

HARLEYSVILLE BASEBALL ORGANIZATION

Rules & Regulations

2026 Season

Table of Contents

1. Major League

- 1.1 Eligibility and Rules
- 1.2 League Organizational Responsibilities
- 1.3 The Major League Draft
- 1.4 Major League Team Duties and Responsibilities
- 1.5 Major League Games
- 1.6 Call-Up Rules
- 1.7 Play Time / Substitution Rules
- 1.8 HBB Local Pitching Rules
- 1.9 HBB Local In-Game Rules
- 1.10 Recording of Game Results
- 1.11 Suspensions
- 1.12 All-Star Game
- 1.13 Playoff System
- 1.14 End of Season Awards

2. Minor League

- 2.1 Eligibility and Rules
- 2.2 League Organizational Responsibilities
- 2.3 Minor League Team Duties and Responsibilities
- 2.4 Minor League Games
- 2.5 Call-Up Rules
- 2.6 Play Time / Substitution Rules
- 2.7 HBB Local Pitching Rules
- 2.8 HBB Local In-Game Rules
- 2.9 Recording of Game Results
- 2.10 Suspensions

- 2.11 All-Star Game
- 2.12 Playoff System
- 2.13 End of Season Awards

3. Bambino League

- 3.1 Eligibility and Rules
- 3.2 League Organizational Responsibilities
- 3.3 Bambino League Team Duties and Responsibilities
- 3.4 Bambino League Games
- 3.5 Play Time / Substitution
- 3.6 Call-Up Rules
- 3.7 HBB Local Pitching Rules
- 3.8 HBB Local In-Game Rules
- 3.9 Suspensions
- 3.10 All-Star Game
- 3.11 End of Season Awards

4. Coach Pitch League

- 4.1 Eligibility and Rules
- 4.2 League Organizational Responsibilities
- 4.3 Coach Pitch League Team Duties and Responsibilities
- 4.4 Coach Pitch League Games
- 4.5 Play Time / Substitution
- 4.6 HBB Local In-Game Rules
- 4.7 Suspensions

5. Tee Ball League

- 5.1 Eligibility and Rules
- 5.2 League Organizational Responsibilities
- 5.3 Tee Ball League Team Duties and Responsibilities
- 5.4 Tee Ball League Games
- 5.5 Play Time / Substitution
- 5.6 HBB Local In-Game Rules
- 5.7 Suspensions

6. Fall Ball League

- 6.1 Coach Pitch (6/7 yr olds) and Junior (8/9 yr olds) Leagues
- 6.2 Senior League (10/11 yr olds)

7. Travel Tournament Rules

- 7.1 General Rules
- 7.2 Playing Rules

8. Travel Team Rules

- 8.1 Spring Open Sessions
- 8.2 Spring Travel Practices

9. Connie Mack

- 9.1 Rules
- 9.2 Organization
- 9.3 Summer Connie Mack
- 9.4 Spring Connie Mack
- 9.5 Fall Connie Mack

10. HBB Code of Conduct

1. Major League

1.1 Eligibility and Rules

Eligibility – players with league age of 11 and 12.

- 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.
- 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 precedence 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

- 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.
- The league provides major league insignia baseball hats and uniform jerseys with the sponsor's name printed on them.

1.3 The Major League Draft

The Major League Draft will consist of two steps:

- Step 1: The 11U and 12U travel coaches and Board of Directors (or their designee) will 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.
- Step 2: The Major League Commissioner will hold a draft with the Major League Head Coaches to draft the remaining 11 and 12 year old players.

Additional draft rules:

- 1.3.1** At least two (2) weeks prior to the Major League draft, 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.
- 1.3.2** Prior to the draft, the Major League Commissioner shall determine and declare: (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 old and 11 year old players that are "Major draft eligible."
- 1.3.3** 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.
- 1.3.4** Only members of the Board of Directors, Major League managers, and their first assistants (or their designees) may be present during the draft.

1.3.5 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, followed immediately by the 11 year old draft.

Slotting of Coaches' Children:

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

Determination of Draft Order:

1.3.7 Once coaches' children have been slotted, each team will receive a draft position determined by pulling a random number out of a hat (1 to X, assuming X teams), with #1 selecting first.

1.3.8 The entire draft process will be in serpentine order — the team with the #1 draft position selects 1st in all odd-numbered rounds and last in even-numbered rounds. When a team's draft position in any particular round is already occupied with a slotted coach's child, that pick is skipped and the draft continues.

1.4 Major League Team Duties and Responsibilities

Home Team

- 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) 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.
- Responsible for GAME BALLS, UMPIRES, and contacting the League Vice President to reschedule rainouts and/or make-up games.
- BEFORE GAME – Leave field 20 minutes before start of the game.
- AFTER GAME – Put away bases and Scoreboard Controller in equipment shed.
- AFTER GAME – Rake mound, drag field, and water down the infield.
- AFTER GAME – Pick up trash (don't forget under the bleachers).
- Keep official score book.

