- A. First and third baselines shall be fifty (50) feet from the point of home plate.
- B. The distance from the front edge of the pitching rubber to the point of home plate will be (39) feet.
- C. There will be a grass arc in front of home plate.
- D. There will be lines marking the half-way point between 1st base and 2nd base, 2nd base and 3rd base, and 3rd base and home plate.

Section 8. Player Equipment:

- A. No metal cleats allowed.
- B. A pressure type protective batting helmet with protective face mask, chin strap and full ear flaps must be worn by all batters and base runners.
- C. Catcher must wear a helmet, catcher's mask, and full catcher's equipment.
- D. Safety RIF (Reduced Injury Factor) balls will be furnished by the park for each game. Each team is responsible for its tee.
- E. Unaltered aluminum bats not exceeding 2 ¼ inches in diameter may be used.
- F. Players are not allowed to wear jewelry. Jewelry must be removed or covered to correct the situation (i.e., a religious bracelet must be taped).
- G. A first baseman's mitt may be used by the first baseman or catcher only.
- H. Equipment must be kept in the dugout when not in use.

Section 9. Coaches:

- A. Prior to Head Coach selection, the Rookie Tee-Ball League Director will submit to the Executive Committee a list of potential head coaches for the league based on information received in writing prior to or at registration. As a part of the process for assigning head coaches for the upcoming season, the Executive Committee will review the Rookie Tee-Ball League Director's list, coaching candidate evaluations, past participation, and any other items deemed appropriate for consideration by the committee, and will assign one Head Coach per team.
- B. A Head Coach will be assigned a team for one season with an automatic expiration.
- C. Head Coaches must agree that they will attend coaching clinics that are conducted prior to the opening of the season, unless illness or employment interferes with the schedule.

- D. Any parent that wants to participate may participate as an assistant coach. Assistant Coaches must agree that they will attend coaching clinics that are conducted prior to the opening of the season, unless illness or employment interferes with the schedule.

Section 10. Coaching:

- A. The head coach of record is responsible for the actions of the team's players, coaches, parents and spectators.
- B. One defensive coach may be positioned behind the pitchers mound and in front of 2nd base (or in center field) in order to give verbal instructions to the team. In addition, two coaches may be positioned in outfield foul territory. Additional defensive coaches may be positioned on the field of play if there is a safety or disciplinary issue. All coaches must make every effort to avoid interfering with any play.
- C. A team on offense shall have a total of three (3) coaches on the field during its offensive half inning. One coach shall be in the coaching box at 1st base, one coach in the coaching box at 3rd base, and one at home plate to assist batters before they hit. The hitting coach may re-position the batter after each swing that doesn't result in a played ball.
- D. The tee and bat shall be removed by the batting coach after each fair batted ball.
- E. Offensive base coaches should refrain from touching base runners before the ball has been called dead or time out has been called.

Section 11. The Batting Order:

- A. The batting order shall consist of all players on each team. Players will bat in continuous order beginning with the lead-off batter each inning. Each team will bat all of its non-injured players present at the game. Each player will bat once in every inning and proceed continuously through the same order for the duration of the game.
- B. Each coach shall prepare a lineup for each game and that batting order cannot change during the game. A player may drop out during the game or simply not bat his/her turn. Also, any player arriving late will be added to the bottom of the lineup as originally submitted.
- C. There will be no penalty for inadvertently batting out of order.

Section 12. Hitting the Ball:

- A. There are no "on-deck" batters allowed. Other than the batter, no player may handle a bat once play resumes on the field. Players may warm up under coach's supervision between innings.
- B. A batter is allowed six (6) swings to put a live ball in play. If the batter has not put the ball in play after six swings the batter is awarded first base. Bumping the ball off the tee during warm up is not a swing.
- C. Any ball hit by the batter that goes in fair territory is playable.
- D. There will be a grass arc in front of home plate. A ball which goes beyond this arc is a fair ball if the ball is hit by the bat, not just from the force of the bat hitting

the tee. The ball must clearly cross into the grass and remain in the grass to be fair.

- E. Bunting and half swings are not allowed. Any ball that does not travel past the grass arc in fair territory is considered FOUL.
- F. Coaches should teach the players not to throw/sling the bat. The batter is responsible for ensuring that he/she releases the bat in a safe manner after swinging.

Section 13. Running the Bases:

- A. No stealing or leading off of bases is permitted.
- B. Runners are allowed to advance one (1) base at a time on a ball hit in the infield and two (2) bases on a ball hit in the outfield (defined as reaching the outfield grass).
- C. There shall be no headfirst sliding.

Section 14. Setting the Defense:

- A. No player can play the same defensive position more than twice in a single game.
- B. No player can be positioned in the outfield for two consecutive innings.
- C. Each team will use all players on defense, of which one may play catcher. A catcher is not required. Only five (5) defensive players may play in the infield and all positions (except the catcher) must be played. The pitcher must have one foot on the rubber when the ball is hit. All other infielders must be in the infield dirt when the ball is hit and should play in traditional infield positions.
- D. Outfielders must be in the outfield grass when the ball is hit. No fielder may be used as a "rover" and each of the outfielders must remain at equal distance from each other in the outfield until the ball is hit.
- E. Free defensive substitutions are allowed at all times.
- F. Only positive chatter limited to players supporting their own teammates is permitted.
- G. Players should be encouraged to throw the ball to first base or home plate rather than to run the ball to the base/plate to make a put out. The intention of this rule is to teach the basic fundamentals rather than encourage the practice of putting the team's best player on the pitcher's mound and having him/her make all of the OUTS.
- H. No rolling of the ball on the ground will be allowed. Runners will be SAFE if the defensive team rolls the ball.