

HARLEYSVILLE BASEBALL ORGANIZATION

HARLEYSVILLE BASEBALL

Rules & Regulations



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1. Major League

1.1. Eligibility and Rules

1.1.1. Eligibility – players with league age of 11 and 12.

1.1.1.1. Under special circumstances, through evaluation or parental request and with Board of Directors approval, players otherwise age eligible to play in the Major League may play in either the Minor or Bambino League.

1.1.2. Rules – Cal Ripken In-game rules are to apply to all HBB Major League games. Local HBB Rules in sections 1.7 and 1.8 of this document are to be followed and shall take precedent over Cal Ripken as applicable. Any situation not specifically addressed in the Cal Ripken Rulebook shall be governed by MLB rules.

1.2. League Organizational Responsibilities

1.2.1. Each Major League team will have an equal number of players or an amount determined by the Board of Directors before each playing season at the time of the draft. The Directors will strive to place 12 players on each team.

1.2.2. The league provides major league insignia baseball hats, major league insignia uniform jerseys with sponsor's name printed on them.

1.3. The Major League Draft

1.3.1. The Major League Draft will consist of two steps

- The first will require the 11U and 12U travel coaches, and Board of Directors (or their designee) to place 11U and 12U travel players across the major league teams in an effort to create balanced teams. Data from 11U and 12U travel tryouts should be used to guide this process.
- The second step will require the Major League Commissioner to hold a draft with the Major League Head Coaches to draft the remaining 11 and 12 year old players in the Major League.

1.3.2. At least two (2) weeks prior to the Major League draft, and prior to the Major/Minor tryout, each Head Coach may declare his First Assistant Coach. If a manager declares a First Assistant, it must be done at least 2 weeks prior to the draft so that other managers have the opportunity to prepare accordingly. The children of both the Head Coach and First Assistant Coach are considered protected and are ineligible to be drafted by other Major League teams.

1.3.3. Prior to the draft, based upon the results of league registration and player tryouts/evaluations, the Major League Commissioner shall determine and declare the following: (1) Total number of Major League teams for the season, (2) Number of players that must be drafted by each Major League team, and (3) Total number of both 12 year olds and 11 year old players that are "Major draft eligible".

1.3.4. Prior to the draft, members of the Board of Directors including the ML Commissioner will

meet with all managers to explain the drafting rules for each league. After this meeting, no rules changes pertaining to the draft can be considered.

1.3.5. Only members of the Board of Directors, Major League managers, and their first assistants (or their designees) may be present during the draft.

1.3.6. The Major League draft will consist of 2 separate “stages”, the “12 year old draft”, and the “11 year old draft”. The 12 year old draft will occur first and the 11 year old draft will occur immediately afterwards and will be a continuation of the 12 year old draft.

1.3.7. Slotting of Coaches’ children:

1.3.7.1. Children of the Head Coach and First Assistant Coach are to be slotted in the draft rounds by both age and by skill level. This will be determined by the Major League Commissioner with consensus from the Major League Head Coaches.

1.3.8. Determination of Draft Order:

1.3.8.1. Once the coaches’ children have been slotted (see 1.3.8.1), each team will receive a draft position as determined by pulling a random number out of a hat, from 1 to X (assuming X teams), with #1 selecting first, #2 second, etc., through #X.

1.3.9. The entire draft process will be in serpentine order, i.e. the team that has the #1 draft position will select 1st in all odd numbered rounds, and last in even number rounds. In general, when a team’s draft position in any particular round is already occupied with a player who has been “slotted” due to being the child of a coach (see 1.3.8.1 above) that pick is skipped and the draft continues for the next team with the next available unoccupied draft position.

1.3.10. 12 Year Old Draft:

1.3.10.1. Once the draft order has been determined and the Major League Commissioner has determined the number of 12 year old Major League draft eligible players (“Y”), the number of draft rounds for 12 year old players only will be determined by dividing (“Y”) by the number of teams (“X”). In performing that calculation, the highest whole number will be the number of rounds of 12 year old players. Any number of 12 year old players after that will be considered “remainders” and be automatically set aside for the final round (after the 11 year old portion of the draft). EXAMPLE: Major League Commissioner is notified that 70 12 year old players are Major League draft eligible. There are 9 teams. Dividing 70 players by 9 teams yields 7 12 year old players per team with a “remainder” of 7. The 12 year old portion of the draft would then consist of 7 rounds, with those 7 “remainder players set aside for the last round (after the 11 year old

draft).

1.3.11. 11 Year Old and Final Round Draft:

- 1.3.11.1. After the number of rounds for the 12 year-old players (as determined in 1.3.11.1 above) is complete, the 11 year old portion of the draft will follow the 12 year-old portion and will be continuous with no change in draft order from the end of the 12 year-old draft. The 11 year-old player draft will continue until each team has drafted a total of eleven (11) combined 12 year-old and 11 year-old players. At that time, slips of paper with the names of the 12 year-old “remainder” players (see 1.3.11.1 above) will be thrown in a hat along with an appropriate number of paper slips indicating “11 YO”, so that the total number of slips in the hat is equal to the number of drafting teams.
- 1.3.11.2. The 12th or final round will then consist of each team drawing one slip of paper from the hat. Any team drawing a 12 year old player name will receive that player as their 12th player. Any team receiving a slip indicating “11 YO” will have the ability to draft one of any of the remaining draft eligible 11 year old players. At the end of this process, each team will have a total of 12 players.

1.4. Major League Team Duties and Responsibilities

1.4.1. Home Team

- 1.4.1.1. Initially decide if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief and Field Maintenance Director (or President or any other Executive Board member if others are not available) must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.
- 1.4.1.2. Responsible for GAME BALLS, UMPIRES and contacting League Vice President to reschedule rainout and/or make-up games.
- 1.4.1.3. BEFORE GAME - Leave field 20 minutes before start of the game.
- 1.4.1.4. AFTER GAME – Put away bases and Scoreboard Controller in equipment shed.
- 1.4.1.5. AFTER GAME-Rake mound, drag field and water down the infield.
- 1.4.1.6. AFTER GAME - Pick up trash (don't forget under the bleachers).
- 1.4.1.7. Keep official score book.

1.4.2. Visiting Team

- 1.4.2.1. BEFORE GAME - starting 45 minutes before scheduled start of game, use batting cage for 25 minutes and then ...

1.4.2.2. BEFORE GAME - Use the field for 10 minutes.

1.4.2.3. BEFORE GAME - Leave field 10 minutes before start of the game.

1.4.2.4. BEFORE GAME - Place bases, get umpire gear out of shed and get the Scoreboard Controller out of shed.

1.4.2.5. Put down base lines and batter's box.

1.4.2.6. AFTER GAME - Pick up trash (don't forget under the bleachers).

1.4.3. During the regular season, teams will occasionally be assigned field maintenance duties on Saturday mornings starting at 8AM. The League President retains the right to sanction any teams that do not show up for their assigned Field Maintenance duties. Field maintenance duties must be followed by those set forth by the respective chairpersons.

1.4.4. During the regular season, each team will be assigned snack stand duties on several dates when they are playing. The team manager (or his designee) is responsible to have a minimum of two (2) adult volunteers in the snack stand beginning 30 minutes before their game starts. These volunteers are to remain in the snack stand until relieved by the next set of volunteers or until the snack stand closes for the day. This may mean that they remain in the snack stand even though their game is completed. Remember that no children under 18 are allowed in the snack stand without their parent(s) also being in the snack stand. The League President retains the right to sanction any teams that do not show up for their assigned Field Maintenance duties. Snack stand duties must be followed by those set forth by the respective chairpersons.

1.5. Major League Games

1.5.1. Weekday games start at 6:00 P.M. The Umpire, upon his discretion, may end the game prior to completion should conditions warrant. Keeping player safety in mind foremost, every effort to complete the game should be made by both managers and umpire(s).

1.5.2. Regulation Game:

1.5.2.1. All games shall be six (6) completed innings, unless the home team leads at the end of 5½ innings of play.

1.5.3. Umpire, upon his discretion, may call the game should conditions warrant. A 10 run mercy rule is in effect for all games (home team ahead by 10 runs at the end of 4 ½ innings or the visiting team ahead by 10 runs at the end of 5 innings). Playoffs are excluded from this rule.

Until May 1st in the first 5 innings, a maximum of 5 runs will be counted per half inning. After the 5th inning, there is no limit on runs counted.

1.5.3.1. In the event that a game is called before six (6) completed innings, it shall be considered a
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regulation game if four (4) innings have been competed or if the home team has scored more runs than the visiting team after 3 ½ innings.

1.5.3.2. In the event that a game is called in the middle of an inning, the score shall revert to the last completed inning and the above rule applied. Keeping player safety in mind foremost, every effort to complete the full inning should be made. It is strongly recommended that the umpire in charge communicate with both managers prior to making the decision to end the game in the middle of an inning.

1.5.3.3. EXCEPTION TO ABOVE: In the situation that another league game is scheduled for the field following the completion of the current game, no new inning can start after two (2) hours from actual start time of current game (new inning starts at last pitch of the previous inning). If the criterion noted in 1.5.2.2 above has been satisfied, the current game shall be considered a regulation game, otherwise it shall be considered a suspended game (see 1.5.3).

1.5.4. Suspended Game:

1.5.4.1. If a game is called before it is a regulation game but after 1 (or more) FULL INNINGS have been played, it is considered a suspended game and shall be resumed exactly where it left off and must be continued with the same players and batting order (to the extent possible).

1.5.4.2. The Vice President of HBB will schedule the completion of the suspended game for the earliest possible date/time based on team and field availability. The Vice President can, at his discretion, schedule the completion of the suspended game to occur immediately prior to the next scheduled game between the two teams.

1.5.4.3. If a game is called before one (1) full inning has been completed, it is declared “No Game” by the umpire and must be replayed as a new game. No records are kept and pitcher eligibility, etc., is intact as it was prior to the beginning of the “No Game” situation.

1.5.4.4. A suspended game must if at all possible be continued with the same players that finished the game, but for pitching purposes, rule 1.8.5 applies. If it is not possible to continue with the same players, lineup changes due to missing or additional players should be by mutual agreement of both managers.

1.5.5. Tie Games

1.5.5.1. A game ending in a tie score is NOT a regulation game.

1.5.5.2. If the score is tied after six (6) completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning. If in the opinion of the umpire in charge conditions are such that play cannot safely continue, or time limit has been reached, the game shall be considered suspended (see 1.5.3.2).

1.5.6. The Umpire in charge of the game will declare a forfeit when it is apparent that one team will not have nine players present within 15 minutes after the scheduled start of game time. However, a forfeit shall not be officially declared until the umpire has consulted with both coaches and it is clear that the one team will not have 9 players present.

1.5.7. Cancellations

1.5.7.1. Home team initially decides if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief, President or any other Executive Board member depending on availability must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.

1.5.7.2. Rescheduling of incomplete or canceled games will be done by the League Vice President after notification by the Home Team Manager.

1.5.7.3. The home team will contact the League Vice President to schedule a make-up game within 24 hours of the game cancellation. The game will be rescheduled by the Vice President on the next available field date. If a team is a no-show at this date, the Umpire in charge of the game will declare a forfeit when it is apparent that one team will not have nine players present within 15 minutes after the re-scheduled start of game time (see 1.5.5).

1.5.7.4. Home team is responsible for contacting the Umpire-in-Chief or HBB VP one hour prior to the start of the game, if the game is cancelled.

1.5.8. Forfeited Games

1.5.8.1. Teams must be able to field nine (9) players within 15 minutes after the scheduled start of game time, or a forfeit shall be declared by the Umpire. However, a team may finish a game with eight (8) (but no less than eight (8)) players due to illness, ejection or any other reason. (see also 1.5.5).

1.6. Call-up Rules

1.6.1. Each Major League team is assigned a farm team from the Minor League. Players may be

brought up if a shortage necessitates.

1.6.2. Rules for using a Minor League player on a Major League team are as follows:

1.6.2.1. The Major League Manager must contact the Minor League Manager of the farm team each time before using any Minor League Player in a Major League game.

1.6.2.2. Major League Manager must select players from assigned farm team first.

1.6.2.3. If players are not available from the assigned farm team, players may then be selected from any other farm team not playing a game at the same time. Any player being called-up from a non-assigned farm team may only be called 2 times by that particular team during the season (including play-offs). In extreme circumstances, the league commissioner must be consulted before any exceptions are granted.

1.6.2.4. The player must be 10, 11, or 12 years old. They cannot pitch or catch. They cannot start the game unless that team only has nine players present. They must play 2 innings, but not more than 3 innings unless only nine players are present. Any call up players must bat at the bottom of the lineup.

1.6.3. A violation of this rule will result in forfeit of the game in which the rule infraction occurred. The infraction must be established and protested in writing by the Manager of the opposing team to the League President within 24 hours.

1.7. Play Time/Substitution Rules

1.7.1. Major League teams are required to have all eligible players in the batting lineup for the entire game. Therefore, in any regulation game, all eligible players are guaranteed at least one plate appearance, but due to the HBB “Must Play Rule”, they must also play no less than two (2) full defensive innings in each game. Free defensive substitution is permitted.

