

# **HAMPDEN YOUTH BASEBALL ASSOCIATION**

PLAYING RULES AND COACHING GUIDELINES FOR  
T-BALL, INSTRUCTIONAL, JUNIOR,  
MINOR AND MAJOR LEAGUES

Adopted January 13, 2018

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## General

The information and rules contained in this booklet are the playing rules and guidelines adapted specifically for use by the *Hampden Youth Baseball Association (HYBA)*. Unless otherwise stated in these rules, the most recently published or amended Official Regulations and Playing Rules for all divisions of Little League Baseball are applicable.

Section A  
Coaches Rules

**PART I: COACHES RULES**

- A.1.** Head Coaches are responsible for the conduct of their team and their Assistant Coaches. Head Coaches shall make reasonable efforts to maintain control of parents and spectators who are in violation of the HYBA Code of Conduct. The Head Coaches, by mutual consent, have the authority to suspend play or forfeit a game due to conduct in violation of the *HYBA* rules, guidelines or Code of Conduct by their teams. Such action is subject to review by the *HYBA Board of Directors*.
- A.2.** Each Head Coach is responsible for the detailed maintenance and general clean-up of the fields at the conclusion of each practice or game including, but not limited to, clean-up of dugout, bench and spectator areas. For games, the home team Head Coach is responsible for raking and repairing pitcher's mounds, batter's boxes and base paths,, putting out and putting away bases, replacing base plugs and tarps, unlocking and locking field maintenance boxes and turning on and off lights for those fields with lights.
- A.3.** Head Coaches are required to attend all scheduled coaches' meetings and clinics. These meetings and clinics are open to all assistant coaches, and they are encouraged to attend.
- A.4.** All coaches must set an example for their team. Physical appearance, language, sportsmanship, and sobriety are critical areas of importance.
- A.5.** Any player or coach that abuses *HYBA* equipment or facilities will be subject to disciplinary action including the mandatory replacement or repair of the equipment or facility.
- A.6.** Judgment calls by umpires are final and are not to be questioned by any coach. The Head Coach may request an explanation of the call, but it is not to be debated. Umpires should not be approached or harassed before, during, or after the game by any coach, player, or fan. As stated in **A.1.** above, the Head Coach is responsible for making reasonable efforts to maintain control over the game site. A Head Coach should not be subject to HYBA disciplinary action due to improper actions of assistant coaches or fans unless his or her failure to make reasonable efforts to maintain control exasperate the situation.
- A.7.** The Head Coach must collect all *HYBA* equipment from his or her players at the end of the season. No alteration of any league issued equipment or uniforms is permitted. All equipment will be returned to the League Equipment Manager at the *HYBA* headquarters building at the announced date and time.
- A.8.** All players must have a completed **Medical Authorization Form** submitted to their Head Coach prior to participating in any practice or game. Head Coaches are responsible for having the forms in their possession at all practices and games. This requirement may

be checked periodically by the League Coordinator or other ***HYBA*** official. Practice may be suspended and games forfeited for any violation of this rule.

- A.9. No person will be approved to Head Coach more than one (1) team during a season unless the ***HYBA Board of Directors*** determines it is necessary.
- A.10. Only players, Head Coaches, Assistant Coaches, Team Parents or other HYBA-approved volunteers are allowed in the dugout or to coach on first and third bases, or to serve as an umpire, coach pitcher or defensive coach in relevant leagues of play.

## **PART II: MINOR AND MAJOR LEAGUE COACH EVALUATIONS**

A.11. Head coaches for Minor and Major League teams will be evaluated by the ***HYBA Board of Directors*** in coordination with the League Coordinators each season in each of the following four (4) categories. Coaching assessments may be recorded and used as part of the overall input for future coach selection processes conducted by members of the ***HYBA Board of Directors***.

1. **Leadership:**  
Control of the game, players, and spectators. Respect demonstrated by the players.
2. **Communication Skills:**  
Communication with players, assistants, opposing coaches and umpires.
3. **Knowledge of the Game:**  
Knowledge and application of the rules and strategy employed in the game.
4. **Sportsmanship:**  
Serving as a role model for players. Treatment of players and umpires; and emotional control demonstrated during the game.