Visiting Team

- BEFORE GAME – Starting 45 minutes before scheduled start, use batting cage for 25 minutes.
- BEFORE GAME – Use the field for 10 minutes.
- BEFORE GAME – Leave field 10 minutes before start of the game.
- BEFORE GAME – Place bases, get umpire gear out of shed, and get the Scoreboard Controller out of shed.
- BEFORE GAME – Put down base lines and batter's box.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

1.4.1 During the regular season, teams will occasionally be assigned field maintenance duties on Saturday mornings starting at 8:00 AM. 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 as set forth by the respective chairpersons.

1.4.2 During the regular season, each team will be assigned snack stand duties on several dates when they are playing. The team manager (or designee) is responsible for a minimum of two (2) adult volunteers in the snack stand beginning 30 minutes before game start. These volunteers are to

remain until relieved or until the snack stand closes for the day. No children under 18 are allowed in the snack stand without their parent(s). The League President retains the right to sanction any teams that do not show up for their assigned duties.

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).

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.

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

1.5.2.3 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.

1.5.2.4 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.

1.5.2.5 In the event that a game is called in the middle of an inning, the score shall revert to the last completed inning. Every effort to complete the full inning should be made; it is strongly recommended that the umpire communicate with both managers prior to making the decision to end the game in the middle of an inning.

1.5.2.6 EXCEPTION: When another league game is scheduled for the field following the current game, no new inning can start after two (2) hours from the actual start time (new inning starts at last pitch of the previous inning). If the criterion in 1.5.2.4 has been satisfied, the game shall be considered a regulation game; otherwise it shall be considered a suspended game (see 1.5.3).

Suspended Game

1.5.3.1 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 with the same players and batting order (to the extent possible).

1.5.3.2 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 immediately prior to the next scheduled game between the two teams.

1.5.3.3 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 is intact as it was prior to the "No Game" situation.

1.5.3.4 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.

Tie Games

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

- 1.5.4.2** 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 conditions are such that play cannot safely continue or the time limit has been reached, the game shall be considered suspended (see 1.5.3.2).
- 1.5.4.3** 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. A forfeit shall not be officially declared until the umpire has consulted with both coaches.

Cancellations

- 1.5.5.1** 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 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.
- 1.5.5.2** Rescheduling of incomplete or canceled games will be done by the League Vice President after notification by the Home Team Manager.
- 1.5.5.3** 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 on the next available field date. If a team is a no-show, the umpire will declare a forfeit when it is apparent that one team will not have nine players present within 15 minutes.
- 1.5.5.4** 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.

Forfeited Games

- 1.5.6** 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) players due to illness, ejection, or any other reason. (See also 1.5.5.)

1.6 Call-Up Rules

- 1.6.1** The commissioner of the Minor League will provide a list of eligible players from the Minors that coaches can contact in the event they need to call up a player.
- 1.6.2** The Major League Manager must contact the Minor League Manager each time before using any Minor League Player in a Major League game.
- 1.6.3** Major League Manager must select players from the eligibility list first.
- 1.6.4** The call-up 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. Call-up players must bat at the bottom of the lineup.
- 1.6.5** 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 and must also play no less than two (2) full defensive innings in each game. Free defensive substitution is permitted.

1.7.1.1 Failure to comply with rule 1.7.1 will result in forfeiture if protest is lodged with the umpire by the opposing 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.*

1.7.2 Prior to the beginning of each game, managers will declare the number of players present and eligible for the game. A player arriving late 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. All eligible players must be given playing time in accordance with rule 1.7.1.

1.7.3 In situations where a player does not get a chance to play the minimum of two (2) defensive innings due to an official game shortened by time limit, darkness, or inclement weather, the 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 the affected player be started in the next available game.

1.8 HBB Local Pitching Rules

A player cannot pitch (innings include both rec and travel):

- More than 7 innings per seven consecutive calendar days
- More than 4 innings per game
- More than 6 innings per day
- More than 6 innings total on three consecutive calendar days

1.8.1 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 such instruction 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 pitcher's 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 pitcher's plate — not from the dugout. Actions: 1st time is a warning; 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). If a balk occurs, the ball is immediately declared dead.

On or before April 30th:

- 1.8.9.1.1 1st occurrence per pitcher – instruction is provided and all baserunners who attempted to advance 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 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.

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 the umpire judges the runner has intent to harm when sliding into any base, he is out and all runners will return to the base they occupied prior to the infraction.
- 1.9.2 Head-First Slides: 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 a delayed-dead ball with play continuing until the umpire calls time. With 2 outs, the runner is declared out immediately (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.
- 1.9.3 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.
- 1.9.4 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.
- 1.9.5 Spectators must be kept a safe distance from the playing field.
- 1.9.6 Metal batting donuts are prohibited. Batting sleeves are permitted.
- 1.9.7 Each player must wear a protective helmet whenever batting or running the base paths.
 - 1.9.7.1 The catcher must wear a protective cup and 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 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.
- 1.9.9 All gates will be closed at all times.
- 1.9.10 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.
- 1.9.11 **Uncaught Third Strike**
 - 1.9.11.1 An uncaught third strike occurs when the catcher fails to cleanly catch a pitch for the third strike. A pitch is considered uncaught if the ball is dropped after being grasped or if the ball touches the ground before being caught.
 - 1.9.11.2 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.

1.9.11.3 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, the pitcher is statistically credited with a strikeout.