1.7.2. Failure to comply with rule 1.7.1 will result in forfeiture if protest is lodged with the umpire by the opposing manager or acting manager before the final out is made and the protest is upheld. NOTE: In the spirit of youth sports, managers are obliged to inform the opposing manager BEFORE they make a mistake that could result in a forfeit.

1.7.3. Prior to the beginning of each game, managers will declare the number of players present and eligible for the game. A player arriving late for a game but prior to the first pitch of the second inning must be declared eligible for play. A player arriving after the first pitch of the second inning will be eligible for play at the discretion of his/her team manager. The manager of the late arriving player's team must advise the opposition manager of the late player's eligibility. All eligible players must be given playing time in accordance with rule 1.7.1.

- 1.7.4. In situations where a player does not get a chance to play the minimum of two (2) defensive innings due to an official game that is shortened either by time limit, darkness or inclement weather, the above requirement shall be waived; providing it would have been possible for the affected player to play two (2) full innings had 6 full innings otherwise been played. It is strongly suggested that affected player be started in next available game.

1.8. HBB Local Pitching Rules

- 1.8.1. A player cannot pitch (Innings include both rec and travel):

1.8.1.1. More than 7 innings per seven consecutive calendar days

1.8.1.2. More than 4 innings per game

1.8.1.3. More than 6 innings per day

1.8.1.4. More than 6 innings total on three consecutive calendar days

1.8.1.5. If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the Harleysville Baseball approved pitch tracker in accordance with rule 1.10.4 and the protest is upheld, the game shall result in a forfeit.

- 1.8.2. One pitch constitutes an inning. Innings pitched in games declared "suspended games" shall be charged against pitcher's eligibility for that 7 day period. Pitcher inning rules are in effect from the first game of the regular season through the playoffs and championship game(s).

- 1.8.3. Managers or assistant managers may talk to the pitcher, but the second trip to the mound in one inning will mean automatic removal of the pitcher. Managers or coaches are permitted to instruct/coach pitchers from the bench area without said instruction/coaching being considered a trip to the mound.

- 1.8.4. Once a player has pitched in a game and is subsequently removed as pitcher, that player cannot pitch again in that game.

- 1.8.5. If a suspended game is resumed on a different day, the pitchers in the game at the time the game was halted MAY continue to pitch to the extent of their remaining eligibility for the seven consecutive days in which the game is resumed.

- 1.8.6. Innings pitched in games that do not complete 1 full inning shall not count towards a pitchers total for that particular seven consecutive calendar period.

- 1.8.7. Managers and assistant coaches are permitted to warm up the pitcher behind the plate.

- 1.8.8. The pitcher shall take signs from the catcher while standing on the pitchers plate - not from the dugout. Actions:

1.8.8.1. 1st time is a warning

1.8.8.2. 2nd (and subsequent) times, a Ball is charged to the pitcher and it is a dead ball

1.8.9. Balks: The pitcher may commit a number of illegal motions or actions which constitute a balk (see Cal Ripken Rules: Balk). If a balk occurs, the ball is immediately declared dead, and the following actions are taken:

1.8.9.1. On or before April 30th:

1.8.9.1.1. 1st occurrence per pitcher – instruction is provided and all baserunners who attempted to advance on the balk shall return to the base previously occupied.

1.8.9.1.2. 2nd occurrence per pitcher – warning is issued and all baserunners who attempted to advance on the balk shall return to the base previously occupied.

1.8.9.1.3. 3rd occurrence per pitcher - each runner is awarded one base and the batter returns to bat with the previous pitch count.

1.8.9.2. May 1st through end of season:

1.8.9.2.1. 1st occurrence per pitcher – warning is issued

1.8.9.2.2. 2nd occurrence per pitcher - each runner is awarded one base and the batter returns to bat with the previous pitch count.

1.9. HBB Local In-Game Rules

1.9.1. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they obtained prior to the infraction

1.9.1.1. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than 2 outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out. With 2 outs, the runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.

1.9.2. Slash Bunts: Any batter that squares around as if to bunt and then swings will be declared out; dead ball; no runners can advance. No appeals - judgment call by home plate umpire.

1.9.3. Courtesy Runner: Manager can elect to use a courtesy runner for the catcher when there are two outs. Courtesy runner shall be the last batted out.

1.9.4. Spectators must be kept a safe distance from playing field.

1.9.5. Metal batting donuts are prohibited. Batting Sleeves are permitted.

- 1.9.6. Each player must wear a protective helmet whenever batting or running the base paths.
- 1.9.7. The catcher must wear a protective cup and wear a helmet that is fixed to the face guard (detached skull caps are not permitted).
- 1.9.8. Proper field decorum is required at all times. Players not participating in the game must remain in the dugout area unless they are warming up. Only one player is permitted in the on deck area. Prior to an inning, the batting team may only have one hitter warming up in front of their dugout. Players about to enter the game may warm up in a designated area before they enter the game.
- 1.9.8. All gates will be closed at all times.
- 1.9.9. Managers or assistant coaches may coach at base lines. Players may coach at a base line if there are no coaches available to do so, however they must wear a protective batting helmet.
- 1.9.10. Uncaught 3rd strike: An uncaught third strike occurs when the catcher fails to cleanly catch a pitch for the third strike.
 - 1.9.10.1. A pitch is considered uncaught if the ball is dropped after being grasped or when the ball touches the ground before being caught.
 - 1.9.10.2. The batter immediately becomes a runner on an uncaught third strike in the following situations: with no runner on first base or with two outs regardless of whether there is a runner on first.
 - 1.9.10.3. The strike is called, but the umpire does not call the batter out. The batter can then attempt to reach first base and must be tagged or thrown out. Regardless of the outcome of an uncaught strike three, the pitcher is statistically credited with a strikeout.
- 1.9.11. All non-wood bats must have the USA BAT marking. The barrel maximum size is 2 5/8". No BBCor bats are permitted in the Cal Ripken Division. For the TBall Division, bats must be marked with the USA BAT TBALL stamp.

1.10. Recording of Game Results

- 1.10.1. At the conclusion of each regular season game, the managers of both teams will enter the following data on the game on the Harleysville Baseball approved data tracking system within 12 hours of the conclusion of the game.

1.10.1.1. Names of and innings pitched by each pitcher used.

1.10.2. If the game is completed, then also enter:

1.10.2.1. The score of the game

1.10.2.2. Over the fence home runs by player name

1.10.2.3. The name of the winning pitcher

1.10.2.4. If applicable, the names of any call-up players

1.10.3. Both managers must agree on the data entered by affixing their initials aside the game line.

1.10.4. Failure to comply with rule 1.10.1 or 1.10.1.1 within 12 hours following conclusion of the game the game will result in forfeiture of the next regularly scheduled game if a protest is lodged with the President of the League by the opposing manager or next game's opposing manager, and the protest is upheld.

1.10.5. NOTE: in the spirit of youth sports, managers are obliged to inform the opposing manager BEFORE they make a mistake that could result in a forfeit.

1.11. Suspensions

1.11.1. Managers may discipline a player with a one game suspension for any of the following reasons:

1.11.1.1. Failure to attend more than one scheduled practice without prior notification of absence.

1.11.1.2. Failure to attend more than one scheduled game without prior notification of absence.

1.11.1.3. Recurring unsportsmanlike behavior (managers should talk with the parents and hopefully make this a joint parent / manager decision).

1.11.2. Managers can only insist that they be notified in advance of any absence. Managers are not to judge if the absence is justified (that is a parental decision).

1.11.3. The reason for and the date of the suspension must be reported to the league commissioner and/or the league president no later than the day of the suspension. The manager should explain the reason for the suspension personally to the parent(s) of the player. The suspended player must be present and in uniform at the game they do not play in. If they do not attend that game, the suspension carries to the next scheduled game.

1.11.4. The President of the League and the Major League Commissioner must be notified of all disciplinary problems before final action is taken on a player.

1.11.5. Any player or manager that is ejected from a game shall be suspended according to the

stipulations contained within the HBB Code of Conduct.

1.12. All Star Game

- 1.12.1. The number of players, criteria and format for choosing those players that each team will send to the intra-league All-Star game will be determined by the Major League Commissioner after consultation with the Major League managers at the Major League draft.
- 1.12.2. All players selected must be able to attend the game.
- 1.12.3. The innings pitched in the intra-league All Star game will not be counted in the seven day total for pitchers.
- 1.12.4. A pitcher may not pitch more than 2 innings in the All Star game.
- 1.12.5. All players will be in the batting order and free substitution will be used.
- 1.12.6. The game may be 6, 7, 8 or 9 innings. This will be voted on at the May general membership meeting.

1.13. Playoff System

- 1.13.1. As the number of teams in the league varies from year to year, the playoff system can also vary. The playoff format for each season shall be determined by Board of Directors at or before the March General Membership Meeting so that the format is known and understood by all the proposed Major League Managers prior to the start of the season.
- 1.13.2. Starting after the end of the regular season, all teams will participate in a single or double elimination championship tournament at the discretion of the Board.
- 1.13.3. The Tournament playoff bracket will be adjusted as needed on a yearly basis to fit the number of teams in the league.
- 1.13.4. Playoff Pitching Rules are in effect as a continuation of the regular season, per the provisions noted in Sections 1.8.1 and 1.8.2.
- 1.13.5. Weekday playoff games start at 6:00 P.M. The Umpire, upon his discretion, may end the game prior to completion should conditions warrant. Keeping player safety in mind foremost, every effort to complete the game should be made by both coaches and umpire(s), however if it is not possible to do so, the playoff game shall be suspended and continued at the next possible opportunity as determined by the Vice President. NOTE: No playoff game shall end prior to the completion of six (6) full innings, or 5 ½ innings if the home team is ahead.
- 1.13.6. There is no time limit on weekends.

- 1.13.7. Home and Away teams will be determined by the highest seed from the regular season

being the Home team. The only exception is the final “rematch” game where this is reversed.

1.13.8. When more than one game is played at one time, the game with the highest seeded team plays on the Major League field.

1.13.9. Playoff Seeding Tie Breaker Rules:

- 1.13.9.1. # of wins
- 1.13.9.2. Head to head
- 1.13.9.3. Lowest total runs allowed
- 1.13.9.4. Highest total run differential
- 1.13.9.5. Coin flip

1.13.9 Mercy rule will NOT apply to playoffs

1.14. End of Season Awards

1.14.1. The following awards will be presented at the end of season ceremonies:

- 1.14.1.1. The First, Second, and Third place team’s players.
- 1.14.1.2. The home run champion and pitching champion for that year.
- 1.14.1.3. The pitching champion will be determined by manager vote in the following manner: Each manager will list three players in numerical sequence. First place votes will be weighted five points, second place votes three points, and third place votes one point. The player with the most points will be the pitching champion. In the event of a tie, a runoff vote involving only those in the tie will be conducted.
- 1.14.1.4. One player from each team, who best exhibits the good sportsman-like spirit of the league (as designated by each team’s manager and/or coaches).
- 1.14.1.5. An achievement award to a player on each team, who has demonstrated the greatest improvement (as designated by each team’s manager and/or coaches).

2. Minor League

2.1. Eligibility and Rules

2.1.1. Eligibility – players with league age of 9 or 10.

2.1.1.1. Under special circumstances, through evaluation or parental request and with Board of Directors approval, players otherwise age eligible to play in the Minor League may play in the Bambino League.

2.1.2. Rules - Cal Ripken In-game rules are to apply to all HBB Minor League games. Local HBB Rules in sections 2.7 and 2.8 of this document are to be followed and shall take precedent over Cal Ripken gas applicable.

2.2. League Organizational Responsibilities

2.2.1. The league will strive to place no more than 13 players on each team.

2.2.2. The league provides major league insignia baseball hats, major league insignia uniform jerseys with sponsor's name printed on them and color coordinated socks for each player.

2.2.3. No more than one assistant can be assigned or chosen before the start of the draft.

2.2.4. Minor League Draft

2.2.4.1. The Minor League Draft is a blind draft with all managers present.

2.2.4.2. The draft will be run by the President and/or Minor League Commissioner or their appointed representatives.

2.2.4.3. All draft rule changes are to be made at a regular monthly meeting only.

2.2.4.4. Any trading of players for the purpose of convenience or any other reason must first be approved by the Minor League Commissioner. The trade can then be made only after all managers are made aware of all concerned players abilities. No trade can create an age imbalance. Both trading managers must agree, or there will be no trade.

2.2.4.5. Returning managers have team "name" preference.

2.2.4.6. The managers shall draft by "Drawing of Lot" and must maintain that order.

2.2.4.7. Managers may protect one child representing themselves and one child representing an assistant. In the event a manager or assistant has more than one child playing in the Minor League, he may protect all, including his assistant's child, providing they are all immediate family members. If this occurs, he will lose a selection at the "oldest child level".

2.2.4.8. For the purpose of teams without an assistant coach or team parent, they must also be chosen blind. It is suggested that all applications containing assistant or team parent volunteers be kept separate but chosen in the draft according to age groups the same as

all other selections.