**Section B**  
**General Playing Rules & Guidelines**

- B.1.** The Official Regulations and Playing Rules for all divisions of Little League Baseball, as published by Little League Baseball, Williamsport, Pennsylvania, will be strictly adhered to UNLESS specified in the respective Sections herein for each league.
- B.2.** Non-wood bats used at any playing level must be on the Little League Baseball published list of approved bats.
- B.3.** On-deck batters are not permitted. Players are not permitted to hold or swing a bat while waiting for their turn at bat. The first batter at the beginning of an inning may warm-up and take practice swings in foul territory or in a safe place designated by the Head Coach. Head Coaches who violate this rule will be referred to the ***HYBA Board of Directors*** for disciplinary action.
- B.4.** Intentional walks are only permitted at the Majors level.
- B.5.** The “*dropped third strike*” and “*infield fly*” rules do not apply at any level except for Majors.
- B.6.** Long pants must be worn for all games. Long pants should be worn for all practices unless the Head Coach determines otherwise.
- B.7.** Players who do not start both defensively and offensively in a game must start both defensively and offensively in the next game if they were present for the complete first game.
- B.8.** For leagues with scorebooks, the scorebooks distributed by ***HYBA*** must be kept to show innings played and times at bat for every player. The scorebooks are subject to review by the League Coordinator or other ***HYBA*** official.
- B.9.** The respective League Coordinator will establish ***HYBA*** game and practice schedules and distribute to each Head Coach.
- B.10.** Practices, other than those already scheduled, must be approved by the League Coordinator and are subject to field availability upon approval by the ***HYBA*** Field Scheduling coordinator.
- B.11.** ***HYBA*** and the League Coordinator will determine if games are to be cancelled and shall be responsible for notifying the coaches as soon as possible. ***HYBA*** and the League Coordinator will make a best effort to notify the coaches at least one (1) hour prior to the scheduled start of the game. Notices from ***HYBA*** regarding field closures serve as official notice that all ***HYBA*** home games are cancelled.
- B.12.** The League Coordinator is responsible for rescheduling cancelled games. Best efforts will be made to reschedule games within ten (10) days.

**B.13.** Any Head Coach, Assistant Coach, Team Parent, Umpire or ***HYBA***-approved volunteer whose conduct brings discredit to ***HYBA*** including the violation of any playing rule or bylaw is subject to disciplinary action by the ***HYBA Board of Directors***. Any improper conduct or violation of any playing rule or bylaw, shall be reported to the League Coordinator, who will then report to the ***HYBA*** President. The Board President shall then refer the matter to a ***HYBA*** Code of Conduct Committee. The Committee shall, within five (5) days of receiving notice of the alleged infraction, initiate an investigation, which may include meetings and discussions with all parties that the Committee may determine are relevant to the matter. The Committee shall make a report to the full ***HYBA Board of Directors***, who will then take appropriate disciplinary action.

**Section C**  
**Player Drafting Rules - Minor and Major Leagues**

- C.1.** All registered players will be eligible for the player draft.
- C.2.** The Player Agent shall be present for the player draft.
- C.3.** Coaches will draw for a team number at a coaches meeting to be held by the League Coordinator in advance of the time the draft is conducted.
- C.4.** The draft sequence will be as follows:
- Odd rounds will be low team numbers to the highest. Even rounds will be high team numbers to the lowest. After the last full round and each team has the same number of players, the number of leftover players will be drafted in reverse order, by team number, based on how many players are left. (Example: if 7 players are left after the draft in a 10-team league, starting with team 7 and proceeding to team 1, each team will pick an additional player.)
- C.5.** The child, step-child, grandchild, or other player with a nexus to the Head Coach will be his/her first selection. If no child is involved, then a selection will be made by that coach. After placement of a child to all teams, then the actual drafting begins with the low team number. If a coach has a second child eligible to play in the same league, the second child will be the third player placed on that coach's team. For example, this means a coach receives a son/daughter, then a player from the open draft, then the second son/daughter.
- C.6.** No trading of players is permitted.
- C.7.** Sibling combinations (other than as covered in C.5.) will count as consecutive drafting round picks if the parent has not requested that they be on separate teams.
- C.8.** Any player eligible within a league may be drafted in any round regardless of his/her age.
- C.9.** Age ratios per team (for example the maximum number of 12-year-old players per team) are established by the Player Agent prior to the draft. This is done in an attempt to provide a balance of older and younger players on each team.
- C.10.** The names of all Tournament Team players, All-Star players and League pitchers who have pitched more than ten (10) innings during the previous year, will be provided to the League Coordinator. This information will be shared with all coaches prior to the draft. Additionally, prior to the draft, the League Coordinator shall conduct an open discussion with coaches regarding all players who fail to attend the tryout session. Each coach having knowledge of an absent player shall provide an honest evaluation of the player.