1.9.12 All non-wood bats must have the USA BAT marking. Barrel maximum size is 2 5/8". No BBCOR bats are permitted in the Cal Ripken Division.

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 Harleysville Baseball approved data tracking system within 12 hours of the conclusion of the game:

- Names of and innings pitched by each pitcher used
- If the game is completed: the score, over-the-fence home runs by player name, name of the winning pitcher, and names of any call-up players
- Both managers must agree on the data entered by affixing their initials to the game line

1.10.2 Failure to comply with rule 1.10.1 within 12 hours 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, 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.*

1.11 Suspensions

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

- Failure to attend more than one scheduled practice without prior notification of absence
- Failure to attend more than one scheduled game without prior notification of absence
- 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 the Board of Directors at or before the March General Membership Meeting so that the format is known and understood by all 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. Every effort shall be made to complete the game; if not possible, 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 5½ 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 (in order):

- Number of wins
- Head to head
- Lowest total runs allowed
- Highest total run differential
- Coin flip

1.13.10 Mercy rule will NOT apply to playoffs.

1.14 End of Season Awards

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

1.14.1 Awards to the First, Second, and Third place team's players.

1.14.2 The home run champion and pitching champion for that year.

1.14.3 The pitching champion will be determined by manager vote: each manager lists three players in numerical sequence. First place votes are weighted five points, second place three points, and third place one point. The player with the most points wins. In the event of a tie, a runoff vote of those tied will be conducted.

1.14.4 One player from each team who best exhibits good sportsmanship (as designated by each team's manager and/or coaches).

1.14.5 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

Eligibility – players with league age of 9 or 10.

- 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.
- 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 precedence over Cal Ripken as applicable.

2.2 League Organizational Responsibilities

- The league will strive to place no more than 13 players on each team.
- The league provides major league insignia baseball hats, uniform jerseys with the sponsor's name, and color-coordinated socks for each player.
- No more than one assistant can be assigned or chosen before the start of the draft.

Minor League Draft:

- The Minor League Draft is a blind draft with all managers present.
- The draft will be run by the President and/or Minor League Commissioner or their appointed representatives.
- All draft rule changes are to be made at a regular monthly meeting only.
- Any trading of players for any reason must first be approved by the Minor League Commissioner. No trade can create an age imbalance. Both trading managers must agree, or there will be no trade.
- Returning managers have team "name" preference.
- The managers shall draft by "Drawing of Lot" and must maintain that order.
- 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 immediate family members. If this occurs, he will lose a selection at the "oldest child level."
- For 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.
- In selecting multi-family members, this should be noted before selection, and these players must be selected with the oldest players' group. A manager would then eliminate his first selection in the corresponding age group(s).

2.3 Minor League Team Duties and Responsibilities

Home Team

- 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) must be called and all three will meet at the field one hour before the game to make a final decision.

- Responsible for GAME BALLS, UMPIRES, and contacting the League Vice President to reschedule rainouts and/or make-up games.
- BEFORE GAME – Leave field 20 minutes before start of the game.
- AFTER GAME – Put bases, Scoreboard Numbers or Controller, and umpire gear in equipment shed. Drag the field and rake the mound.
- AFTER GAME – Pick up trash (don't forget under the bleachers).
- Keep official score book.

Visiting Team

- BEFORE GAME – Starting 45 minutes before scheduled start, use batting cage for 25 minutes.
- BEFORE GAME – Use the field for 10 minutes.
- BEFORE GAME – Leave field 10 minutes before start of the game.
- 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.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

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

2.3.2 During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. Minimum of two (2) adult volunteers are required in the snack stand beginning 30 minutes before game start. No children under 18 are allowed in the snack stand without their parent(s). The League President retains the right to sanction any teams that do not show up for their assigned duties.

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. Every effort to complete the game should be made by both managers and umpire(s).

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.

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. Every effort to complete the full inning should be made.

2.4.2.5 EXCEPTION: When another league game is scheduled for the field following the current game, no new inning can start after two (2) hours from the actual start time. If the criterion in 2.4.2.2 has been satisfied, the game is a regulation game; otherwise it is a suspended game (see 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 with the same players and batting order (to the extent possible).
- 2.4.3.2** 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.
- 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.
- 2.4.3.4** 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.

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 conditions do not permit safe continuation, the game shall be considered suspended (see 2.4.3.2).
- 2.4.4.3** The Umpire 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.

Cancellations

- 2.4.5.1** 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 must be called and all three will meet at the field one hour before the game to make a final decision.
- 2.4.5.2** Rescheduling of incomplete or canceled games will be done by the League Vice President after notification by the Home Team Manager.
- 2.4.5.3** The home team will contact the League Vice President to schedule a make-up game within 24 hours of the game cancellation.
- 2.4.5.4** 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.

Forfeited Games

- 2.4.6** 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. A team may finish a game with eight (8) players due to illness, ejection, or any other reason. (See also 2.4.5.)

2.5 Call-Up Rules

- 2.5.1** The commissioner of the Bambino League will provide a list of eligible players from the Bambino teams that Minor League coaches can contact in the event they need to call up a player.
- 2.5.2** 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.
- 2.5.3** If players are not available from the eligibility list, players may then be selected from other teams not playing at the same time. Any player being called up may only be called 2 times by that

particular team during the season (including playoffs). In extreme circumstances, the league commissioner must be consulted before any exceptions are granted.