- 2.2.4.9. In selecting multi-family members, this should be noted before selection, and these players must be selected with the oldest players' group. It is recommended to include the youngest player or players' ages before selection. A manager would then eliminate his first selection in the corresponding age group/groups.

2.3. Minor League Team Duties and Responsibilities

2.3.1. Home Team

- 2.3.1.1. Initially decide if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief and Field Maintenance Director (or President or any other Executive Board member if others are not available) must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.
- 2.3.1.2. Responsible for GAME BALLS, UMPIRES and contacting League Vice President to reschedule rainout and/or make-up games.
- 2.3.1.3. BEFORE GAME - Leave field 20 minutes before start of the game.
- 2.3.1.4. AFTER GAME - Put bases, Scoreboard Numbers or Scoreboard Controller and umpire gear in equipment shed. Drag the field and rake the mound.
- 2.3.1.5. AFTER GAME - Pick up trash (don't forget under the bleachers).
- 2.3.1.6. Keep official score book.

2.3.2. Visiting Team

- 2.3.2.1. BEFORE GAME - starting 45 minutes before scheduled start of game, use batting cage for 25 minutes and then ...
- 2.3.2.2. BEFORE GAME - Use the field for 10 minutes.
- 2.3.2.3. BEFORE GAME - Leave field 10 minutes before start of the game.
- 2.3.2.4. BEFORE GAME - Place bases, put down base lines and batter's box, get umpire gear out of shed and get the Scoreboard Controller out of shed.
- 2.3.2.5. AFTER GAME - Pick up trash (don't forget under the bleachers).
- 2.3.3. During the regular season, each team will be assigned field maintenance duties occasionally on Saturday mornings starting at 8AM. The League President retains the right to sanction any teams that do not show up for their assigned Field Maintenance duties. Field maintenance duties must be followed by those set forth by the respective chairpersons.
- 2.3.4. During the regular season, each team will be assigned snack stand duties on one or more

dates when they are playing. The team manager (or his designee) is responsible to have a minimum of two (2) adult volunteers in the snack stand beginning 30 minutes before their game starts. These volunteers are to remain in the snack stand until relieved by the next set of volunteers or until the snack stand closes for the day. This may mean that they remain in the snack stand even though their game is completed. Remember that no children under 18 are allowed in the snack stand without their parent(s) also being in the snack stand. The League President retains the right to sanction any teams that do not show up for their assigned Snack Stand duties. Snack stand duties must be followed by those set forth by the respective chairpersons.

2.4. Minor League Games

2.4.1. Weekday games start at 6:00 P.M. The Umpire, upon his discretion, may end the game prior to completion should conditions warrant. Keeping player safety in mind foremost, every effort to complete the game should be made by both managers and umpire(s).

2.4.2. Regulation Game:

2.4.2.1. All games shall be six (6) completed innings, unless the home team leads at the end of 5½ innings of play.

Umpire, upon his discretion, may call the game should conditions warrant.

2.4.2.2. In the event that a game is called before six (6) completed innings, it shall be considered a regulation game if four (4) innings have been completed or if the home team has scored more runs than the visiting team after 3½ innings.

2.4.2.3. A 10 run mercy rule is in effect for all games (home team ahead by 10 runs at the end of 4½ innings or visiting team ahead by 10 runs at the end of the 5th inning). Playoffs are excluded from this rule.

2.4.2.4. In the event that a game is called in the middle of an inning, the score shall revert to the last completed inning and the above rule applied. Keeping player safety in mind foremost, every effort to complete the full inning should be made. It is strongly recommended that the umpire in charge communicate with both managers prior to making the decision to end the game in the middle of an inning.

2.4.2.5. EXCEPTION TO ABOVE: In the situation that another league game is scheduled for the field following the completion of the current game, no new inning can start after two (2) hours from actual start time of current game (new inning starts at last pitch of the previous inning). If the criterion noted in 2.4.2.2 above has been satisfied, the current game shall be considered a regulation game, otherwise it shall be considered a suspended game (see 2.4.3).

2.4.3. Suspended Games

- 2.4.3.1. If a game is called before it is a regulation game but after 1 (or more) FULL INNINGS have been played, it is considered a suspended game and shall be resumed exactly where it left off and must be continued with the same players and batting order (to the extent possible).
- 2.4.3.2. The Vice President of HB will schedule the completion of the suspended game for the earliest possible date/time based on team and field availability. The Vice President can, at his discretion, schedule the completion of the suspended game to occur immediately prior to the next scheduled game between the two teams.
- 2.4.3.3. If a game is called before one (1) full inning has been completed, it is declared “No Game” by the umpire and must be replayed as a new game. No records are kept and pitcher eligibility, etc., is intact as it was prior to the beginning of the “No Game” situation. A suspended game must if at all possible be continued with the same players that finished the game, but for pitching purposes, rule 2.7.5 applies. If it is not possible to continue with the same players, lineup changes due to missing or additional players should be by mutual agreement of both managers.

2.4.4. Tie Games

- 2.4.4.1. A game ending in a tie score is NOT a regulation game.
- 2.4.4.2. If the score is tied after six (6) completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning. If in the opinion of the umpire in charge conditions are such that play cannot safely continue, or time limit has been reached, the game shall be considered suspended (see 2.4.3.2).
- 2.4.5. The Umpire in charge of the game will declare a forfeit when it is apparent that one team will not have nine players present within 15 minutes after the scheduled start of game time. However, a forfeit shall not be officially declared until the umpire has consulted with both coaches and it is clear that the one team will not have 9 players present.

2.4.6. Cancellations

- 2.4.6.1. Home team initially decides if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief, President or any other Executive Board member depending on availability must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.
- 2.4.6.2. Rescheduling of incomplete or canceled games will be done by the League Vice President after notification by the Home Team Manager.

2.4.6.3. The home team will contact the League Vice President to schedule a make-up game within 24 hours of the game cancellation. The game will be rescheduled by the Vice President on the next available field date. If a team is a no-show at this date, the Umpire in charge of the game will declare a forfeit when it is apparent that one team will not have nine players present within 15 minutes after the re-scheduled start of game time (see 2.4.5).

2.4.6.4. Home team is responsible for contacting the Umpire-in-Chief or HBB VP one hour prior to the start of the game if the game is cancelled.

2.4.7. Forfeited Games

2.4.8. Teams must be able to field nine (9) players within 15 minutes after the scheduled start of game time, or a forfeit shall be declared by the Umpire. However, a team may finish a game with eight (8) (but no less than eight (8)) players due to illness, ejection or any other reason. (see also 2.4.5).

2.5. Call-Up Rules

2.5.1. Each Minor League team is assigned a farm team(s) from the Bambino League. Players may be brought up only if a Minor League team has less than nine players and call-ups must be approved by the Bambino Commissioner and selected from an approved list of players. The rules for using a Bambino League player on a Minor League team are as follows:

2.5.1.1. The Minor League Manager must contact the Bambino League Manager of one of the assigned farm teams each time before using any Bambino League Player in a Minor League game.

2.5.1.2. Minor League Managers must select players from assigned farm teams first.

2.5.1.3. If players are not available from the assigned farm team, players may then be selected from any other farm team not playing a game at the same time. Any player being called-up from a non-assigned farm team may only be called 2 times by that particular team during the season (including play-offs). In extreme circumstances, the league commissioner must be consulted before any exceptions are granted.

2.5.1.4. The player must be 8 years old. They cannot pitch or catch. They cannot start the game unless that team only has nine players present. They must play 2 innings, but not more than 3 innings unless only nine players are present. Any call up players must bat at the bottom of the lineup.

2.5.2. A violation of this rule will result in forfeit of the game in which the rule infraction occurred. The infraction must be established and protested in writing by the Manager of the opposing team to the League President within 24 hours.

2.6. Play Time/Substitution Rules

- 2.6.1. Minor League teams are required to have all eligible players in the batting lineup for the entire game. Therefore, in any regulation game, all eligible players are guaranteed at least one plate appearance, but due to the HBB “Must Play Rule”, they must also play no less than three (3) full defensive innings in each game. Free defensive substitution is permitted.
- 2.6.2. Failure to comply with rule 2.6.1 will result in forfeiture if protest is lodged with the umpire by the opposing manager or acting manager before the final out is made and the protest is upheld. NOTE: In the spirit of youth sports, managers are obliged to inform the opposing manager BEFORE they make a mistake that could result in a forfeit.
- 2.6.3. Prior to the beginning of each game, managers will declare the number of players present and eligible for the game. A player arriving late for a game but prior to the first pitch of the second inning must be declared eligible for play. A player arriving after the first pitch of the second inning will be eligible for play at the discretion of his/her team manager. The manager of the late arriving player's team must advise the opposition manager of the late player's eligibility. All eligible players must be given playing time in accordance with rule 2.6.1.
- 2.6.4. In situations where a player does not get a chance to play the minimum of three (3) defensive innings due to an official game that is shortened either by time limit, darkness or inclement weather, the above requirement shall be waived; providing it would have been possible for the affected player to play three (3) full innings had 6 full innings otherwise been played. It is strongly suggested that affected player be started in next available game.

2.7. HBB Local Pitching Rules

- 2.7.1. A player cannot pitch (Innings include both rec and travel):
 - 2.7.1.1. More than 6 innings per seven consecutive calendar days
 - 2.7.1.2. More than 3 innings per game
 - 2.7.1.3. More than 6 innings per day
 - 2.7.1.4. More than 6 innings total on three consecutive calendar days
 - 2.7.1.5. If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the Harleysville Baseball approved pitch tracker in accordance with rule 1.10.4 and the protest is upheld, the game shall result in a forfeit.

2.7.2. One pitch constitutes an inning. Innings pitched in games declared "suspended games" shall
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be charged against pitcher's eligibility for that 7 day period. Pitcher inning rules are in effect from the first game of the regular season through the playoff and championship game(s).

2.7.3. Managers or assistant managers may talk to the pitcher, but the second trip to the mound in one inning will mean automatic removal of the pitcher. Managers or coaches are permitted to instruct/coach pitchers from the bench area without said instruction/coaching being considered a trip to the mound.

2.7.4. Once a player has pitched in a game and is subsequently removed as pitcher, that player cannot pitch again in that game.

2.7.5. If a suspended game is resumed on a different day, the pitchers in the game at the time the game was halted MAY continue to pitch to the extent of their remaining eligibility for the seven consecutive days in which the game is resumed.

2.7.6. Innings pitched in games that do not complete 1 full inning shall not count towards a pitcher's total for that particular seven consecutive calendar period.

2.7.7. Managers and assistant coaches are permitted to warm up the pitcher behind the plate.

2.7.8. The pitcher shall take signs from the catcher while standing on the pitcher's plate - not from the dugout. Actions:

2.7.8.1. 1st time is a warning

2.7.8.2. 2nd (and subsequent) times, a Ball is charged to the pitcher and it is a dead ball

2.7.9. Balks – no balks will be called on pitchers.

2.8. HBB Local In Game Rules

2.8.1. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they obtained prior to the infraction.

2.8.1.1. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than 2 outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out. With 2 outs, the runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.

2.8.2. Slash Bunts: Any batter that squares around as if to bunt and then swings will be declared out; dead ball; no runners can advance. No appeals - judgment call by home plate umpire.

2.8.3. Courtesy Runner: Manager can elect to use a courtesy runner for the catcher when there

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are two outs. Courtesy runner shall be the last batted out.

2.8.4. Spectators must be kept a safe distance from playing field.

2.8.5. Metal batting donuts are prohibited. Batting sleeves are permitted.

2.8.6. Each player must wear a protective helmet whenever batting or running the base paths.

2.8.7. The catcher must wear a protective cup and wear a helmet that is fixed to the face guard (detached skull caps are not permitted).

2.8.8. Proper field decorum is required at all times. Players not participating in the game must remain in the dugout area unless they are warming up. Only one player is permitted in the on deck area. Prior to an inning, the batting team may only have one hitter warming up in front of their dugout. Players about to enter the game may warm up in a designated area before they enter the game.

2.8.9. All gates will be closed at all times.

2.8.10. Managers or assistant coaches may coach at base lines. Minor League players are not permitted to coach at either

2.8.11. In the first 5 innings, a maximum of 5 runs will be counted per half inning. Any inning ending play shall be played to its normal conclusion (i.e. - batter gets credit for the hit, but only 5 runs are counted). After the 5th inning, there is no limit on runs counted.

2.8.12. No infield fly rule.

2.8.13. No uncaught 3rd strike rule

2.8.14. No leads. Runners may not leave a base until after the ball reaches home plate.

2.8.14.1. 1st Offense – warning

2.8.14.2. 2nd and subsequent offenses – runner is out

2.8.15. Stealing and Leads – Runners may not leave a base until the pitched ball reaches home plate.

Steals are allowed except:

2.8.15.1. Prior to May 1st a runner on 3B at the time of the pitch may not advance to home plate on a wild pitch, passed ball, throw back to the pitcher, nor a straight steal of home plate. A runner may only advance home if a defensive player makes a play on any runner. A return throw to the pitcher which is not caught by the pitcher does not constitute a play on a runner.