**Section D**  
**Playing Rules -- Minor and Major Leagues**

**Part I: GENERAL PLAYING RULES**

- D.1.** Teams will have a 15-minute grace period to begin the game if waiting for a ninth (9th) player to arrive. After the 15-minute grace period, if a team is unable to place nine (9) players on the field, this shall not be grounds for automatic forfeiture, but shall be referred to the League Coordinator for a decision. If the League Coordinator cannot decide, the matter shall be referred to the *HYBA Board of Directors*.
- D.2.** If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the line-up. A player ejected from a game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall be grounds for automatic forfeiture, unless the player shortfall is a direct result of injury incurred during the course of the game. In this case, the game will be suspended at the point at which play was suspended and the applicable Little League Rule will be followed in resuming the game at a later date to be determined by the League Coordinator. Note: a game may not be started or continued with less than nine (9) players on each team.
- D.3.** No inning in any night game (a game scheduled to be played on a field with lights and the intent was to play the game with the use of lights) will begin after 2 ½ hours of play. No inning in a Minor League day game will begin after 8:00 p.m. No inning in a non-conference game will begin after 2 hours of play.
- D.4.** The Head Coach of the home team must complete a GAME REPORT form for each game. This form will list the date, time and field location of the game, the names of each pitcher that played, the age of the pitcher, the number of innings pitched, the number of pitches thrown, the number of days of rest required, the final score and any other information to be collected by the League Coordinator. This form must be signed by both Head Coaches and deposited in the box at the *HYBA* concession stand or handed to the League Coordinator after each game. Head coaches who do not turn in GAME REPORT forms within 72 hours after the conclusion of each game may be subject to disciplinary action by the *HYBA Board of Directors*.
- D.5.** The home team will occupy the dugout on the first base side of the field.
- D.6.** The home team will maintain the official pitch count.
- D.7.** A pitcher once removed from pitching for any reason cannot pitch again in that game.
- D.8.** The ball is dead when a player is injured at the Minor league level and at the umpire's discretion at the Major league level. The Head Coach will immediately notify the player's parent(s) if a player is injured during a practice or game. The parent(s) must notify the *HYBA* President to obtain appropriate forms for the filing of an insurance claim to cover costs only in excess of benefits from other insurance programs.



**D.9.** Two (2) new game balls will be provided to the umpire by the home team Head Coach. Vinyl covered balls will not be used in league games. Game balls are to be provided to each Head Coach by the League Equipment Manager.

**D.10.** Determining Minor and Major Regular Season Divisional Champions.

- a.** The best overall won/loss record within each division wins that divisional championship. All league games will count towards the overall won/loss record. If teams play an uneven number of games, then the team with the best winning percentage will be declared the divisional champion.
- b.** If a tie exists after applying **Section D.10.a.**, then the team with the best divisional record will be the divisional champion.
- c.** If a tie still exists after applying **Section D.10.b.**, then the team with the best won/loss record based on "head to head" play between the tied teams will be the divisional champion.
- d.** If a tie still exists after applying **Section D.10.c.**, then a playoff game will be scheduled by the League Coordinator and played within five (5) days after the close of the regular season. However, if in the judgment of the League Coordinator, it is not feasible, based upon weather, field availability or playoff schedule, to have a playoff game, the tie-breaker will be as follows: the team with fewest total runs allowed in head-to-head count games between the tied teams will be the divisional champion. If there is still a tie, the team with the fewest runs allowed in all division games will be the divisional champion.
- e.** Only the League Divisional Champions will receive awards, there can be no co-champions. No playoff game between divisional champions will be authorized or played.

**D.11.** The 10-run mercy rule will not be applied to end a game prematurely.

## **Part II: PLAYING RULES**

**D.12. MINORS:**

- a.** Coaches will "bat the order" meaning all players present will have a place in the batting order and will bat in that position throughout the game, regardless of their defensive assignment.
- b.** Free defensive substitution is allowed.
- c.** Each player must play a minimum of three (3) complete innings defensively, which do not have to be consecutive. Exceptions will be allowed in the case of

darkness or rain-shortened games, injuries, disciplinary action, or when the away team is losing after five and one half (5 1/2) innings.

- d. Coaches shall rotate players through defensive positions during games and throughout the season. Each player must play a minimum of one inning per game in an infield position. The maximum number of innings played by a player in the position of catcher may not exceed 4 innings per game.
- e. The “*dropped third strike*” and “*infield fly*” rules will not apply.
- f. Players cannot steal home or advance to home on a passed ball. For a player to score, the ball must be put into play by the batter, or there must be a bases loaded walk or a hit batter with the bases loaded. A direct attempt to make a play on a runner attempting to steal third base will not enable that runner to advance to home.
- g. Innings one through five will end when three (3) outs are made, or five (5) runs have scored, whichever occurs first. The sixth inning will end when three (3) outs are made or ten (10) runs have scored, whichever occurs first. No game shall be terminated due to the score of the game.
- h. Minor League Pitching Rules
  - i. Pitching rules defined in Section VI of the Official Little League Playing Rules will apply except that a nine (9) year-old (or combination of 9 year olds) must pitch at least one (1) entire inning from beginning to end (3 outs or 5 runs in a single inning) in the first four innings of each game.
  - ii. A player that is League-age eight (8) is considered a nine (9) year-old for purposes of this Rule.
  - iii. A player that is League-age nine (9), but playing in the Minor League for a second year is considered a ten (10) year-old for purposes of this Rule.