- 2.5.4** The call-up 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. Call-up players must bat at the bottom of the lineup.
- 2.5.5** 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. All eligible players are guaranteed at least one plate appearance and must also play no less than three (3) full defensive innings in each game. Free defensive substitution is permitted.
- 2.6.1.1** Failure to comply with rule 2.6.1 will result in forfeiture if protest is lodged with the umpire by the opposing 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.*
- 2.6.2** Prior to the beginning of each game, managers will declare the number of players present and eligible for the game. A player arriving late but prior to the first pitch of the second inning must be declared eligible for play. All eligible players must be given playing time in accordance with rule 2.6.1.
- 2.6.3** In situations where a player does not get a chance to play the minimum of three (3) defensive innings due to a shortened official game, the 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 the affected player be started in the next available game.

2.7 HBB Local Pitching Rules

A player cannot pitch (innings include both rec and travel):

- More than 6 innings per seven consecutive calendar days
- More than 3 innings per game
- More than 6 innings per day
- More than 6 innings total on three consecutive calendar days

- 2.7.1** If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the 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 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.
- 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: 1st time is a warning; 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 the umpire judges the runner has intent to harm, he is out and all runners will return to the base they occupied prior to the infraction.
- 2.8.2** Head-First Slides: Head-first slides are not permitted into an advancing base. Consequences are the same as in rule 1.9.2.
- 2.8.3** Slash Bunts: Any batter that squares around as if to bunt and then swings will be declared out; dead ball; no runners can advance.
- 2.8.4** 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.
- 2.8.5** Spectators must be kept a safe distance from the playing field.
- 2.8.6** Metal batting donuts are prohibited. Batting sleeves are permitted.
- 2.8.7** Each player must wear a protective helmet whenever batting or running the base paths.
- 2.8.7.1** The catcher must wear a protective cup and 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 warming up. Only one player is permitted in the on-deck area.
- 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 baseline.
- 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 (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 / Stealing Rules**
- 2.8.14.1** Runners may not leave a base until the pitched ball reaches home plate. 1st offense – warning; 2nd and subsequent offenses – runner is out.
- 2.8.15** Steals are allowed except:
- 2.8.15.1** Prior to May 1st, a runner at 3B at the time of the pitch may not advance to home on a wild pitch, passed ball, or throw back to the pitcher from the catcher. A runner at 3B at the time of the pitch may advance to home if a defensive player makes a play on any runner.
- 2.8.15.2** From May 1 to the end of the playoffs, a runner at 3B at the time of the pitch may advance to home on a wild pitch, a passed ball, or if a defensive player makes a play on any runner. A runner on 3B may not advance on a throw back to the pitcher.
- 2.8.16** All non-wood bats must have the USA BAT marking. Barrel maximum size is 2 5/8". No BBCOR bats are permitted in the Cal Ripken Division.

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:

- Names of and innings pitched by each pitcher used
- If the game is completed: the score, over-the-fence home runs by player name, name of the winning pitcher, and names of any call-up players
- Both managers must agree on the data entered by affixing their initials to the game line

2.9.2 Failure to comply with rule 2.9.1 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, 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.*

2.10 Suspensions

Same suspension rules as Major League (see Section 1.11). All violations must be reported to the President of the League and Minor League Commissioner.

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

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

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

2.11.5 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 the Board of Directors at or before the March General Membership Meeting.

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. No playoff game shall end prior to the completion of six (6) full innings, or 5½ 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.

Playoff Seeding Tie Breaker Rules (in order):

- Number of wins
- Head to head
- Lowest total runs allowed
- Highest total run differential
- Coin flip

2.13 End of Season Awards

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

- Awards to the First, Second, and Third place team's players
- One player from each team who best exhibits good sportsmanship (as designated by each team's manager and/or coaches)
- 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

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.

- 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.
- 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 precedence as applicable.

3.2 League Organizational Responsibilities

- The league will strive to place no more than 12 players on each team.
- The league provides sponsor-printed T-shirts and color-coordinated baseball hats for each player.
- No standings shall be kept.
- No more than one assistant can be assigned or chosen before the start of the draft.

Bambino League Draft:

- The Bambino League Draft is a blind draft with all managers present.
- The draft will be run by the President and/or Bambino League Commissioner or their appointed representatives.
- All draft rule changes are to be made at a regular monthly meeting only.

- Any trading of players for any reason must first be approved by the Bambino League Commissioner. No trade can create an age imbalance. Both trading managers must agree, or there will be no trade.
- Returning managers have team "name" preference.
- The managers shall draft by "Drawing of Lot" and must maintain that order (exception: see paragraph 3.2.5.8 of this rule).
- 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 immediate family members. If this occurs, he will lose a selection at the "oldest child level."
- For teams without an assistant coach or team parent, they must also be chosen blind. All applications containing assistant or team parent volunteers are kept separate but chosen in the draft according to age groups the same as all other selections.
- In selecting multi-family members, this should be noted before selection, and these players must be selected with the oldest players' group. A manager would then eliminate his first selection in the corresponding age group(s).