2.8.15.2. From May 1st to the end of the playoffs, a runner on 3B at the time of the pitch, may attempt to advance on a pass ball or wild pitch, provided the runner does not leave 3rd base until the pitched ball has reached home plate. A runner at 3rd base at the time of the pitch, may advance following a play on the runner at 3rd base. There is no straight stealing of home

by a runner who is at 3rd base at the time of the pitch. The runner at third base at the time of

2.8.16. All non-wood bats must have the USA BAT marking. The barrel maximum size is 2 5/8". No BBCor bats are permitted in the Cal Ripken Division. For the TBall Division, bats must be marked with the USA BAT TBALL stamp.

2.9. Recording of Game Results

- 2.9.1. At the conclusion of each regular season game, the managers of both teams will enter the following data on the game schedule board, posted inside the equipment shed:
- 2.9.1.1. Names of and innings pitched by each pitcher used.
- 2.9.2. If the game is completed, then also enter:
- 2.9.2.1. The score of the game
- 2.9.2.2. Over the fence home runs by player name
- 2.9.2.3. The name of the winning pitcher
- 2.9.2.4. If applicable, the names of any call-up players
- 2.9.3. Both managers must agree on the data entered by affixing their initials aside the game line.
- 2.9.4. Failure to comply with rule 2.9.1 or 2.9.2 within 48 hours following the game will result in forfeiture of the next regularly scheduled game if a protest is lodged with the President of the League by the opposing manager or next game's opposing manager, and the protest is upheld.
- 2.9.5. NOTE: in the spirit of youth sports, managers are obliged to inform the opposing manager BEFORE they make a mistake that could result in a forfeit.

2.10. Suspensions

- 2.10.1. Managers may discipline a player with a one game suspension for any of the following reasons:
- 2.10.1.1. Failure to attend more than one scheduled practice without prior notification of absence.
- 2.10.1.2. Failure to attend more than one scheduled game without prior notification of absence.
- 2.10.1.3. Recurring unsportsmanlike behavior (managers should talk with the parents and hopefully make this a joint parent / manager decision).
- 2.10.2. Managers can only insist that they be notified in advance of any absence. Managers are not to judge if the absence is justified (that is a parental decision).
- 2.10.3. The reason for and the date of the suspension must be reported to the league commissioner and/or the league president not later than the day of the suspension. The manager should explain the reason for the suspension personally to the parent(s) of the player. The suspended

player must be present and in uniform at the game they do not play in. If they do not attend that game, the suspension carries to the next scheduled game.

2.10.4. The President of the League and the Major League Commissioner must be notified of all disciplinary problems before final action is taken on a player.

2.10.5. Any player or manager that is ejected from a game shall be suspended according to the stipulations contained within the HBB Code of Conduct.

2.11. All Star Game

2.11.1. The number of players, criteria and format for choosing those players that each team will send to the intra-league All-Star game will be determined by the Minor League Commissioner after consultation with the Minor League managers at the Minor League draft.

2.11.2. All teams will provide the same number of players.

2.11.3. All players selected must be able to attend the game.

2.11.4. The innings pitched in the intra-league All Star game will not be counted in the seven day total for pitchers.

2.11.5. A pitcher may not pitch more than 2 innings in the All Star game.

2.11.6. All players will be in the batting order and free substitution will be used.

2.12. Playoff System

2.12.1. As the number of teams in the league varies from year to year, the playoff system can also vary. The playoff format for each season shall be determined by Board of Directors at or before the March General Membership Meeting so that the format is known and understood by all the proposed Minor League Managers prior to the start of the season.

2.12.2. Starting after the end of the regular season, all teams will participate in a single or double elimination championship tournament at the discretion of the Board.

2.12.3. Playoff Pitching Rules are in effect as a continuation of the regular season, per the provisions noted in Sections 2.7.1 and 2.7.2.

2.12.4. Weekday playoff games start at 6:00 P.M. The Umpire, upon his discretion, may end the game prior to completion should conditions warrant. Keeping player safety in mind foremost, every effort to complete the game should be made by both coaches and umpire(s), however if it is not possible to do so, the playoff game shall be suspended and continued at the next possible opportunity as determined by the Vice President. NOTE: No playoff game shall end prior to the completion of six (6) full innings, or 5 ½ innings if the home team is ahead.

2.12.5. There is no time limit on weekends.

2.12.6. Home and Away teams will be determined by the highest seed from the regular season being the Home team. The only exception is the final “rematch” game where this is reversed.

2.12.7. When more than one game is played at one time, the game with the highest seeded team plays on the Minor League field.

2.12.8. Playoff Seeding Tie Breaker Rules:

2.12.8.1. # of wins

2.12.8.2. Head to head

2.12.8.3. Lowest total runs allowed

2.12.8.4. Highest total run differential

2.12.8.5. Coin flip

2.13. End of Season Awards

2.13.1. The following awards will be presented at the end of season ceremonies:

2.13.1.1. The First, Second, and Third place team’s players.

2.13.1.2. One player from each team, who best exhibits the good sportsman-like spirit of the league (as designated by each team’s manager and/or coaches).

2.13.1.3. An achievement award to a player on each team, who has demonstrated the greatest improvement (as designated by each team’s manager and/or coaches).

3. Bambino League

3.1. Eligibility and Rules

3.1.1. Eligibility – players with league age of 8, plus eligible 7 year olds. A 7 year old player is considered “eligible” if he attends at least one league scheduled evaluation, is recommended by the independent panel, AND is approved by the Board of Directors. NOTE: “Eligible” does not imply or guarantee that a 7 year old will be allowed to play in Bambino.

3.1.1.1. Under special circumstances, through evaluation or parental request and with Board of Directors approval, players otherwise age eligible to play in the Bambino League may play in the Coach Pitch League.

3.1.2. Rules - Cal Ripken In-game rules are to apply to all HBB Bambino League games. Local HBB Rules in sections 3.7 and 3.8 of this document are to be followed and shall take precedent as

applicable.

3.2. League Organizational Responsibilities

3.2.1. The league will strive to place no more than 12 players on each team.

3.2.2. The league provides sponsor printed T-shirts and color coordinated baseball hats for each player.

3.2.3. No standings shall be kept.

3.2.4. No more than one assistant can be assigned or chosen before the start of the draft.

3.2.5. Bambino League Draft

3.2.5.1. The Bambino League Draft is a blind draft with all managers present.

3.2.5.2. The draft will be run by the President and/or Bambino League Commissioner or their appointed representatives.

3.2.5.3. All draft rule changes are to be made at a regular monthly meeting only.

3.2.5.4. Any trading of players for the purpose of convenience or any other reason must first be approved by the Bambino League Commissioner. The trade can then be made only after all managers are made aware of all concerned players abilities. No trade can create an age imbalance. Both trading managers must agree, or there will be no trade.

3.2.5.5. Returning managers have team "name" preference.

3.2.5.6. The managers shall draft by "Drawing of Lot" and must maintain that order (exception: see paragraph 3.2.5.8 of this rule).

3.2.5.7. Managers may protect one child representing themselves and one child representing an assistant. In the event a manager or assistant has more than one child playing in the Bambino League, he may protect all, including his assistant's child, providing they are all immediate family members. If this occurs, he will lose a selection at the "oldest child level".

3.2.5.8. For the purpose of teams without an assistant coach or team parent, they must also be chosen blind. It is suggested that all applications containing assistant or team parent volunteers be kept separate but chosen in the draft according to age groups the same as all other selections.

3.2.5.9. In selecting multi-family members, this should be noted before selection, and these players must be selected with the oldest players' group. It is recommended to include the youngest player or players' ages before selection. A manager would then eliminate

his first selection in the corresponding age group/groups.

3.3. Bambino League Team Duties and Responsibilities

3.3.1. Home Team

- 3.3.1.1. Initially decide if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief and Field Maintenance Director (or President or any other Executive Board member if others are not available) must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.
- 3.3.1.2. Responsible for GAME BALLS, UMPIRES and contacting League Vice President to reschedule rainout and/or make-up games.
- 3.3.1.3. BEFORE GAME - Leave field 20 minutes before start of the game.
- 3.3.1.4. AFTER GAME - Put bases and umpire gear in equipment shed
- 3.3.1.5. AFTER GAME – Return bases and Scoreboard controller to shed. Rake mound and drag infield.
- 3.3.1.6. AFTER GAME - Pick up trash (don't forget under the bleachers).
- 3.3.1.7. Keep official score book.
- 3.3.1.8. The home team is responsible to provide an umpire (either a coach or a parent) who will normally take his/her position behind the pitcher's mound.

3.3.2. Visiting Team

- 3.3.2.1. BEFORE GAME - Use the field for 10 minutes.
- 3.3.2.2. BEFORE GAME - Leave field 10 minutes before start of the game.
- 3.3.2.3. BEFORE GAME – Place bases, put down base lines and batter's box and get Scoreboard Control boxes out of the shed.
- 3.3.2.4. AFTER GAME - Pick up trash (don't forget under the bleachers).
- 3.3.3. During the regular season, each team will be assigned field maintenance duties on one or two Saturday mornings starting at 8AM. The field maintenance manager will assign teams that are playing a game on that Saturday, determine the number of adults and players required to participate and what work is to be done. The League President retains the right to sanction any teams that do not show up for their assigned Field Maintenance duties. Field maintenance duties must be followed by those set forth by the respective chairpersons.
- 3.3.4. During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. The team manager (or his designee) is responsible to have a minimum of two (2) adult volunteers in the snack stand beginning 30 minutes before their game starts. These volunteers are to remain in the snack stand until relieved by the next set

of volunteers or until the snack stand closes for the day. This may mean that they remain in the snack stand even though their game is completed. Remember that no children under 18 are allowed in the snack stand without their parent(s) also being in the snack stand. The League President retains the right to sanction any teams that do not show up for their assigned Snack Stand duties. Snack stand duties must be followed by those set forth by the respective chairpersons.

3.4. Bambino League Games

3.4.1. Weekday games start at 6:00 P.M. The Umpire, upon his discretion, may end the game prior to completion should conditions warrant. Keeping player safety in mind foremost, every effort to complete the game should be made by both managers and umpire(s).

3.4.2. Regulation Game:

3.4.2.1. Scores will be kept in all games using the scoreboard, if available.

3.4.2.2. All games shall be six (6) completed innings unless the home team leads at the end of 5½ innings of play.

Even if the home team is ahead after 5 ½ innings, if both coaches agree and time permits, the bottom of the 6th inning may be played. The umpire, upon his discretion, may call the game prior to completion, should conditions warrant.

3.4.2.3. In the event that a game is called before six (6) completed innings, it shall be considered a regulation game if four (4) innings have been completed or if the home team has scored more runs than the visiting team after 3½ innings.

3.4.2.4. On weekends, when the score is not tied, no new inning can start after 2 hours (new inning starts at last pitch of the previous inning) and the game is complete.

3.4.2.5. If after six (6) full innings (or game reaches the time limit) the game is tied, then the game ends in a tie. No extra innings will be played.

3.4.3. Suspended Game:

3.4.3.1. If a game is called before it is a regulation game but after 1 (or more) FULL INNINGS have been played, it is considered a suspended game and shall be resumed exactly where it left off.

3.4.3.2. The Vice President of HBB MAY schedule the completion of the suspended game for the earliest possible date/time based on team and field availability. The Vice President can, at his discretion, schedule the completion of the suspended game to occur immediately prior to the next scheduled game between the two teams.

3.4.3.3. If a game is called before one (1) full inning has been completed, it is declared “No Game” by the umpire and must be replayed as a new game. No records are kept and pitcher eligibility, etc., is intact as it was prior to the beginning of the “No Game” situation.

3.4.3.4. A suspended game must be continued with the same players that finished the game, but for pitching purposes, rule 3.7.4 applies.

3.4.4. Cancellations

3.4.4.1. Home team initially decides if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief, Field Maintenance Director, President or any other Executive Board member depending on availability must be called and all will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.

3.4.4.2. Rescheduling of incomplete or canceled games will be done by the League Vice President after notification by the Home Team Manager.

3.4.4.3. The home team will contact the League Vice President to schedule a make-up game within 24 hours of the game cancellation. The game will be rescheduled by the president on the next available field date. If a team is a no-show at this date, the Umpire in charge of the game will declare a forfeit when it is apparent that one team will not have nine players present.

3.4.4.4. Home team is responsible for contacting the Umpire-in-Chief or HBB VP one hour prior to the start of the game if the game is cancelled.

3.5. Play Time / Substitution

3.5.1. Each team must actively engage players a minimum of three full defensive innings per game.

3.5.2. All players are to be in the batting order during the entire game.

3.5.3. Free substitution is permitted.

3.5.4. In situations where a player does not get a chance to bat because of a team getting less than 6 team batting chances, the requirements of rule 3.5.1 shall be waived providing the affected player's batting position would have fallen within the minimum number of chances remaining; assuming 6 full innings would have been played. The same logic would apply to defensive outs. It is strongly suggested said affected player be started in next available game.

3.6. Call-up Rules

3.6.1. Each Bambino League team is assigned a farm team(s) from the Coach Pitch League. Players may be brought up if a shortage necessitates. The rules for using a Coach Pitch League player on a Bambino League team are as follows:

3.6.1.1. The Bambino League Manager must contact the Coach Pitch League Manager of one of the assigned farm teams each time, before using any Coach Pitch League Player in a Bambino League game.