### **D.13. MAJORS:**

- a. The Head Coach will have two options for batting and defensive substitutions. The option must be used for the entire game and must be communicated to the opposing coach prior to the start of the game and/or at the umpire meeting.
- b. Option 1 – Batting the order.
  - i. Coaches will “bat the order” meaning all players present will have a place in the batting order and will bat in that position throughout the game, regardless of their defensive assignment.
  - ii. Free defensive substitution is allowed.

- iii. Each player must play a minimum of three (3) complete innings defensively, which do not have to be consecutive.
- c. Option 2 –Batting a nine (9) player line-up.
  - i. Players must play a minimum of three (3) complete innings and bat at least one (1) time.
  - ii. A player that starts the game can re-enter the game one (1) time at any point during the game at any place in the line-up, provided his/her substituting player has batted at least one (1) time. A player that does not start the game may not be substituted for once he/she has entered the game.
  - iii. Players that do not start the game must play defensively in at least three (3) complete and consecutive innings.
  - iv. Defensive substitutions can only take place at the half of the inning. Exceptions would be allowed in the case of injuries, or disciplinary action.
- d. When applying the defensive inning minimum, exceptions would be allowed in the case of darkness or rain-shortened games, injuries, disciplinary action, or when the away team is losing after five and one half (5 1/2) innings.
- e. When applying the one-at-bat minimum, exceptions would be allowed in the case of darkness or rain-shortened games, injuries or disciplinary action.
- f. The “*dropped third strike*” and “*infield fly*” rules will apply. Players may steal home, advance to home on a passed ball or advance to home while the ball is still in play.
- g. Major League Pitching Rules
  - i. Pitching rules defined in Section VI of the Official Little League Playing Rules will apply except that an 11-year old (or combination of 11-year olds) must pitch at least one (1) entire inning from beginning to end (3 outs) in the first five innings.
  - ii. A player that is League-age ten (10) is considered an eleven (11) year-old for purposes of this Rule.
  - iii. A player that is League-age eleven (11), but playing in the Major League for a second year is considered a twelve (12) year-old for purposes of this Rule.
- h. In non-conference games only, innings one through five will end when three (3) outs are made, or five (5) runs have scored, whichever occurs first. The sixth

inning will end when three (3) outs are made or ten (10) runs have scored, whichever occurs first. No game shall be terminated due to the score of the game.

**D.14. Violation of Minimum Playing Rules.** For violation of the any of the minimum playing time rules included in this Section, the player(s) involved shall fulfill the playing requirements for the current game before being removed from the current game, play any previous requirement not completed and start the next scheduled game.

- a. The Head Coach shall for the:
  - i. FIRST OFFENSE – receive a written warning.
  - ii. SECOND OFFENSE – receive a suspension for the next scheduled game.
  - iii. THIRD OFFENSE – receive a suspension for the remainder of the season.
  
- b. If the *HYBA Board of Directors* determines the violation to have been intentional, the *HYBA Board of Directors* may assess a more severe penalty, but may not impose forfeiture of the game. The *HYBA Board of Directors* will consider any violation of any rule by a Head Coach that occurred during the past two (2) seasons in determining a penalty.

**D.15. Violation of Pitching Rules.** Violation of any of the pitching rules in this Section can result in protest of the game in which it occurs. Protests shall be made in accordance with Little League Playing Rules. A coach’s failure to protest a violation of the pitching rules in this Section does not prohibit the *HYBA Board of Directors* from taking action against a Head Coach for the violation as follows:

- a. The Head Coach shall for the:
  - i. FIRST OFFENSE – receive a suspension for the next scheduled game.
  - ii. SECOND OFFENSE – receive a suspension for the remainder of the season.
  
- b. If the *HYBA Board of Directors* determines the violation to have been intentional, the *HYBA Board of Directors* may assess a more severe penalty. The *HYBA Board of Directors* will consider any violation of any rule by a Head Coach that occurred during the past two (2) seasons in determining a penalty.

### **Part III: CONDUCT**

**D.16.** Any Head Coach or Assistant Coach of record may discipline a player by benching him.

- a. If disciplinary benching results from an action occurring prior to the beginning of a game and the coach does not intend to meet the minimum play rules identified in this Section, the Head Coach must inform the League Coordinator and the opposing team Head Coach prior to the beginning of the game, if that player is present for the game.

