

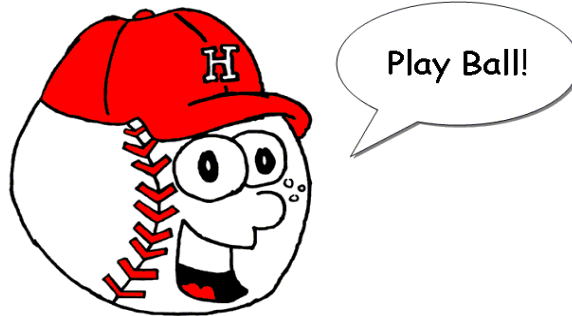
# HOLLISTON



YOUTH BASEBALL / SOFTBALL

## Baseball Division Rules

Catch the Excitement...



**HOLLISTON**

YOUTH BASEBALL / SOFTBALL

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## 1. REGULATIONS

These regulations govern the rules of play and conduct for Holliston Youth Baseball. See also Holliston Youth Softball rules and Code of Conduct.

This package contains:

- Common Rules:** These rules apply to all leagues and levels, unless superseded by expressed "Local Rules"
- Local Rules:** These are rules unique to a specific league. These take precedence over the "Common Rules".

For rulings not specifically documented in either these Common or Local Rules, the Current "Official Regulations, Little League Baseball, and Babe Ruth Baseball" shall be in effect.

Note that some divisions may play in other leagues (Twin-Valley, Tri-Valley, etc). When those situations occur, those league rules supersede the HYBS/HYBSA rules.

## 2. COMMON LEAGUE RULES

### 2.1 Eligibility

1. Meet the requirements set forth in the HYBS/HYBSA By-Laws
2. Players must pay the registration fee.
3. Players or parents/guardians must be Holliston residents.
4. Players may attend schools outside of Holliston.
5. Players must meet grade/age requirements for the league in which they play.
6. Players not conforming to the Code of Conduct may be declared ineligible to participate.
7. Players do not need to play spring ball to be eligible to play summer or fall ball.

### 2.2 Manager/Coaches

1. Every team shall have a Manager and an unlimited number of assistants. During game play only the Manager and a maximum of two (2) assistants may be on the playing field. A third assistant on the bench is acceptable.
2. The number of people allowed in the dugout, other than players, is limited to the four (4) Managers/Coaches only.
3. The Manager selection of assistants cannot cause a parity problem. Assistants must have children that are on different drafting rounds.
4. To be a Manager or assistant coach, an individual must meet the HYBS/HYBSA By-Laws. Manager and assistant coaches must be listed on the roster.
5. If required by the Diamond Director, Managers must turn in a team roster with uniform numbers to the appropriate Diamond Director prior to the start of the season.
6. A person can only be a Manager or first assistant in one league. They can be listed as second or third assistants in other leagues.
7. No smoking within confines of the fields.
8. All Managers and coaches must complete a CORI form.

### 2.3 Uniforms and Equipment

1. A player must wear their full team uniform. All equipment should be in good condition, with no more than normal wear-and-tear. Hats must be worn properly and shirts must be tucked in at all times to be allowed to play.

2. T-Ball, Farm and Minors Division players must wear a protective, wire cage helmet when at bat, on deck, or in the batting cage. Helmets (all divisions) must be also worn while on deck. Regular Helmets may be used while on base, or when coaching bases.
3. All male players must wear athletic supporters with cups. (Soft cup is allowed for 7/8 year olds, except that 7/8 year old catcher must adhere to the protective cup rule below)
4. All catchers must wear a mask during practices, pitcher warm-ups and games. All catchers must wear long model chest protector (with breast protector cups for females), neck collar, catcher's helmet, mask with ear protectors and shin guards. Males must wear a protective cup.
5. Shoes with metal spikes or metal cleats will not be permitted.
6. When chin straps are supplied on the helmet, they must be used.
7. Player protection and appropriate use of equipment is the responsibility of all managers, coaches and umpires.
8. Bats will be supplied by the league. Players are permitted to bring their own bat, but it must conform to Little League specifications and standards as noted in this rule. It shall not be more than thirty-three (33) inches (34 inches for Senior Division) in length, and not more than two and one-quarter (2-1/4) inches (2 3/4 inches for Senior Division Baseball) in diameter. Wood bats are prohibited in the T-Ball, Farm, Minor and Major Divisions.