3.3 Bambino League Team Duties and Responsibilities

Home Team

- Initially decide if a game should be called on account of weather. If the visiting team doesn't agree, all three parties (Umpire-in-Chief, Field Maintenance Director or Board member) will meet at the field one hour before the game to make a final decision.
- Responsible for GAME BALLS, UMPIRES, and contacting the League Vice President to reschedule rainouts and/or make-up games.
- BEFORE GAME – Leave field 20 minutes before start of the game.
- AFTER GAME – Return bases and Scoreboard controller to shed. Rake mound and drag infield.
- AFTER GAME – Pick up trash (don't forget under the bleachers).
- Keep official score book.
- 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.

Visiting Team

- BEFORE GAME – Use the field for 10 minutes.
- BEFORE GAME – Leave field 10 minutes before start of the game.
- BEFORE GAME – Place bases, put down base lines and batter's box, and get Scoreboard Control boxes out of the shed.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

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

3.3.2 During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. Minimum of two (2) adult volunteers required. No children under 18 are allowed in the snack stand without their parent(s).

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.

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 5½ innings, if both coaches agree and time permits, the bottom of the 6th inning may be played.

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.

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.

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.

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.

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.

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 must be called and all will meet at the field one hour before the game to make a final decision.

3.4.4.2 The home team will contact the League Vice President to schedule a make-up game within 24 hours of the game cancellation.

3.4.4.3 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. It is strongly suggested that the affected player be started in the next available game.

3.6 Call-Up Rules

- 3.6.1** Each Bambino League team is assigned farm team(s) from the Coach Pitch League. Players may be brought up if a shortage necessitates.
- 3.6.2** 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.
- 3.6.3** Bambino League Managers must select players from assigned farm team(s) first. If players are not available from the assigned farm team, players may then be selected from any other farm team not playing 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.
- 3.6.4** Call-up rules for players: must be 7 years old; cannot pitch; cannot start the game unless the team only has nine players present; 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 pitch for the first four innings of the game to start the season. The batting 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 positioned 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 whether 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. 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. Warming up on the field is limited to 5 pitches.

A player cannot pitch:

- More than 1 inning per game
- More than a total of 3 innings on three consecutive calendar days

- 3.7.4** 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. All innings pitched, including those 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: Same as rule 1.9.1.
- 3.8.2** Head-First Slides: Not permitted into an advancing base. Same consequences as rule 1.9.2.

- 3.8.3** Slash Bunts: Any batter that squares around as if to bunt and then swings will be declared out; dead ball; no runners can advance.
- 3.8.4** 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.
- 3.8.5** Spectators must be kept a safe distance from the playing field.
- 3.8.6** Metal batting donuts are prohibited. Batting sleeves are permitted.
- 3.8.7** Each player must wear a protective helmet whenever batting or running the base paths.
- 3.8.7.1** The catcher must wear a protective cup and a helmet that is fixed to the face guard (detached skull caps are not permitted).
- 3.8.8** Proper field decorum is required at all times. Players not participating in the game must remain in the dugout area unless warming up.
- 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). 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.
- 3.8.13** 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.
- 3.8.14** In the first 5 innings, a maximum of 3 runs will be counted per half inning. Once 3 runs have been counted, the half inning is over. After the 5th inning, there is a 5-run limit on runs counted.
- 3.8.15** Bunting is allowed.
- 3.8.16** No infield fly rule.
- 3.8.17 Bambino Playoffs**
- 3.8.17.1** The Bambino season will conclude with a single elimination tournament. The playoff system will be decided by the BOD each year by the March meeting. Playoff pitching rules are in effect as a continuation of the regular season rules with full kid pitching (2 innings max per game).
- 3.8.17.2** Weekday playoff games start at 6:00 P.M. No playoff game shall end prior to the completion of six (6) full innings, or 5½ innings if the home team is ahead.
- 3.8.17.3** There is no time limit on weekends.
- 3.8.17.4** Playoff seeding will be determined randomly by the Bambino Commissioner with two Bambino coaches present. Home team will be determined by the highest seed from the regular season. The only exception is the final "rematch" game, where this is reversed.
- 3.8.18** All non-wood bats must have the USA BAT marking. Barrel maximum size is 2 5/8". No BBCOR bats are permitted in the Cal Ripken Division.

3.9 Suspensions

Same suspension rules as Major League (see Section 1.11). 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

Awards will be presented to the following:

- One player from each team who best exhibits good sportsmanship (as designated by each team's manager and/or coaches)
- 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

Eligibility – players with league age of 6 and 7.

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

4.2 League Organizational Responsibilities

- The league will strive to place no more than 13 players on each team.
- The league provides sponsor-printed T-shirts and color-coordinated baseball hats for each player.
- No standings shall be kept.

4.3 Coach Pitch League Team Duties and Responsibilities

Home Team

- 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) must be called and all three will meet at the field one hour before the game to make a final decision.
- Responsible for GAME BALLS and contacting the League Vice President to reschedule rainouts and/or make-up games.
- BEFORE GAME – Leave field 20 minutes before start of the game.
- AFTER GAME – Put bases in equipment shed. Rake the mound and drag the field.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

Visiting Team

- BEFORE GAME – Use the field for 10 minutes.
- BEFORE GAME – Leave field 10 minutes before start of the game.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

4.3.1 During the regular season, each team will be assigned field maintenance duties on one or two Saturday mornings starting at 8:00 AM. The field maintenance manager will assign teams, determine the number of adults and players required, and what work is to be done.