- b.** If disciplinary benching occurs as a result of an action occurring during a game, the Head Coach must notify the opposing team Head Coach and substitution rules defined in Little League playing rules must be followed as if the player were ejected. The player removed as the result of a coach's disciplinary action is not eligible for re-entry in that game.
- c.** In such instances, the coach imposing discipline must inform the League Coordinator within twenty-four (24) hours of the infraction and imposed discipline. In situations where immediate disciplinary action is not required, the coach should obtain the approval of the League Coordinator.
- d.** A player may not be benched for missing practice or a game.

**Section E**  
**Playing Rules - Junior League**

- E.1.** Coaches will “bat the order” meaning all players present will have a place in the batting order and will bat in that position throughout the game, regardless of their defensive assignment.
- E.2.** Ten (10) defensive players are permitted on the field; the additional player shall be placed in the outfield. Free defensive substitution is allowed at the beginning of any half inning with no defensive substitution from the bench allowed once the inning has begun unless there is an injury.
- E.3.** Each player must play a minimum of three (3) innings defensively, which do not have to be consecutive. Each player must play a minimum of one inning per game in an infield position. A player may play the position of catcher a maximum of two (2) innings per game.
- E.4.** The alternating of players in different positions and in or out of the playing field is encouraged; this is left to the judgment of the Head Coach. Exceptions will be allowed in the case of darkness or rain-shortened games, injuries, or disciplinary action. Coaches shall rotate players through defensive positions during games and throughout the season.
- E.5.** No player shall sit on the bench for more than one inning at a time.
- E.6.** Players pitch for the first three (3) innings; coaches will pitch for the last three (3) innings. Player pitchers may pitch only one inning per game. Except as specified in the rules herein, pitching rules defined in Section VI of the Official Little League Playing Rules will apply. The home team will maintain the official pitch count.
- E.7.** No walks will be issued. If the pitcher throws 4 balls, the coach will finish pitching to the batter until he strikes out (swinging or looking) or hits the ball into play. At this point the pitcher will return to face the next batter unless the pitcher has thrown 4 balls each to 4 batters, at which time the coach will finish that inning as the pitcher. A batter who is hit by pitch will be given the choice as to whether he wants to take first base or finish the at-bat at which point the coach will finish pitching to that batter. This will count toward one of the four walks allowed for the pitcher in that inning.
- E.8.** If a pitcher hits two (2) batters in any given inning, he must be removed. A coach must finish that inning as the pitcher.
- E.9.** If a batter has two strikes and a coach steps in to finish pitching to the batter, the count will go back to one (1) strike on the batter.
- E.10.** The batting team will provide an umpire to call balls and strikes from behind the pitching area and the strike zone shall be very liberal (ankles to eyes). Batters should be encouraged to not take pitches or look for walks.
- E.11.** The first and third base coaches for the batting team will serve as umpires on the field of play.

- E.12.** Players may pitch or play the defensive position of pitcher (during coach pitch innings) one (1) inning per game. Use of the maximum number of players who have the ability to pitch or learn to pitch is strongly encouraged.
- E.13.** Pitchers (both player and coach) will pitch from a mound, if available. If not available, pitchers will pitch from a temporary throw-down pitching rubber, placed at a point approximating the distance from a pitching mound to home plate (~46 feet). For games prior to May 1, and based on mutual agreement of the Head Coaches, the pitching mound may be placed at a distance no shorter than 42 feet.
- E.14.** Innings will end when three (3) outs are made or four (4) runs have scored, whichever occurs first.
- E.15.** No defensive coaches are allowed on the field, unless by agreement of both Head Coaches.
- E.16.** When coaches are pitching, the pitching should be slightly upgraded from the Instructional level and, based upon the age and ability of the batter, intended to challenge and improve the skills of the batter.
- E.17.** A batter cannot be thrown out at first base from a ball hit to the outfield. Outfielders should be taught to throw the ball to the cutoff man or appropriate base. Force plays or tag plays can be made on a ball hit to the outfield at any base other than first. Defensive coaches are to position the outfielders no less than 15 feet from the edge of the infield dirt. If an attempted put-out is made by an outfielder who is inside this area, the runner will be called safe.
- E.18.** Players may steal third base. When attempting to steal third base, runners cannot leave second base until the pitch crosses the plate. Runners cannot advance to the next base on over throws. Players may not steal second base.
- E.19.** Players cannot steal home, or advance to home on a passed ball. To score, the ball must be put into play by the batter, or there must be a bases loaded walk or a hit batter with the bases loaded. A direct attempt to make a play on a runner attempting to steal third base will not enable that runner to advance to home.
- E.20.** The Head Coach or assistant coaches will keep score of the game. Game scores are to be reported to the League Coordinator within 72 hours of the completion of each game.