3.6.1.2. Bambino League Managers must select players from assigned farm team(s) first.

3.6.1.3. If players are not available from the assigned farm team, players may then be selected from any other farm team not playing a game at the same time. Any player being called-up from a non-assigned farm team may only be called 2 times by that particular team during the season. In extreme circumstances, the league commissioner must be consulted before any exceptions are granted.

3.6.2. The player must be 7 years old.

3.6.3. They cannot pitch.

3.6.4. They cannot start the game unless that team only has nine players present.

3.6.5. They must play 2 innings but not more than 3 innings unless only nine players are present.

3.7. HBB Local Pitching Rules

3.7.1. Prior to May 1, a coach will be utilized for the first four innings of the game to start the season. The batings team's coach will serve as the pitcher for his/her team. A pitching machine may be used for the first four innings if agreed upon by both coaches. The defensive team will designate a player to be pitch and that player will be situated to the side of the pitcher's mound. After May 1st it will go to 3 innings of coach pitch/machine pitch and 3 innings of kid pitch.

3.7.2. There will be NO WALKS with the machine. The batter will either put the ball in play or strike out. The coach operating the pitching machine has the final ruling on if the ball was a strike or ball.

3.7.3. During the kid pitch portion of the game, players may only pitch one inning per game. During kid pitch, a pitcher will be removed after 3 consecutive walks/hit batters or a total of 4 walks or hit batters during an inning. The coach will then pitch the remainder of the inning. The pitcher should warm up prior to going into the game to minimize downtime between innings. Warming up on the field is limited to 5 pitches.

3.7.4. A player cannot pitch :

3.7.4.1. More than 1 inning per game

3.7.4.2. More than a total of 3 innings on three consecutive calendar days

3.7.4.3. If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the schedule board in accordance with rule 1.10.4 and the protest is upheld, the game shall resume at the point that the infraction occurred. The game shall resume or be re-scheduled at the earliest opportunity in accordance with 1.5.3.2. All innings pitched, including those innings that may/may not have been played over due to the protest shall count towards the allowable innings pitched limits.

- 3.7.5. Once a player has pitched in a game and is subsequently removed from the game as pitcher, that player cannot pitch again in that game.
- 3.7.6. One pitch constitutes an inning.
- 3.7.7. If a suspended game is resumed on a different day, the pitchers of record at the time the game was halted MAY continue to pitch to the extent of their remaining eligibility for the seven consecutive days in which the game is resumed.
- 3.7.8. Managers are permitted to warm up the pitcher behind the plate.

3.8. HBB Local In Game Rules

- 3.8.1. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they obtained prior to the infraction.
 - 3.8.1.1. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than 2 outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out. With 2 outs, the runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.
- 3.8.2. Slash Bunts: Any batter that squares around as if to bunt and then swings will be declared out; dead ball; no runners can advance. No appeals - judgment call by home plate umpire.
- 3.8.3. Courtesy Runner: Manager can elect to use a courtesy runner for the catcher when there are two outs. Courtesy runner shall be the last batted out.
- 3.8.4. Spectators must be kept a safe distance from playing field.
- 3.8.5. Metal batting donuts are prohibited. Batting sleeves are permitted.
- 3.8.6. Each player must wear a protective helmet whenever batting or running the base paths.
- 3.8.7. The catcher must wear a protective cup and wear a helmet that is fixed to the face guard (detached skull caps are not permitted).
- 3.8.8. Proper field decorum is of the essence. Players not participating in the game must remain in the dugout area unless they are warming up. Players about to enter the game may warm up in a designated area before they enter the game.
- 3.8.9. All gates will be closed at all times.

3.8.10. Managers or assistant coaches may coach at base lines.

3.8.11. Teams may field up to 10 players at one time, but a team must field 9 players (borrow players from the other team as necessary if all coaches agree to same). When more than 9 players are fielded, the 10th player must be positioned in the outfield.

3.8.12. Stealing of any base EXCEPT HOME PLATE is permitted AFTER MAY 1st only in the 5th and 6th inning. Runners may not lead off bases and may not leave their bases until the pitched ball crosses home plate. Runners leaving early shall return to their previously occupied bases.

3.8.12. A player on third base shall not be permitted to score on a wild pitch, passed ball, return throw to the pitcher, or if a defensive player makes a play on ANY runner; instead the runner may only score on a batted ball or walk.

3.8.13. In the first 5 innings, a maximum of 3 runs will be counted per half inning. Any inning ending play shall be played to its normal conclusion (i.e. - batter gets credit for the hit, but only 3 runs are counted). Once 3 runs have been counted, the half inning is over. After the 5th inning, there is a 5 run limit on runs counted.

3.8.14. Bunting is allowed.

3.8.15. No infield fly rule.

3.8.16. The Bambino season will conclude with a single elimination tournament.

3.8.17. As the number of teams in the league varies, the playoff system will be decided by the BOD each year by the March meeting. It is the intent of the league to offer a single elimination tournament. Playoff pitching rules are in effect as a continuation of the regular season rules with full kid pitching (2 innings max per game). Please refer to full rules.

3.8.18. Weekday playoff games start at 6:00 P.M. The Umpire, upon his discretion, may end the game prior to completion should conditions warrant. Keeping player safety in mind foremost, every effort to complete the game should be made by both coaches and umpire(s), however if it is not possible to do so, the playoff game shall be suspended and continued at the next possible opportunity as determined by the Vice President. NOTE: No playoff game shall end prior to the completion of six (6) full innings, or 5 ½ innings if the home team is ahead.

3.8.19. There is no time limit on weekends.

3.8.20. Playoff seeding will be determined randomly by the Bambino Commissioner with two Bambino coaches present. Home and Away teams will be determined by the highest seed from the regular season being the Home team. The only exception is the final “rematch” game where this is reversed.

3.8.21. When more than one game is played at one time, the game with the highest seeded team

plays on the Minor League field.

3.8.22. All non-wood bats must have the USA BAT marking. The barrel maximum size is 2 5/8". No BBCor bats are permitted in the Cal Ripken Division. For the TBall Division, bats must be marked with the USA BAT TBALL stamp.

3.9. Suspensions

3.9.1. Managers may discipline a player with a one game suspension for any of the following reasons:

3.9.1.1. Failure to attend more than one scheduled practice without prior notification of absence.

3.9.1.2. Failure to attend more than one scheduled game without prior notification of absence.

3.9.1.3. Recurring unsportsmanlike behavior (managers should talk with the parents and hopefully make this a joint parent / manager decision).

3.9.2. Managers can only insist that they be notified in advance of any absence. Managers are not to judge if the absence is justified (that is a parental decision).

3.9.3. The reason for and the date of the suspension must be reported to the league commissioner and/or the league President not later than the day of the suspension. The manager should explain the reason for the suspension personally to the parent(s) of the player. The suspended player must be present and in uniform at the game they do not play in. If they do not attend that game, the suspension carries to the next scheduled game.

3.9.4. The President of the League and the Major League Commissioner must be notified of all disciplinary problems before final action is taken on a player.

3.9.5. Any player or manager that is ejected from a game shall be suspended according to the stipulations contained within the HBB Code of Conduct.

3.10. All Star Game

3.10.1. An intra-league all-star game will be held.

3.10.2. The format for the game (date/time, number of players selected per team, dividing up of all-star teams) shall be determined by the Board of Directors at the April General Membership Meeting.

3.11. End of Season Awards

3.11.1. Awards will be presented to the following:

3.11.1.1. One player from each team who best exhibits good sportsmanship (as designated by

team's manager and/or coaches).

- 3.11.1.2. One player from each team for Most Improved Player (as designated by each team's manager and/or coaches).

4. Coach Pitch League

4.1. Eligibility and Rules

- 4.1.1. Eligibility – players with league age of 6 and 7.

4.1.1.1. Under special circumstances, through evaluation or parental request and with Board of Directors approval, players otherwise age eligible to play in the Coach Pitch League may play in the T-Ball League.

- 4.1.2. Rules – Cal Ripken In-game rules are to apply to all HBB Coach Pitch League games. Local HBB Rules in sections 4.6 of this document are to be followed and shall take precedent over Cal Ripken as applicable.

4.2. League Organizational Responsibilities

- 4.2.1. The league will strive to place no more than 13 players on each team.

- 4.2.2. The league provides sponsor printed T-shirts and color coordinated baseball hats for each player.

- 4.2.3. No standings shall be kept.

4.3. Coach Pitch League Team Duties and Responsibilities

4.3.1. Home Team

- 4.3.1.1. Initially decide if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief and Field Maintenance Director (or President or any other Executive Board member if others are not available) must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.

- 4.3.1.2. Responsible for GAME BALLS, and contacting League Vice President to reschedule rainout and/or make-up games.

- 4.3.1.3. BEFORE GAME - Leave field 20 minutes before start of the game.

- 4.3.1.4. AFTER GAME - Put bases in equipment shed, Rake the mound and drag the field

- 4.3.1.5. AFTER GAME - Pick up trash (don't forget under the bleachers).

4.3.2. Visiting Team

4.3.2.1. BEFORE GAME - Use the field for 10 minutes.

4.3.2.2. BEFORE GAME - Leave field 10 minutes before start of the game.

4.3.2.3. AFTER GAME - Pick up trash (don't forget under the bleachers).

4.3.3. During the regular season, each team will be assigned field maintenance duties on one or two Saturday mornings starting at 8AM. The field maintenance manager will assign teams that are playing a game on that Saturday, determine the number of adults and players required to participate and what work is to be done. Field maintenance duties must be followed by those set forth by the respective chairpersons.

4.3.4. During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. The team manager (or his designee) is responsible to have a minimum of two (2) adult volunteers in the snack stand beginning 30 minutes before their game starts. These volunteers are to remain in the snack stand until relieved by the next set of volunteers or until the snack stand closes for the day. This may mean that they remain in the snack stand even though their game is completed. Remember that no children under 18 are allowed in the snack stand without their parent(s) also being in the snack stand. The League President retains the right to sanction any teams that do not show up for their assigned Field Maintenance duties. Snack stand duties must be followed by those set forth by the respective chairpersons.

4.4. Coach Pitch League Games

4.4.1. Games start at 6:00 P.M. New innings cannot be started after 8:00 P.M. (new inning starts at last pitch of the previous inning).

4.4.2. Regulation Game:

4.4.2.1. All games shall strive to be six (6) completed innings.

4.4.2.2. No new inning can start after 1 1/2 hours (new inning starts at last pitch of the previous inning) and the game is complete.

4.5. Play Time / Substitution

4.5.1. Each team must actively engage players a minimum of three full defensive innings per game.

4.5.2. All players are to be in the batting order during the entire game.

4.5.3. Free substitution is permitted.

4.5.4. In situations where a player does not get a chance to bat because of a team getting less than 6 team batting chances, the requirements of rule 4.5.1 shall be waived providing the affected player's batting position would have fallen within the minimum number of chances remaining;

assuming 6 full innings would have been played. The same logic would apply to defensive outs. It is strongly suggested said affected player be started in next available game.

4.6. HBB Local In Game Rules

- 4.6.1. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they obtained prior to the infraction.
 - 4.6.1.1. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than 2 outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out. With 2 outs, the runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.
- 4.6.2. Courtesy Runner: Manager can elect to use a courtesy runner for the catcher when there are two outs. Courtesy runner shall be the last batted out.
- 4.6.3. Spectators must be kept a safe distance from playing field.
- 4.6.4. Metal batting donuts are prohibited. Batting sleeves are permitted.
- 4.6.5. Each player must wear a protective helmet whenever batting or running the base paths.
- 4.6.6. The catcher must wear a protective cup and wear a helmet that is fixed to the face guard (detached skull caps are not permitted).
- 4.6.7. Proper field decorum is of the essence. Players not participating in the game must remain in the dugout area unless they are warming up. Players about to enter the game may warm up in a designated area before they enter the game.
- 4.6.8. All gates will be closed at all times.
- 4.6.9. Managers or assistant coaches may coach at base lines.
- 4.6.10. Teams will be permitted to field 10 players at one time. When more than 9 players are fielded, the extra player must be placed in the outfield.
- 4.6.11. No walks, No stealing, and No bunting.
- 4.6.12. Coaches will pitch a maximum of seven (7) overhand pitches per batter by kneeling or sitting on a bucket. L-screens can be requested. If, after the seventh pitch, the batter has not struck out or hit a fair ball, the coach will throw three soft toss pitches before the batter can hit off the tee. Coaches will pitch from Opening Day until Closing Ceremonies. A manual pitching machine will not be used.

4.6.13. A maximum of 7 players will come to bat per half inning. If three outs are made before 7 players come to bat in any given half inning, the side is retired. For the seventh batter, the offensive team will automatically be charged with 2 outs. The side is retired when an out is made on the batter or any other runner or if the batter scores.

4.6.14. All non-wood bats must have the USA BAT marking. The barrel maximum size is 2 5/8". No BBCor bats are permitted in the Cal Ripken Division. For the TBall Division, bats must be marked with the USA BAT TBALL stamp.