4.3.2 During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. Minimum of two (2) adult volunteers required. No children under 18 are allowed in the snack stand without their parent(s).

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).

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 1½ 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.

4.6 HBB Local In-Game Rules

4.6.1 Slide / Contact Rule: Same as rule 1.9.1.

4.6.2 Head-First Slides: Same consequences as rule 1.9.2.

4.6.3 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.

4.6.4 Spectators must be kept a safe distance from the playing field.

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

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

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

4.6.7 Proper field decorum is required at all times. Players not participating must remain in the dugout area unless warming up.

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, 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. Barrel maximum size is 2 5/8".

4.7 Suspensions

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

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

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

5.2 League Organizational Responsibilities

- The league will strive to place no more than 13 players on each team.
- The league provides sponsor-printed T-shirts and color-coordinated baseball hats for each player.
- No standings shall be kept.
- A modified field may be used with 50 feet between bases.

5.3 Tee Ball League Team Duties and Responsibilities

Home Team

- 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) must be called and all three will meet at the field one hour before the game to make a final decision.
- Responsible for GAME BALLS, UMPIRES, and contacting the League Vice President to reschedule rainouts and/or make-up games.
- BEFORE GAME – Leave field 20 minutes before start of the game.
- AFTER GAME – Put bases and umpire gear in equipment shed. Rake mound and drag infield.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

Visiting Team

- BEFORE GAME – Use the field for 10 minutes.
- BEFORE GAME – Leave field 10 minutes before start of the game.

- BEFORE GAME – Get bases out of the shed and put down base lines and batter's box.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

5.3.1 During the regular season, each team will be assigned field maintenance duties on one or two Saturday mornings starting at 8:00 AM. Field maintenance duties must be followed as set forth by the respective chairpersons.

5.3.2 During the regular season, each team will be assigned snack stand duties on one or more dates when they are playing. Minimum of two (2) adult volunteers required. No children under 18 are allowed in the snack stand without their parent(s).

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).

Regulation Game

5.4.2.1 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.

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

5.4.2.3 On weekends, no new inning can start after 1¼ hours 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.

5.6 HBB Local In-Game Rules

5.6.1 Slide / Contact Rule: Same as rule 1.9.1.

5.6.2 Head-First Slides: Same consequences as rule 1.9.2.

5.6.3 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.

5.6.4 Spectators must be kept a safe distance from the playing field.

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

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

5.6.7 Proper field decorum is required at all times. Players not participating must remain in the dugout area unless warming up.

5.6.8 All gates will be closed at all times.

5.6.9 Managers or assistant coaches may coach at base lines.

5.6.10 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.

5.6.11 No walks, no stealing, and no bunting.

5.6.12 A maximum of 7 players will come to bat per half inning. If three outs are made before 7 players come to bat, 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.

5.6.13 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 effectively in the catcher's position), he must wear a full set of catcher's gear: catcher's helmet with face mask, chest protector, and shin guards.

5.6.14 All non-wood bats must have the USA BAT marking. For T-Ball, bats must be marked with the USA BAT TBALL stamp.

5.7 Suspensions

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

Home Team

- 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) must be called and all three will meet at the field one hour before the game to make a final decision.
- Responsible for game balls, umpires, and contacting the League Vice President to reschedule rainouts or makeup games.
- BEFORE GAME – Leave the field 20 minutes before the start of the game.
- AFTER GAME – Put bases and umpire gear in the equipment shed.
- AFTER GAME – Rake the mound and base areas, drag and water the infield.
- AFTER GAME – Pick up trash (don't forget under the bleachers).
- Keep the official score book.
- 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.

Visiting Team

- BEFORE GAME – Use the field for 10 minutes.
- BEFORE GAME – Leave field 10 minutes prior to the start of the game.
- BEFORE GAME – Place bases, put down lines and batter's box. Get Scoreboard Controller from the shed.
- AFTER GAME – Pick up trash (don't forget under the bleachers).

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

6.0.2 During the regular season, each team will be assigned snack stand duties when they are playing. The team manager (or their designee) is responsible for a minimum of 2 adult volunteers in the

snack stand beginning 30 minutes before their game starts. No children under 18 are allowed in the snack stand without their parents. The League President retains the right to sanction any teams that do not show up for their assigned snack stand duty.

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

6.1.1 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.

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

Regular Season Rules:

- 6 innings per game (except for playoff games, a new inning cannot start after 2 hours)
- All players present will be included in the batting order (9 players in the field)
- Pitchers may pitch up to 3 innings per game (up to 6 per weekend)
- Courtesy runner permitted for catcher with two outs (use bench player if available)
- Games can be started/played with 8 players (7 players if managers pitch); players may be borrowed from the opponent upon mutual agreement by both managers
- 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
- If the fielder has the ball and is waiting to make the tag, the runner must slide OR attempt to go around the fielder
- The infield fly rule is not in effect
- No lead-offs and no steals in the 6/7 Coach Pitch league
- For the 8/9 Junior league: no lead-offs until the pitched ball reaches the batter; all steals are allowed except 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. 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.
- Chin straps must be used on helmets for batters, runners, and juvenile base coaches
- Free substitution. Each player present is in the batting lineup.