**Section F**  
**Playing Rules – Tee Ball and Instructional Leagues**

**PART I: GENERAL**

- F.1.** The primary goals of the Instructional and Tee Ball League games are to teach baseball fundamentals and skills, have fun, and improve the skill and confidence level of all of the players. Safety and sportsmanship are also paramount considerations. Accordingly, all of the rules should be interpreted in a manner consistent with these goals.
- F.2.** In the absence of a sufficient number of players for any team (less than 9), the coaches shall come to an agreement so as to make every effort to allow the game to be played either by sharing players or reducing the number of defensive players.
- F.3.** Games shall not exceed 90 minutes in duration. No new inning should be started if it appears likely that it will not be fully completed within the prescribed time limitation.
- F.4.** No game score should be kept and no win/loss standings will be maintained.
- F.5.** For the Instructional League, in the first five innings, an inning will end when three (3) outs are made or four (4) runs have scored, whichever occurs first. The sixth inning will end when three (3) outs are made or eight (8) runs have scored, whichever occurs first.
- F.6.** For Tee Ball League games, an inning will end when three (3) outs are made or four (4) runs have scored, whichever occurs first.
- F.7.** The coach pitcher and the first and third base coaches for the batting team will serve as umpires on the field of play.
- F.8.** A maximum of two (2) coaches for the defensive team may be stationed on the playing field to assist players and ensure safety.

**PART II: PLAYING RULES**

- F.9.** Coaches will “bat the order” meaning all players present will have a place in the batting order and will bat in that position throughout the game, regardless of their defensive assignment.
- F.10.** Teams may use ten (10) defensive players, one (1) of whom must be the pitcher as defined, and one (1) of whom must be a catcher. Coaches are required to position the remaining eight (8) defensive players as four (4) infielders and four (4) outfielders with **NO** short fielder permitted.
- F.11.** Each player must play a minimum of three (3) innings defensively, which do not have to be consecutive. Each player must play a minimum of one inning per game in an infield position. No player may remain in the same defensive position for more than two innings per game. Exceptions will be allowed in the case of curfew, darkness or rain-shortened games, injuries, or disciplinary action.



- F.12.** No player shall sit on the bench for more than one inning at a time.
- F.13.** No leading off or stealing of bases is allowed.
- F.14.** To help speed up the game, the player who made the last out may pinch run for the catcher.
- F.15.** To help speed up the game, an offensive coach may stand off to the side but in the area behind the catcher.

**F.16. INSTRUCTIONAL**

- a.** This league is strictly coach pitch.
- b.** Minimum pitching distance is 35 feet. Coaches should put a line or a temporary pitching rubber at the 35-foot mark. The coach pitcher must be behind the mark when the pitch is thrown.
- c.** If the coach pitcher comes in contact with a ball off the bat in the field of play this is a “no pitch” dead ball and it must be replayed with no strike counted towards the batter.
- d.** If a ball comes in contact with the coach pitcher (other than the no pitch dead ball rule in F.16.c above) the players must go back to the base they last crossed and the batter is out. If it is the third out all runs that scored prior to the contact with the coach would count.
- e.** If a ball comes in contact with an adult defensive coach it is immediately a dead ball and runners can advance to the base they were in the process of going to.
- f.** After the ball is in the field of play, the coach pitcher should proceed to move outside the baselines.
- g.** The play is considered dead when a player has control of the ball in the infield (dirt part of the field) and raises a hand to stop play. Alternatively, the play is considered dead if a player has control of the ball and makes no attempt to make a play.
- h.** Defensive players are encouraged to attempt the appropriate baseball play and will not be penalized for throwing or catching errors. If a player attempts to make a play at a base and an overthrow occurs (including second base), play is dead once the ball passes the base and runners may not advance.
- i.** No bunting is allowed. The play will be called dead and the player will be warned on the first bunt attempt. On the second bunt attempt, the player will be called out.

- j. There will be line markings half-way between all bases. A runner must be completely past the line when play is called dead in order to advance to the next base. If a runner has not reached the half-way mark they must return to the previous base. If the bases are loaded or there is a lead runner that is sent back, than all trailing runners will have to move back as well. Runners are on their own individually for advancing and must completely cross their own line to advance. (if a runner from 3<sup>rd</sup> to home crosses the line and a runner from 2<sup>nd</sup> to 3<sup>rd</sup> does not, the runner going home scores and the latter returns to 2<sup>nd</sup>).
- k. Coaches shall not tell the batter to swing or to take a pitch.
- l. No walks will be issued. Strikes are called on swinging strikes only.