4.7. Suspensions

4.7.1. The president of the League and the Coach Pitch League Representative to the Board must be notified of all disciplinary problems before final action is taken on a player.

5. Tee Ball League

5.1. Eligibility and Rules

5.1.1. Eligibility – players with league age of 5 and 6 year olds per parental request.

5.1.2. Rules – Cal Ripken In-game rules are to apply to all HBB T-ball games. Local HBB Rules in sections 5.6 of this document are to be followed and shall take precedent over Cal Ripken as applicable.

5.2. League Organizational Responsibilities

5.2.1. The league will strive to place no more than 13 players on each team.

5.2.2. The league provides sponsor printed T-shirts and color coordinated baseball hats for each player.

5.2.3. No standings shall be kept.

5.2.4. A modified field may be used with 50 feet between bases.

5.3. Tee Ball League Team Duties and Responsibilities

5.3.1. Home Team

5.3.1.1. Initially decide if a game should be called on account of weather. If the visiting team doesn't agree, the Umpire-in-Chief and Field Maintenance Director (or President or any

other Executive Board member if others are not available) must be called and all three will meet at the field one hour before the game to make a final decision. Games should not be called more than one hour prior to game time.

5.3.1.2. Responsible for GAME BALLS, UMPIRES and contacting League Vice President to reschedule rainout and/or make-up games.

5.3.1.3. BEFORE GAME - Leave field 20 minutes before start of the game.

5.3.1.4. AFTER GAME - Put bases and umpire gear in equipment shed. Rake mound and drag infield

5.3.1.5. AFTER GAME - Pick up trash (don't forget under the bleachers).

5.3.2. Visiting Team

5.3.2.1. BEFORE GAME - Use the field for 10 minutes.

5.3.2.2. BEFORE GAME - Leave field 10 minutes before start of the game.

5.3.2.3. BEFORE GAME-Get bases out of the shed and put down base lines and batters box.

5.3.2.4. AFTER GAME - Pick up trash (don't forget under the bleachers).

5.3.3. During the regular season, each team will be assigned field maintenance duties on one or two Saturday mornings starting at 8AM. The field maintenance manager will assign teams that are playing a game on that Saturday, determine the number of adults and players required to participate and what work is to be done. Field maintenance duties must be followed by those set forth by the respective chairpersons.

5.3.4. During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. The team manager (or his designee) is responsible to have a minimum of two (2) adult volunteers in the snack stand beginning 30 minutes before their game starts. These volunteers are to remain in the snack stand until relieved by the next set of volunteers or until the snack stand closes for the day. This may mean that they remain in the snack stand even though their game is completed. Remember that no children under 18 are allowed in the snack stand without their parent(s) also being in the snack stand. The League President retains the right to sanction any teams that do not show up for their assigned Field Maintenance duties. Snack stand duties must be followed by those set forth by the respective chairpersons.

5.4. Tee Ball League Games

5.4.1. Games start at 6:00 P.M. New innings cannot be started after 8:00 P.M. (new inning starts at last swing of the previous inning).

5.4.2. Regulation Game:

All games should begin with a 30 minute formatted skills workout that includes three 10 minute sessions of hitting, fielding and throwing. The 30 minute practice will not be a combined practice with the opposing team. The remainder of the 2 hour time slot will be utilized for a minimum of a four inning game.

5.4.2.1. All games shall strive to be four (4) completed innings.

5.4.2.2. On weekends, no new inning can start after 1 ¾ hours (new inning starts at last pitch of the previous inning) and the game is complete.

5.5. Play Time / Substitution

5.5.1. Each team must actively engage players a minimum of three full defensive innings every game.

5.5.2. All players are to be in the batting order during the entire game.

5.5.3. Free substitution is permitted.

5.5.4. In situations where a player does not get a chance to bat because of a team getting less than 6 team batting chances, the requirements of rule 5.5.1 shall be waived providing the affected player's batting position would have fallen within the minimum number of chances remaining; assuming 6 full innings would have been played. The same logic would apply to defensive outs. It is strongly suggested said affected player be started in next available game.

5.6. HBB Local In Game Rules

5.6.1. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they obtained prior to the infraction.

5.6.1.1. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than 2 outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out. With 2 outs, the runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.

5.6.2. Courtesy Runner: Manager can elect to use a courtesy runner for the catcher when there are two outs. Courtesy runner shall be the last batted out.

5.6.3. Spectators must be kept a safe distance from playing field.

- 5.6.4. Metal batting donuts are prohibited. Batting sleeves are permitted. Remove
- 5.6.5. Each player must wear a protective helmet whenever batting or running the base paths.
- 5.6.6. Proper field decorum is of the essence. Players not participating in the game must remain in the dugout area unless they are warming up. Players about to enter the game may warm up in a designated area before they enter the game.
- 5.6.7. All gates will be closed at all times.
- 5.6.8. Managers or assistant coaches may coach at base lines.
- 5.6.9. Teams will be permitted to field 10 players at one time. When more than 9 players are fielded, the extra player must be placed in the outfield.
- 5.6.10. No walks, No stealing, and No bunting.
- 5.6.11. A maximum of 7 players will come to bat per half inning. If three outs are made before 7 players come to bat in any given half inning, the side is retired. For the seventh batter, the offensive team will automatically be charged with 2 outs. The side is retired when an out is made on the batter or any other runner or if the batter scores.
- 5.6.12. Either team may independently elect to have a player assume the position of catcher. However, if a player is near or around home plate (and affectively therefore the catcher), he must wear a full set of catcher's gear. This is to include catchers helmet with face mask, chest protector, and shin guards.
- 5.6.13. All non-wood bats must have the USA BAT marking. The barrel maximum size is 2 5/8". No BBCor bats are permitted in the Cal Ripken Division. For the TBall Division, bats must be marked with the USA BAT TBALL stamp.

5.7. Suspensions

- 5.7.1. The president of the League and the Tee Ball League Representative to the Board must be notified of all disciplinary problems before final action is taken on a player.

6. Fall Ball League

6.1. Home Team

- 6.1.1. Initially decide if a game should be called on the account of weather. If the visiting team doesn't agree, the Umpire-in-Chief and Field Maintenance Director (or President or any other Executive Board Member) must be called and all three will meet at the field one hour before the game to make the final decision. Games should not be called more than one hour prior to game time.
- 6.1.2. Responsible for game balls, umpires and contacting the League Vice President to reschedule rainout or makeup games.
- 6.1.3. Before Game-Leave the field 20 minutes before the start of the game.
- 6.1.4. After the game-Put bases and umpire gear in the equipment shed.
- 6.1.5. After the game-Rake the mound and base areas, drag and water the infield.
- 6.1.6. After the game-Pick up trash (don't forget under the bleachers).
- 6.1.7. Keep the official book.
- 6.1.8. The home team is responsible to provide an umpire (either a coach or parent) who will normally take his/her position behind the pitcher's mound.

6.2. Visiting Team

- 6.2.1. Before the game-Use the field for 10 minutes
- 6.2.2. Before the game-Leave field 10 minutes prior to the start of the game.
- 6.2.3. Before the game-Place bases, put down lines and batter's box. Get scoreboard controller from the shed.
- 6.2.4. After the game-Pick up trash (don't forget under the bleachers).

6.3. During the regular season, each team will be assigned field maintenance duties on Saturday mornings starting at 8:00. The League President retains the right to sanction any teams that do not show up for their assigned field maintenance duties.

6.4. During the regular season, each team will be assigned snack stand duties when they are playing. The team manager (or their designee) is responsible to have a minimum of 2 adult volunteers in the snack stand beginning 30 minutes before their game starts. These volunteers are to remain in the snack stand until relieved by the next set of volunteers or until the snack stand closes for the day. This may mean that they remain in the snack stand even though their game is completed. Remember, no children under 18 are allowed in the snack stand without their parents also being in the snack stand. The League President retains the right to sanction any teams that do not show up for their assigned snack stand duty.

6.5. Coach Pitch (6/7 yr olds) and Junior (8/9yr olds) Leagues

6.5.1. Rules in this document are to be followed, other than those included in the current Cal Ripken Rulebook and this document's Minor Rules Section 2.0 for the Junior League and Coach Pitch Rules Section 4.0 for the Fall Coach Pitch League.

6.5.1.1. Any child that is 5 years old by August 31 will be eligible to play in the fall ball league.

6.5.2. Regular Season Rules

- 6.5.2.1. 6 innings per game (except for playoff games, a new inning cannot start after 2 hours)
- 6.5.2.2. All players present will be included in the batting order (9 players in the field)
- 6.5.2.3. Pitchers may pitch up to 3 innings per game (up to 6 per weekend)
- 6.5.2.4. If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the schedule board in accordance with rule 1.10.4 and the protest is upheld, the game shall resume at the point that the infraction occurred. The game shall resume or be re-scheduled at the earliest opportunity in accordance with 1.5.3.2. All innings pitched, including those innings that may/may not have been played over due to the protest shall count towards the allowable innings pitched limits.
- 6.5.2.5. Courtesy runner permitted for catcher with two outs (use bench player if available)
- 6.5.2.6. Games can be started/played with 8 players (7 players if managers pitch)
- 6.5.2.7. Players may be borrowed from the opponent to meet above requirement upon mutual agreement by both managers.
- 6.5.2.8. A maximum of 3 runs will be counted per half inning in both the 6/7 Coach Pitch and 8/9 yr old Junior league.
- 6.5.2.9. If the fielder has the ball and is waiting to make the tag, the runner must slide OR attempt to go around the fielder
- 6.5.2.10. The infield fly rule is not in effect
- 6.5.2.11. No leadoffs and no steals in the 6/7 Coach Pitch league.
- 6.5.2.12. For the 8/9 Junior league, no leadoffs until the pitched ball reaches the batter & all steals are allowed except where the following applies: A player on third base at the time of the pitch cannot come home on a wild pitch, passed ball or a return throw to the pitcher. However, if a defensive player makes a play on ANY runner or the ball is put in play by the batter, any runner may advance at their own risk.
- 6.5.2.13. Chin straps must be used on helmets for batters, runners and juvenile base coaches
- 6.5.2.14. Free Substitution. Each player present is in the batting lineup.
- 6.5.2.15. In the 6/7 Coach Pitch and 8/9 yr Junior old league, all innings have a 3 run limit.
- 6.5.2.16. When the 3rd run scores during a play that is initiated by the batter hitting the ball, play proceeds to its normal conclusion until either the batter or any runner is out. In other words, once the 5th (3rd) run scores, any subsequent out ends play. If more than 3 runs cross the plate, only 3 runs are counted in the scorebook.
- 6.5.2.17. When the 3rd run scores during a play that isn't initiated by the batter hitting the

ball, play ends as soon as a runner touches home plate with the 3rd run.

6.5.3. Junior Playoff Rules

6.5.3.1. Play-off games schedules are posted on the website calendar. Please review your league's schedule as well as the winner/loser game schedule for the subsequent rounds.

6.5.3.2. Please do your best to field your complement of 9 to 10 players in advance of your scheduled play-off game. This includes contacting call-up players (coaches & parents) to determine availability. If you have struggled to field all your own players throughout the season, please be prepared to schedule call-up players in advance.

6.5.3.3. Play-off Call-ups: Call-up players must be from the Coach Pitch League (6/7 league) and must be registered to play Harleysville Fall Ball. If a CP player has a game scheduled at the same time as the play-off game, please confirm with the CP coach that using the call-up player is acceptable. Since CP teams do not have play-offs, they will be eligible to play up if necessary.

6.5.3.4. Forfeit Situation: To minimize/avoid any forfeit situations, the following rules are in place. Forfeits will only be accepted if less than 6 players are available to play at game time. If a team has 6 players, every effort will be made to ensure the game is played as scheduled. If this happens, the minor, coach pitch and fall ball commissioners will assist the team in getting additional players. In this instance, each team will bat however many actual team members and CP Call-ups they have show up. If a play-off team is still short players in the field, the team can use other Jr. players or the opposing team's players to play outfield positions only. If the team uses other Jr. players, these "call-over" Jr. players will not bat.

6.6. Senior League (10/11 yr olds)

6.6.1. Rules in this section are to be followed, other than those included in the current Cal Ripken Rulebook and this document's Major Rules Section 1.0.

6.6.2. Regular Season Rules

6.6.2.1. 6 innings per game (except for playoff games, a new inning cannot start after 2 hours)

6.6.2.2. All players present will be included in the batting order (9 players in the field)

6.6.2.3. Pitchers may pitch up to 3 innings per game (up to 6 per weekend)

6.6.2.4. Courtesy runner permitted for catcher with two outs (use bench player if available)

6.6.2.5. Games can be started/played with 8 players.

6.6.2.6. Players may be borrowed from the opponent to meet above requirement upon mutual agreement by both managers.

6.6.2.7. A maximum of 5 runs will be counted per half inning in 10 & 11 yr old leagues

6.6.2.8. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they obtained prior to the infraction.

6.6.2.8.1. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than 2 outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out. With 2 outs, the runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.