Run Limit Details:

6.1.3 In the 6/7 Coach Pitch and 8/9 yr Junior old league, all innings have a 3-run limit. When the 3rd run scores during a play initiated by the batter hitting the ball, play proceeds to its normal conclusion until either the batter or any runner is out. If more than 3 runs cross the plate, only 3 runs are counted in the scorebook. When the 3rd run scores during a play not initiated by the batter hitting the ball, play ends as soon as a runner touches home plate with the 3rd run.

Junior Playoff Rules:

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

6.1.5 Please do your best to field your complement of 9 to 10 players in advance of your scheduled play-off game, including contacting call-up players to determine availability.

6.1.6 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.

6.1.7 Forfeit Situation: 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.

The minor, coach pitch, and fall ball commissioners will assist the team in getting additional players. 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. These "call-over" Jr. players will not bat.

6.2 Senior League (10/11 yr olds)

6.2.1 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.

Regular Season Rules:

- 6 innings per game (except for playoff games, a new inning cannot start after 2 hours)
- All players present will be included in the batting order (9 players in the field)
- Pitchers may pitch up to 3 innings per game (up to 6 per weekend)
- Courtesy runner permitted for catcher with two outs (use bench player if available)
- Games can be started/played with 8 players; players may be borrowed from the opponent upon mutual agreement
- A maximum of 5 runs will be counted per half inning in 10 & 11 yr old leagues
- Slide / Contact Rule: Same as rule 1.9.1. Head-first slides not permitted into an advancing base (see rule 1.9.2)
- The infield fly rule is in effect
- One balk warning per pitcher per game (minor/technical balks should be coached and not called)
- No restriction on lead-offs
- All steals are allowed
- 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)
- Chin straps must be used on helmets for batters, runners, and juvenile base coaches
- Free substitution. Each player present is in the batting lineup.

Run Limit Details:

6.2.2 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. When the 5th run scores during a play initiated by the batter hitting the ball, play proceeds until either the batter or any runner is out. If more than 5 runs cross the plate, only 5 runs are counted. When the 5th run scores during a play not initiated by the batter hitting the ball, play ends as soon as a runner touches home plate with the 5th run.

Senior Playoff Rules:

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

6.2.4 Please do your best to field your complement of 9 to 10 players in advance of your scheduled play-off game.

6.2.5 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.

6.2.6 Forfeit Situation: 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. The major and fall ball commissioners will assist the team in getting additional players. 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. These "call-over" Sr. players will not bat.

Junior/Senior League Fall Ball Playoffs:

6.3.1 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, 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.

Age Requirements:

- 12U: Players that turn 13 before May 1st of this year are not eligible.
- 11U: Players that turn 12 before May 1st of this year are not eligible.
- 10U: Players that turn 11 before May 1st of this year are not eligible.
- 9U: Players that turn 10 before May 1st of this year are not eligible.
- 8U: Players that turn 9 before May 1st of this year are not eligible.

7.1.2 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 part of the same intramural program during the season.

7.1.3 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.

7.1.4 Rainouts will be rescheduled as time permits. If inclement weather requires it, the time limit per game may be reduced to 1½ hours and/or the tournament format may be modified. If rainouts cannot be rescheduled, Rainout Refunds will be provided as follows for pool play games:

- Complete rainout – 75% refund of fees paid
- One game played – 50% refund of fees paid
- Two games played – No refund
- Three games played – No refund

7.1.5 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 their teams available 1 hour before the start of their game (except the 8:00 AM game; 30 min), so the game can be started if the previous game finishes early.
- 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. The Cal Ripken rule set is to be used for all Tournament games. Playing rules as noted in section 7.2 of this document shall take precedence 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.
- 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 forfeited game: the forfeiting team gives up one run per inning for a complete game and shall not score any runs. 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. Barrel maximum size is 2 5/8". No BBCOR bats are permitted in the Cal Ripken Division. 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.
- 7.1.15** Each player must wear a protective helmet whenever batting or running the base paths. Batting donuts are not allowed. Batting sleeves are permitted.
- 7.1.16** NO swinging of bats outside of fields, on-deck circles, or batting cages. No soft toss against fences. THIS WILL BE STRICTLY ENFORCED.
- 7.1.17** No infield practice is permitted before games.
- 7.1.18** All players while not on the field must be in the dugout, unless warming up. Within the dugouts, only the on-deck batter is allowed in the on-deck area; all other players must be in the dugout. No bats are permitted in the dugout area.
- 7.1.19** At the umpire's discretion, players and coaches are subject to ejection for throwing equipment, unsportsmanlike conduct, foul language, malicious contact, etc. Any player ejected for "malicious contact" is suspended and cannot participate in their next game.
- 7.1.20** If a coach or player is ejected twice, they are barred from the remainder of the tournament.
- 7.1.21** Protests shall only be based on incorrect interpretation of rules, not on umpire judgment 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.
- 7.1.22** It is the intent of Harleysville Baseball to have a "pool play" format for its Stars and Stripes Tournaments for all age groups.