### **F.17. Tee Ball**

- a. A coach, assistant coach, team parent or other HYBA-approved volunteer will stand at home plate and place the ball on the tee for the batter and make any adjustments to the tee.
- b. Once a ball is batted into play, the tee shall be moved from home plate and placed to the side out of play.
- c. A player will stand in the pitching mound area to field the position of pitcher.
- d. No walks and no bunting will be allowed.
- e. A player will get four (4) strikes (swings) to hit the ball.

Note: Three (3) foul balls will count as three (3) strikes. A foul ball on the fourth (4<sup>th</sup>) and fifth (5<sup>th</sup>) swings will not be considered a strikeout (unless a bunt is attempted). To help speed up the game, a foul ball on the sixth (6<sup>th</sup>) swing will be considered a strikeout.

- f. The proper use of the batting tee is mandatory. As the primary goal of the Tee Ball League is to teach a proper batting stance, exaggerated “open” or “closed” stances for the purpose of hitting to a particular section of the playing field is not permitted.
- g. When an infielder gets control of the ball in the infield dirt, the ball is to be thrown to the player pitcher. No runner can advance beyond the base he/she is running to once an infielder has control of the ball in the infield dirt area. Control is considered having the baseball in glove or hand. When overthrows occur, the runner can only advance to that base he/she is running to and not beyond it.

**Section G**  
**All-Star Teams**

- G.1.** The objective of an All-Star selection is to provide recognition to the best players from each division and to afford those players the opportunity to participate in a baseball game with their peers. The League Coordinator will decide on the equitable representation from each team by the order of their record within the division. All Star teams will be comprised of 12 to 18 players each. Should selected players not be available, the League Coordinator will allow for alternate players.
- G.2.** The Head Coach from the first-place teams from each division will be the All-Star Team Head Coach for that division. Should the first-place team Head Coach be unable to serve as Head Coach, then the second-place team within that division will be offered the opportunity to coach the team (and so forth until a Head Coach is determined).
- G.3.** The remaining Head Coaches from within each division will be the Assistant Coaches for the All-Star teams.
- G.4.** The Head Coach and Assistant Coaches will vote for the All-Star players from their team. The players with the most votes will be placed on the All-Star team.
- G.5.** Each All-Star player selected will receive an award determined by HYBA.
- G.6.** Any exceptions to the above rules, such as for disciplinary reason or player injury, will require the approval of the ***HYBA Board of Directors***.

**Section H**  
**Tournament Teams**

- H.1.** The *HYBA Board of Directors* will determine the tournament teams to be formed at each age level and for each tournament (e.g. Little League, Clarence Boyd, etc.).
- H.2.** Selection of Tournament Team head coaches is subject to the final approval of the *HYBA Board of Directors*. In order to be considered as a head coach for a Tournament Team, coaches must apply for the Tournament Team head coach position prior to the cut-off date determined by the League Coordinator.
- H.3.** Only regular season, approved head coaches and assistant coaches are eligible to serve as a Tournament Team Head Coach or Assistant Coach. The Tournament Team Head Coach may select assistant coaches, subject to the approval of the League Coordinator and the *HYBA Board of Directors*.
- H.4.** A Tournament Team coach selection committee, comprised of an odd number of members from the *HYBA Board of Directors*, will review the candidates and make recommendations to the Board. Final coach selections/approvals will be made by the full *HYBA Board of Directors*.
- H.5.** Tournament Team Player Selection will be made as follows:
- a.** No try-outs will be conducted.
  - b.** Tournament Player Interest Forms will be distributed to all players to be considered for play on a tournament team at each age level. Parents of players to be considered for tournament play must submit the Tournament Player Interest Form to their Head Coach by the determined deadline.
  - c.** The League Coordinator will compile the Tournament Player Interest Forms and distribute the forms or a list of eligible players at a meeting with the regular season Head Coaches to select the tournament players.
  - d.** When applicable, tournament teams for the Little League Tournament shall be formed first, followed by the Clarence Boyd Tournament or other tournaments approved by the *HYBA Board of Directors*.
  - e.** For the Little League Tournament teams, the regular season Head Coaches shall select the first nine (9) players for each tournament team through a vote of coaches (e.g. each of the Head Coaches will compile a list of their top 9 picks out of the pool of eligible players). The nine (9) players with the highest number of votes will be placed on the team. The remaining players selected to fill each Little League Tournament team roster will be selected by the Tournament Team Head Coach from the remaining pool of eligible players; the pool of eligible players includes the first six (6) players selected for the Clarence Boyd Tournament team.