6.6.2.9. The infield fly rule is in effect

6.6.2.10. One balk warning per pitcher per game (minor/technical balks should be coached and not called)

6.6.2.11. No restriction on lead offs

6.6.2.12. All steals are allowed

6.6.2.13. Batters can run on a dropped third strike (if less than two outs and first base is not occupied at time of pitch or at any time there are two outs).

6.6.2.14. Chin straps must be used on helmets for batters, runners and juvenile base coaches

6.6.2.15. Free Substitution. Each player present is in the batting lineup.

6.6.2.16. In the 10-11 yr old Senior league, innings 1-5 have a 5 run limit. Runs are unlimited in all innings after the 5th inning for the season.

6.6.2.17. When the 5th run scores during a play that is initiated by the batter hitting the ball, play proceeds to its normal conclusion until either the batter or any runner is out. In other words, once the 5th run scores, any subsequent out ends play. If more than 5 runs cross the plate, only 5 runs are counted in the scorebook.

6.6.2.18. When the 5th run scores during a play that isn't initiated by the batter hitting the ball, play ends as soon as a runner touches home plate with the 5th run.

6.6.3. Senior Playoff Rules

6.6.3.1. Play-off games schedules are posted on the website calendar. Please review your league's schedule as well as the winner/loser game schedule for the subsequent rounds.

- 6.6.3.2. Please do your best to field your complement of 9 to 10 players in advance of your scheduled play-off game. This includes contacting call-up players (coaches & parents) to determine availability. If you have struggled to field all your own players throughout the season, please be prepared to schedule call-up players in advance.
- 6.6.3.3. Play-off Call-ups: Call-up players must be from the Junior League (8/9 league) and must be registered to play Harleysville Fall Ball. Call-up players must not have a scheduled game for their own team at the same time as the senior league game.
- 6.6.3.4. Forfeit Situation: To minimize/avoid any forfeit situations, the following rules are in place. Forfeits will only be accepted if less than 6 players are available to play at game time. If a team has 6 players, every effort will be made to ensure the game is played as scheduled. If this happens, the major and fall ball commissioners will assist the team in getting additional players. In this instance, each team will bat however many actual team members and Jr Call-ups they have show up. If a play-off team is still short players in the field, the team can use other Sr. players or the opposing team's players to play outfield positions only. If the team uses other Sr. players, these "call-over" Sr. players will not bat.

6.7. Junior/Senior League Fall Ball

- 6.7.1. It is the intent of HBB to end the Fall League season with a double elimination tournament. The seeding for this tournament will be by blind draw. Trophies will be awarded to the winner of both the Junior and Senior League tournaments. The League Commissioner and Board of Directors reserve the right to alter the playoff format as deemed necessary or appropriate.
- 6.3.2 The goal for the Fall Ball Junior/Senior League is to have a balanced, competitive league. As such the teams shall be determined by a blind draft. At the Fall Ball Commissioner's discretion, he may re-allocate players to ensure teams are evenly balanced

7. Travel Tournament Rules

7.1. General Rules

- 7.1.1. Maximum of 15 players per roster.
- 7.1.2. Age Requirements:
- 7.1.2.1. 12u Players that turn 13 before May 1st of this year are not eligible for 12U tournament
 - 7.1.2.2. 11u Players that turn 12 before May 1st of this year are not eligible for 11U tournament.
 - 7.1.2.3. 10u Players that turn 11 before May 1st of this year are not eligible for 10U tournament.
 - 7.1.2.4. 9u Players that turn 10 before May 1st of this year are not eligible for 9U tournament.
 - 7.1.2.5. 8u Players that turn 9 before May 1st of this year are not eligible for 8U tournament.

- 7.1.3. Players rostered on a team must have been a full time player in the applicant's Little League

(or equivalent intramural program) during the year. All players on a team shall be from the same intramural program. HBB reserves the right to request an eligibility letter from your corresponding community program confirming all rostered players were a part of the same intramural program during the season.

7.1.4. Rosters, proof of insurance and birth certificates must be received prior to that team's first game. Rosters are locked once a team's first game begins, except in the case of injury when a team can no longer field 9 players. Player(s) meeting all general requirements may be added if necessary to reach a total of 9 players so that remaining games can be played.

7.1.5. Rainouts will be re-scheduled as time permits. If inclement weather requires it, the time limit per game may be reduced to 1 ½ hours and/or the tournament format may be modified. If rainouts cannot be re-scheduled, Rainout Refunds will be provided as follows for pool play games:

7.1.5.1. Complete Rain out - 75% refund of fees paid

7.1.5.2. One game played - 50% refund of fees paid

7.1.5.3. Two games played - No refund

7.1.5.4. Three games played - No refund

7.1.5.5. Tournament Playoffs/Championship games canceled due to weather may extend into the following week, as schedules permit, but will not extend into the following weekend.

7.1.6. Saturday Games: Managers must have your teams available 1 hour before the start of your game (except the 8am game; 30min), so the game can be started if the previous game finishes early. This also provides time for batting cage use.

7.1.7. Coaches and players are expected to observe Harleysville Baseball's Code of Conduct. No trash talking or harassing of opposing players including catchers to batters.

7.1.8. Individual and team trophies are awarded to 1st and 2nd place teams.

7.1.9. All 12U-A and 11U-A games are played on 50/70 fields. 11U-B may be played on 50/70 or 46/60 fields. 10U, 9U, and 8U tournaments are played on 46/60 fields. All games are scheduled to be played at the Gruber Rd complex in Harleysville, unless otherwise noted. For all Tournament games, the Cal Ripken rule set is to be used. Playing rules as noted in section 7.2 of this document shall take precedent over Cal Ripken rules, as applicable.

7.1.10. At the conclusion of each game, Managers must report game result and pitcher innings to the tournament registration desk. Teams are not allowed to start their next game if the Post Game Report is not completed. Please follow instructions on the Post-Game Report.

7.1.11. Forfeit Fee: 100% of the registration fee is forfeited if the team pulls out of the tournament

after May 25th. If the team pulls out before May 25th, 100% Registration Fee held until replacement team is found.

7.1.12. The score for a forfeit will be calculated as follows:

7.1.12.1. The score for a forfeited game shall be based on the forfeiting team giving up one run per inning for a complete game. Additionally, they shall not score any runs for the game. Example: A 6 inning game score will be 6-0.

7.1.13. Harleysville Baseball prohibits the use of ALL tobacco products on the complex grounds including playing fields, dugouts, parking lots, and general grounds.

7.1.14. Equipment: All non-wood bats must have the USA BAT marking. The barrel maximum size is 2 5/8". No BBCOR bats are permitted in the Cal Ripken Division. For the TBall Division, bats must be marked with the USA BAT TBALL stamp.

7.1.15. Any use of an illegal bat will result in removal of the bat from play. A player using an illegal bat will be charged with an out at the time the bat is removed from play.

7.1.16. Each player must wear a protective helmet whenever batting or running the base paths. Batting donuts are not allowed. Batting Sleeves are permitted.

7.1.17. NO swinging of bats outside of fields, on-deck circles, or batting cages. No soft toss against fences. THIS WILL BE STRICTLY ENFORCED.

7.1.18. NO infield practice is permitted before games.

7.1.19. All players while not on the field must be in the dugout, unless warming up.

7.1.20. Within the dugouts, only the on-deck batter is allowed in the on-deck area, all other players must be in the dugout area. No bats are permitted in the dugout area.

7.1.21. At the umpire's discretion, players and coaches are subject to ejection for throwing equipment, un-sportsmanlike conduct, foul language, malicious contact... etc. Any player that is ejected for "malicious contact" is suspended and cannot participate in their next game. Malicious contact is unnecessary contact with intent (or high likelihood) to cause injury.

7.1.22. If a coach or player is ejected twice, they are barred from the remainder of the tournament.

7.1.23. Protests shall only be based on incorrect interpretation of rules, not on umpire judgement calls (i.e. safe/out, fair/foul, ...etc.) and must be formally and properly lodged with the umpire in charge of the game at the time the coach believes a rule was incorrectly interpreted. In the event a proper protest is lodged, the tournament director (or, in their absence, a Harleysville Baseball Board Member) will meet at the affected field and decide the protest before the game resumes.

7.1.24. It is the intent of Harleysville Baseball to have a "pool play" format for its Stars and Stripes Tournaments for all age groups.

- 7.1.24.1. For a tournament with 2 Pools-The winner of each pool shall be seeded as #1 and 2 according to rule
- 7.1.24. The next two best teams, according to rule 7.1.24, regardless of pool, will be seeded # 3 and 4. Seed # 1 shall play Seed #4. Seed # 2 shall play Seed #3. The winners of these games shall advance to the Finals. The losing teams shall advance to the consolation game.
- 7.1.24.2. For a tournament with 3 Pools -The winner of each pool shall be seeded #1, 2 and 3 according to rule
- 7.1.24. The next best team, according to rule 7.1.24, shall be seeded #4. Seed # 1 shall play Seed #4. Seed # 2 shall play Seed #3. The winners of these games shall advance to the Finals. The losing teams shall advance to the consolation game.
- 7.1.24.3. For a tournament with 4 Pools -The winner of each pool shall be seeded #1, 2, 3 and 4 according to rule 7.1.24. Seed # 1 shall play Seed #4. Seed # 2 shall play Seed #3. The winners of these games shall advance to the Finals. The losing teams shall advance to the consolation game.
- 7.1.25. Due to last minute team cancellations, weather, or other extenuating circumstances, HBB reserves the right to change the pool play format to a championship bracket type format (or a combination of the two) if necessary.
- 7.1.26. Pool play and wild card tiebreaker rules: (Note: for ties of 3 teams or more, skip to tiebreaker #4 – continue in this fashion until there are two teams remaining then the tiebreakers between the remaining two teams starting with #1 as indicated below).
- 7.1.26.1. Number of wins
 - 7.1.26.2. Number of wins + ties
 - 7.1.26.3. Head to Head
 - 7.1.26.4. Lowest Total of Runs Allowed
 - 7.1.26.5. Highest total run differential (not greater than 6/game)
 - 7.1.26.6. Coin Flip
- 7.1.27. Tournament Eligibility Rules (If applicable)
- 7.1.27.1. Registration for “B” team tournaments-Teams entering our “B” tournaments cannot be entered into their respective District “A” tournament. “B” tournaments are restricted to an organizations’ second (or subsequent) team within a specific age group. Split squads are not eligible for B-Team tournaments. For example, organization ABC has 24 kids who are age 12 playing on two teams. The top 12 kids are considered an “A” team and the next 12 kids are considered the “B” team. If any of the top 12 kids are playing on the team with the second group of kids who would normally be considered the “B” team, this constitutes a split squad and they would not be eligible for our “B” tournaments. HBB reserves the right to request a letter from your corresponding community program listing all players rostered on their “A” and “B” teams.
- 7.1.27.2. The removal of a team from the tournament shall be at the discretion of the

Tournament Director (if the Tournament Director can't be reached then the host age group manager will substitute) and a member of the Executive Board of Harleysville Baseball.

7.2. Playing Rules

- 7.2.1. Home team is decided by coin flip prior to each pool game.
- 7.2.2. Home team will be the highest seed during playoff games.
- 7.2.3. Either or both teams may elect to bat 9, 10 (EH) or bat the entire lineup. Coaches must state their intent at pre-game ground rules.
- 7.2.4. Any of the starting nine players (ten, if the EH is being used) may be removed and re-enter once provided such player occupies the same batting position whenever he is in the line-up. A starting player can only re-enter while his team is on defense. A substitute player who is removed may not re-enter.
- 7.2.5. If a team bats their entire lineup then, free substitution in the field is permitted.
- 7.2.6. All teams must have 9 players available to start play in a game or a forfeit will be declared. If, during a game and only after all eligible players have been exhausted, a team is unable to place 9 players on the field due to injury, illness, or ejection, the opposing manager shall select a player previously used in the lineup to re-enter the game. Situations arising resulting from injury or illness results in that player's position in the batting order being skipped without penalty. Once the player is skipped, the player may not re-enter the game (also applies to teams that bat entire lineup). A player ejected from the game is not eligible for re-entry. Teams are permitted to play with 8 players due to injury, illness or ejection situations.
- 7.2.7. If there are 2 outs, courtesy runners are permitted for current catcher & pitchers. The player who was the last batted out or a substitute on the bench can be used. As the courtesy runner is a speed up rule, they are not allowed in any game without a time limit (semi-finals, consolation and finals).
- 7.2.8. Each team is encouraged to play all their players, but there is no minimum mandatory playing time.
- 7.2.9. Pitchers cannot pitch more than 6 innings per game, 6 innings per day and 12 innings in the entire tournament. One pitch constitutes an inning. Once a player has pitched in a game and is subsequently replaced (replacement is determined by the replacing pitcher throwing his first warm-up pitch) by another player as pitcher, that player cannot pitch again in that game.
- 7.2.10. When the score is not tied, no new inning can start after one hour and 50 minutes from scheduled start time of current game (new inning starts at last pitch of the previous inning) and the game is complete. In pool play, if the score is tied at the end of an inning after one hour and 50 minutes of play, the game ends in a tie; and the game shall not continue even if both coaches agree to continue. All games will continue until the time limit is reached or a winner is declared. In the semifinals and championship game,

play will continue until a winner is determined and there is no time limit.