Pool Play Formats:

- 7.1.23** For a tournament with 2 Pools: The winner of each pool shall be seeded as #1 and #2. The next two best teams regardless of pool will be seeded #3 and #4. Seed #1 plays Seed #4; Seed #2 plays Seed #3. Winners advance to the Finals; losers to the consolation game.
- 7.1.24** For a tournament with 3 Pools: The winner of each pool shall be seeded #1, #2, and #3. The next best team shall be seeded #4. Seed #1 plays Seed #4; Seed #2 plays Seed #3. Winners advance to the Finals; losers to the consolation game.
- 7.1.25** For a tournament with 4 Pools: The winner of each pool shall be seeded #1, #2, #3, and #4. Seed #1 plays Seed #4; Seed #2 plays Seed #3. Winners advance to the Finals; losers to the consolation game.
- 7.1.26** 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.

Pool Play and Wild Card Tiebreaker Rules:

(For ties of 3 teams or more, skip to tiebreaker #4, then continue until two teams remain, at which point start from tiebreaker #1.)

- Number of wins
- Number of wins + ties
- Head to Head
- Lowest Total of Runs Allowed
- Highest total run differential (not greater than 6/game)
- Coin Flip

"B" Team Tournament Eligibility:

- 7.1.27** Teams entering "B" tournaments cannot be entered into their respective District "A" tournament. "B" tournaments are restricted to an organization's second (or subsequent) team within a specific age group. Split squads are not eligible for B-Team tournaments. HBB reserves the right to request a letter from your corresponding community program listing all players rostered on their "A" and "B" teams.
- 7.1.28** The removal of a team from the tournament shall be at the discretion of the Tournament Director 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 lineup. 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 or a forfeit will be declared. If, during a game, a team is unable to place 9 players on the field due to injury, illness, or ejection (after all eligible players have been exhausted), the opposing manager shall select a player previously used in the lineup to re-enter the game. 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 the current catcher and pitchers. The player who was the last batted out or a substitute on the bench can be used. Courtesy runners are not allowed in games 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 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 (new inning starts at last pitch of the previous inning). 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 shall not continue even if both coaches agree. In the semifinals and championship game, play will continue until a winner is determined with 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 3½ or 4½ 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 the umpire judges intent to harm, the runner 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: Same consequences as rule 1.9.2. A runner is permitted to dive back into a returning base.

8U, 9U, and 10U Stealing Rules:

- 7.2.15** 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 judgment of the umpire. Any runner that does not immediately return to their base is considered to have taken an illegal lead; that runner 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 during that play shall count and all remaining runners must return to the base they occupied before the defensive play was initiated.
- 7.2.16** 8U: Coaches must play only 9 players in the field.
- 7.2.17** 8U: Maximum 5 runs scored per inning except for the last inning.

11U and 12U Balks:

- 7.2.18** The pitcher may commit a number of illegal motions which constitute a balk (see Cal Ripken Balk rules). If a balk occurs, the umpire shall immediately declare the ball dead. 1st occurrence per pitcher per game – a warning shall be issued and no base runners shall advance. 2nd and all subsequent occurrences per pitcher per game – the balk shall be enforced and all base runners shall advance one base.
- 7.2.19** 9U/10U/11U/12U: The infield fly rule shall be enforced.
- 7.2.20** 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 no 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 rescheduled as a result of a cancellation takes precedence over travel practice for the affected player(s). Affected players must play in the rescheduled 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. Affected players must play in the rescheduled 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. Connie Mack

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 Bux-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 unsportsmanlike 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 discussed with the player's parents or guardians within 24 hours. 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.

"A" Team

9.3.2 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.

9.3.3 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.

9.3.4 The Summer "A" team manager may not be the Connie Mack Commissioner.

9.3.5 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 Bux-Mont Connie Mack rules. Any waiver of this rule must be recommended by the Connie Mack Commissioner and approved by a majority vote of the HBB Board of Directors.

"B1" Teams

9.3.6 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.

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

9.3.8 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.

9.3.9 B-1 Team Coaching candidates for the following year will submit a letter of interest to the Connie Mack Commissioner by the League's October meeting, and those 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.

"B" Teams

9.3.10 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.

"C1" Teams

9.3.11 If recommended by the Connie Mack Commissioner 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 for higher level teams, and to qualify for a Bux-Mont playoff position.

9.3.12 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.

9.3.13 C-1 Team Coaching candidates for the following year will submit a letter of interest to the Connie Mack Commissioner by the League's October meeting, with approval following the same process as B-1 teams.

"C" Teams

9.3.14 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.

9.3.15 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.

9.3.16 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.

9.3.17 Players must be primarily rostered on the summer Connie Mack teams for which they are drafted.

9.3.18 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.

9.3.19 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 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. If teams are selected without tryouts, team selection will be based on 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 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. If teams are selected without tryouts, team selection will be based on 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.

10. HBB Code of Conduct

The HBB Code of Conduct governs the behavior and disciplinary standards for all players, coaches, managers, and spectators participating in Harleysville Baseball Organization activities. All referenced Code of Conduct suspensions and disciplinary actions throughout these rules are governed by this section.

(Full Code of Conduct to be attached as a separate document or inserted here per Board approval.)

Harleysville Baseball Organization