- f.** For the Clarence Boyd Tournament teams, the regular season Head Coaches shall then select the first six (6) players (from the remaining players not selected for the Little League Tournament teams) for each tournament team through a vote of coaches. The remaining players selected to fill each Clarence Boyd Tournament team roster will be selected by the Tournament Team Head Coach from the remaining pool of eligible players.
- g.** Players that receive votes for the Little League Tournament team but who are not placed on the Little League Tournament team are to be placed on the Clarence Boyd Tournament team.

**Section I**  
**Communicable Disease Procedures**

- I.1.** While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:
- a.** The bleeding must be stopped, the open wound covered and if there is blood on the uniform it must be changed before the athlete may participate.
  - b.** Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
  - c.** Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
  - d.** Clean all blood contaminated surfaces and equipment with a solution made from a proper dilution of household bleach (CDC recommends 1-1000) or other disinfectant before competition resumes.
  - e.** Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
  - f.** Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
  - g.** Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
  - h.** Contaminated towels should be properly disposed of/disinfected.
  - i.** Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

**Section J**  
**Code of Conduct**

**Part I           CODE OF CONDUCT - MISSION STATEMENT**

**J.1.**    ***HYBA*** has adopted a “Code of Conduct” to serve as a standard for the entire organization. In conjunction with the ***HYBA*** Bylaws and “Playing Rules”, ***HYBA*** endeavors to:

- a.       Promote sportsmanship at all levels of play, both on and off the field.
- b.       Help players develop a sense of fair play.
- c.       Provide an atmosphere consistent with learning the principles of baseball.
- d.       Enhance technique/skills of players and coaches at all levels of play.
- e.       Provide a safe playing environment.

**Part II           CODE OF CONDUCT**

**J.2.**    Players, coaches, fans - Home and Away

- a.       Coaches, in conjunction with the umpire(s) and opposing coach(es), are in charge of and responsible for their games.
- b.       Players, coaches and fans will hold themselves to a high standard of conduct, whether on or off the field, home or away, and will be required to agree to the ***HYBA Code of Conduct*** when registering each year. See Appendix A to this document.
- c.       Coaches will conduct themselves as an example to all players and parents.
- d.       Coaches will provide a positive reinforcement to players in cooperation with parents.
- e.       Players will be respectful of all coaches, team members and parents; players will display good sportsmanship to all opponents, umpires, etc.

**J.3.**    Infractions/Violations

- a.       **Major** - Examples such as fighting, threatening or profanity towards an umpire, coach, player or fan; use of tobacco, alcohol or a controlled substance on or near the playing field; promoting unsafe play or poor sportsmanship.
- b.       **Minor** - Examples such as arguing with umpire, players, coaches, parents or fans.

#### **J.4.** Infraction Measures

- a.** **Major** or **Minor** Infraction - 1st offense - Action subject to umpire's judgment and/or coach's discretion during the course of the game.
- b.** Subsequent offenses are subject to corrective or disciplinary action at the discretion of the coach, League Coordinator and ultimately the ***HYBA*** Disciplinary Committee. (An ad hoc committee appointed by ***HYBA*** Board President).
- c.** Habitual offenders are subject to dismissal from ***HYBA*** participation.
- d.** Coaches have the primary responsibility to report any and all problems directly to their League Coordinator. League Coordinators are responsible for reporting all major violations to the ***HYBA Board of Directors***. Any issues regarding a League Coordinator are to be reported directly to the ***HYBA*** Board President.
- e.** Any coach, parent or player involved in providing, serving or condoning any ***HYBA*** player's use of alcohol, drugs or illegal tobacco products will be reviewed by the ***HYBA Board of Directors*** and considered for immediate dismissal.

#### **J.5.** General Policy

All rules of the ***HYBA Code of Conduct*** are in addition to respective league rules.



## Appendix A – HYBA CODE OF CONDUCT

The essential elements of character building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

1. Trustworthiness
2. Respect
3. Responsibility
4. Fairness
5. Caring
6. Good citizenship

The highest potential of sports is achieved when competition reflects these “six pillars of character.” To that end, all parents, players, and coaches will abide by the *HYBA* Code of Conduct as follows:

- a. I will not force my child to participate in sports.
- b. I will remember that children participate to have fun and that the game is for youth, not adults.
- c. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
- d. I will learn the rules of the game and the policies of the league.
- e. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or sporting event.
- f. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.
- g. I will not encourage any behaviors or practices that would endanger the health and well-being of the athletes.
- h. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- i. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
- j. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.

- k.** I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
- l.** I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
- m.** I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
- n.** I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
- o.** I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- p.** I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol, and I will refrain from their use at all sports events.
- q.** I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.