7.2.11. A 10-run mercy rule is in effect for all games (home team ahead by 10 runs at the end of 3 ½ or 4 ½ innings or visiting team ahead by 10 runs at the end of the 4th or 5th innings).

7.2.12. Any batter that squares around as if to bunt and then swings at that pitch will be declared out; dead ball; no runners can advance. No appeals – this is a judgment call by home plate umpire.

7.2.13. Slide / Contact Rule: The runner is out if in the judgment of the Umpire (no appeals) he doesn't slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag. If in the judgment of the umpire, the runner has intent to harm when sliding into any base, he is out, will be ejected and all runners will return to the base they obtained prior to the infraction.

7.2.14. Head first slides are not permitted into an advancing base. A player that slides head first into an advancing base will be declared out. With less than two outs, it shall be considered a delayed-dead ball with play continuing until the umpire has called time, at which point the offending runner shall be declared out immediately and it shall be considered a time play (if a run scores before the head first slide, the run counts) unless the offending runner is out at either first base or a force play at any other base.

7.2.15. A runner is permitted to dive back into a returning base.

7.2.16. 8U, 9U, and 10U stealing rules-When a pitcher is near or in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the plate. Once the pitcher has secured the ball and the runner has stopped his forward progress the runner must immediately return to the base. Runners may not initiate a steal of a base when the pitcher is in possession of the ball near or in contact with the pitcher's plate. "Near" is per the judgement of the umpire. Any runner that does not immediately return to their base is considered to have taken an illegal lead, A player that has taken an illegal lead can only advance when forced to advance by a legitimate batter/runner. If ANY runner takes an illegal lead and a defensive play is initiated, ALL put outs that occur during that play shall count and all remaining runners must return to the base that they occupied before the defensive play was initiated.

7.2.17. 8U-Coaches must play only 9 players in the field.

7.2.18. 8U-Maximum 5 runs scored per inning except for the last inning.

7.2.19. 11U and 12U – Balks: The pitcher may commit a number of illegal motions which constitute a balk (see Cal Ripken– Balk). If a balk occurs, the umpire shall immediately declare the ball dead, and the following actions shall be taken:

7.2.19.1. 1st occurrence per pitcher per game – a warning shall be issued and no

base runners shall advance.

7.2.19.2. 2nd and all subsequent occurrences per pitcher per game – the balk shall be enforced and all base runners shall advance one base.

7.2.21. 9U/10U/11U/12U – The infield fly rule shall be enforced.

7.2.22. Coaches/managers are permitted two visits to the mound per pitcher per inning. On the second visit per pitcher per inning, the pitcher must be removed from the game as pitcher.

8. Travel Team Rules

8.1. Spring Open Sessions

8.1.1. Travel managers may hold open practice/scrimmage sessions before tryouts. If a travel manager decides to hold open practice sessions before tryouts, they must notify all league players of the correct age. Open sessions shall be scheduled when there are not conflicts with intramural games. Pitchers in open sessions are limited to 1 inning per day.

8.2. Spring Travel Practices

8.2.1. Scheduled travel practices cannot conflict with any league scheduled intramural games and practices. Any Intramural game re-scheduled as a result of a cancellation takes precedent over travel practice for the affected player(s). Affected players must play in the re-scheduled intramural games when in conflict with a travel practice.

8.2.2. Scrimmages with other area teams are allowed during the intramural game season and are considered practices. Pitchers can throw one inning per day. Scheduled scrimmages cannot conflict with any league scheduled intramural game. Any Intramural game re-scheduled as a result of a cancellation takes precedent over travel scrimmages for the affected player(s). Affected players must play in the re-scheduled intramural games when in conflict with a travel scrimmage.

8.2.3. Participation in all spring tournaments shall not interfere with any league scheduled intramural game and must be approved by the Board of Directors.

8.2.4 All Travel age divisions 8U-12U that are able to play in Districts shall do so in cooperation with the Cal Ripken league to represent Harleysville Baseball. Any deviations from this will need Board approval.

9. ConnieMack

9.1. Rules

- 9.1.1. Harleysville Baseball sponsors a Connie Mack program, featuring competitive, intramural level baseball for players age 12 through 16. A senior division also exists for players age 17 and above. Harleysville Baseball participates in the Bux-Mont Connie Mack League, which is a division of the Pennsylvania Connie Mack Baseball League. Bux-Mont Connie Mack rules apply to all HBB Connie Mack teams and games. Local HBB Connie Mack Rules in this document are to be followed and shall take precedence over Bux-Mont Connie Mack where applicable and not in violation of Bucks Mont Rules.
- 9.1.2 The Harleysville Must Play Rule is in effect for all players (including call-up players) for Summer C, C1, B Teams and ALL teams in Fall/Spring leagues. Players for Summer A and B1 teams are exempt from this rule. The Harleysville Board recommends and encourages the Summer A and B1 coaches make every effort to get all their players into games however it is not a requirement. The Must Play Rule mandates that each player must play in the field for at least six (6) defensive outs and get at least one (1) at bat in each game.
- 9.1.3 Coaches may sit a player for one (1) game for disciplinary purposes for actions such as (but not limited to) unacceptable and/or recurring un-sportsmanlike conduct, behavior or language, failure to attend a scheduled practice without prior notice of absence, and failure to attend a game without prior notice of absence. The circumstances of each disciplinary action must be reported to the Connie Mack Commissioner and be discussed with the player's parents or guardians within 24 hours of its occurrence. Unless mandated by Bux-Mont Rules, any disciplinary action beyond a one game suspension may be imposed by a coach only after consultation with the Connie Mack Commissioner and approval by majority vote of the Harleysville Baseball Board of Directors.

9.2. Organization

- 9.2.1. Bux-Mont Connie Mack rules must be followed in forming all HBB Connie Mack teams. Local HBB Rules are to be followed and shall take precedence over Bux-Mont Connie Mack where applicable and not in violation of Bux-Mont Rules.

9.3. Summer Connie Mack

- 9.3.1. Summer Connie Mack teams will be formed based on player evaluations after tryouts. Tryouts for each age level will be held on two separate dates, weather permitting. Tryouts are limited to players who have registered and paid the required Connie Mack participation fee. A player must participate in at least one tryout before each summer season to be rostered to a Harleysville Connie Mack team, unless such tryout requirement is waived by the Commissioner after approval by majority vote of the HBB Board of Directors.

9.3.2. 'A' Team

9.3.2.1. Harleysville Connie Mack will field one (1) competitive summer A team selected from all registered players. The goal of the "A" team is to compete for the Bux-Mont and State Championships.

9.3.2.2. A Team Coaching candidates for the following year will be those who submit a letter of interest to the Connie Mack Commissioner by the League's July meeting for review, and who are recommended by the Commissioner and approved by majority vote of the HBB Board of Directors at the subsequent meeting in August in accordance with HBB By-Law Article VII, section 1.

9.3.2.3. The Summer 'A' team manager may not be the Connie Mack Commissioner.

9.3.2.4. To be rostered on the Summer A Team or be called up to an A game, a player must reside within the Bux- Mont Connie Mack League's defined Harleysville border, or have played Harleysville Connie Mack baseball for at least one summer season or be otherwise eligible to play for Harleysville in accordance with BuxMont Connie Mack rules. Any waiver of this rule must be recommended by the Connie Mack Commissioner based on specific A Team player needs, and must be approved by a majority vote of the HBB Board of Directors.

9.3.3. 'B1' Teams

9.3.3.1. If recommended by the Connie Mack Commissioner based on a determination that sufficient talent and coaching volunteers exist, and approved by a majority vote of the HBB Board of Directors, one (1) or more Summer 'B1' team(s) may be formed.

9.3.3.2. 'B1' teams are selected after the A team from the remaining registered players using the same criteria as the 'A' team.

9.3.3.3. The goal of the Summer "B1" team(s) is to allow all registered players to play at this level if appropriate for their skills, to prepare players to potentially play for the A team, and to qualify for a Bux- Mont playoff position.

9.3.3.4. B-1 Team Coaching candidates for the following year will be those who submit a letter of interest to the Connie Mack Commissioner by the League's October meeting for review, and who are recommended by the Commissioner and approved by majority vote of the HBB Board of Directors at the subsequent meeting in November in accordance with HBB By-Law Article VII, section 1.

9.3.4. 'B' Teams

- 9.3.4.1. Summer B teams are to be composed of all remaining registered 16 and 15 year olds plus as many remaining registered 13 and 14 year olds as required to fill the rosters. If the number of registrations permits the formation of more than one (1) B team, players will be split evenly, with the agreement of both B team managers and approval of the commissioner.

9.3.5. 'C1' Teams

- 9.3.5.1. If recommended by the Connie Mack Commissioner based on a determination that sufficient talent and coaching volunteers exist, and approved by a majority vote of the Board of Directors, one (1) or more summer 'C1' team(s) may be formed. The goal of the "C1" team is to allow players to play at this level if appropriate for their skills, to prepare players to play for higher level teams, and to qualify for a Bux-Mont playoff position.
- 9.3.5.2. Summer 'C1' teams are selected after 'B1' teams, and are to be composed of registered 13 year olds and, at most, four (4) registered 14-year-olds per 'C1' team.
- 9.3.5.3. C-1 Team Coaching candidates for the following year will be those who submit a letter of interest to the Connie Mack Commissioner by the League's October meeting for review, and who are recommended by the Commissioner and approved by majority vote of the HBB Board of Directors at the subsequent meeting in November in accordance with HBB By-Law Article VII, section 1.

9.3.6. 'C' Teams

- 9.3.6.1. Summer 'C' teams are to be composed of all registered 13 year olds and up to four registered 14-year-olds not selected for 'B', 'B1' or 'C1' teams. If the number of registrations permits the formation of more than one (1) "C" team, players will be split evenly, with the agreement of both C team managers and approval of the commissioner.
- 9.3.7. Coaching candidates for B and C teams should be those who indicate their willingness to coach on the annual player registration forms, and who are recommended by the Commissioner and approved by majority vote of the HBB Board of Directors in accordance with HBB By-Law Article VII, section 1.
- 9.3.8. Summer team player drafts and team selections are done after tryouts in sequence starting with the 'A' team followed by the 'B1' team[s], the 'C1' team[s], the 'B' teams and finally the 'C' teams. Each succeeding level can choose from the players remaining at the end of the preceding level following the Bux-Mont Connie Mack Rules.
- 9.3.9. Players must be primarily rostered on the summer Connie Mack teams for which they are drafted.

9.3.10. Double Rostering - All summer Connie Mack teams will double roster in accordance with Bucks Mont rules. All Harleysville Connie Mack coaches are to work cooperatively in making double roster decisions, communicating with other coaches, and in calling players up, down or between teams to promote player development, and team competitiveness at all levels. The final decision on players playing for their secondary team will be made by the player and the player's parents or guardians.

9.3.11. Playoff Participation – Harleysville Connie Mack summer teams will participate in league playoffs as provided by and in conformance with requirements of the Bux-Mont Connie Mack League and the Pennsylvania Connie Mack Baseball League. If the Bux-Mont League allows teams at a certain level of play to combine for playoff participation, Harleysville Connie Mack teams may only combine for playoff participation if recommended by the Commissioner and approved by majority vote of the HBB Board of Directors.

9.4. Spring Connie Mack

9.4.1. Harleysville Baseball will offer a Spring Connie Mack program as is available each year through the Bux-Mont Connie Mack League to run from mid-March to just prior to the start of the Summer Connie Mack program.

9.4.2. Organization is to be as described in Rule 9.2.

9.4.3. Teams will only be fielded at each level offered by Bux-Mont Connie Mack if there are sufficient registrations to support their formation.

9.4.4. The primary goal of Spring Connie Mack teams is player development.

9.4.5. Spring Connie Mack teams may be formed with or without player tryouts, at the discretion of the Connie Mack Commissioner. Teams will be selected by the Connie Mack Commissioner and the coaches approved by the HBB Board of Directors for each team level. If teams are selected without tryouts, team selection will be based on a player age, team placement and performance in the previous Connie Mack season, and any other criteria deemed relevant by the Connie Mack Commissioner and coaches participating in team selection.

9.5. Fall Connie Mack

9.5.1. Harleysville Baseball will offer a Fall Connie Mack program as is available each year through the Bux-Mont Connie Mack League to run from September through October.

9.5.2. Organization is to be as described in Rule 9.2

9.5.3. Teams will only be fielded at each level offered by Bux-Mont Connie Mack if there are sufficient registrations to support their formation.

9.5.4. The primary goal of Fall Connie Mack teams is player development.

- 9.5.5. Fall Connie Mack teams may be formed with or without player tryouts, at the discretion of the Connie Mack Commissioner. Teams will be selected by the Connie Mack Commissioner and the coaches approved by the HBB Board of Directors for each team level. If teams are selected without tryouts, team selection will be based on a player age, team placement and performance in the previous Connie Mack season, and any other criteria deemed relevant by the Connie Mack Commissioner and coaches participating in team selection.