## 2.4 Game Play

1. All absent players or those being held out for disciplinary reasons must be indicated on the line-up card.
2. The line-up card should be presented to the opposing manager prior to the start of the game.
3. The home team scorer is the Official Scorer. The game is scheduled for 6 innings (7 innings for Senior Division).
4. A strike out will be called if:
  - a. A batter swings and misses the ball on the 3rd strike. The catcher does not have to catch the ball.
  - b. A batter foul tips the third strike and the catcher catches the foul tip
  - c. A batter fouls off a bunt when there are two strikes on him.
5. Extra Innings - If tied at the end of 6/7 innings additional innings may be played until there is a winner or time expires.
6. The batting order is continuous. List all players on the team that are present. This remains the batting order for the entire game. Players arriving after the first pitch is thrown are place after the last batter listed.
7. All weekday games will start at 6:00 pm except for first two weeks, where the start time will be 5:45 pm. Please be sure to adhere to the 5:45 time frame as it will get dark too soon to complete the game.
8. No new inning may start after 7:45pm on weeknights and during the first two weeks of the season.
9. Commencing 2 weeks into the season, no new inning may start after 8:00 p.m.
10. On Sundays, no new inning may start after 2:00 for a 12:00 game, or after 5:00 for a 3:00 game. For Senior Division baseball it will be 2:30 for a 12:00 game and 3:30 for a 5:00 game.
11. Should an inning begin before the cutoff time and is not completed before dark, the score reverts to what it was prior to the start of the inning.
12. See Section 2.8. - Game Results and Postponements, for the rule regarding calling the game due to darkness.
13. Prior to the game, managers must select one timepiece as the official clock. If no specific selection is made before the game begins, and the time is later in question, then the umpire's watch will be the official clock. If the umpire has no watch, the home team manager's watch will serve as the official clock. If the home manager does not have a watch, then any timepiece selected by the umpire will be used.

14. If a game is called, it is a regulation game if four (4) innings have been completed (3 ½ if the home team is ahead). If a game is called and it is not a regulation game, it must be resumed from the point of suspension and played to completion at a later date.
15. The umpire can forfeit a game after one warning if a manager, coach or player tries to influence the manner of play (e.g., when a manager, coach or player deliberately stalls as darkness or time limit approaches.)
16. The home team will use the 1st base dugout and the visiting team will use the 3rd base dugout.
17. The Manager may call no more than (3) time-outs per game for instructional purposes with fielders. Conversations with a pitcher are not included.
18. Home team is to supply two new game balls for each game.
19. If the same pitcher hits 3 batters in a game, he/she must be taken off the mound for the rest of the game.
20. No Contact rules:
  - a. The base runner must avoid contact at each base and home plate.
  - b. The base runner cannot leave his or her feet.
  - c. The base runner cannot slide head-first into a base. (Although a head-first slide back to a base is allowed.)
  - d. If a player violates these rules he/she can be called out. A flagrant violation may result in being ejected from the game.
21. The use of four outfielders is permitted in the T-Ball and Farm Divisions.
22. The Minors, Majors and Senior Divisions have unique rules regarding how much a pitcher can pitch.
23. For safety reasons, ALL pitching time counts, even if the inning is not officially recorded (e.g., game called because of darkness).

## 2.5 Persons Permitted on Playing Field

1. Only managers, coaches, umpires and fully dressed uniformed players will be permitted within the confines of the playing field prior to and during the games.
2. Except for the batter, base runners, on-deck batters and coaches at first and third base, ALL players will be on their benches, in their dugouts or in the bullpen when the team is at bat. When their team is in the field (on defense), all reserve players will be on their benches or in the bullpen. **NO OTHER PERSONS WILL BE ALLOWED ON THE BENCH** (exception will be for a predesignated batboy or batgirl but must be announced before the start of the game).
3. Only a manager may confer with the umpires.
4. Coach's boxes must be occupied by one adult coach for instructing the players on the bases. A player, who must be wearing a regular helmet, may also be positioned in the coaching box with an adult for instructional purposes. Players should not be allowed in the coaching box without an adult (except in the Senior Division).

## 2.6 Game Results and Postponements

1. The home team is required to report the results of each game to the Diamond Directors within 24 hours of the completion of each game. Also, the name and number of innings (Minors, Seniors) or pitches (Majors) pitched by all pitchers used by both teams shall be reported as well as the umpires' name.
2. A postponed game will be made up on the next available date, and must be made up within 2 weeks of the originally scheduled date. The rescheduling will follow the HYBS/HYBSA By-Laws. The managers will work with the Diamond Directors, Field Scheduling Director and Umpire Director to check field availability. If the game is not made up within a two-week period, **BOTH TEAMS WILL BE CREDITED WITH A LOSS**. The home team manager is responsible for contacting the Diamond Director regarding postponed games. The Diamond Director, Umpire Director and Field Scheduling Director will determine if and when postponed games will be re-scheduled.

3. Weather cancellations or cancellation due to field conditions up to game time are outlined in the HYBS/HYBSA By-Laws.
4. It will be incumbent upon the T-Ball, Farm, Minor, Major or Senior Division Director (or designated representative) to show up at the field to officially cancel the game if managers have not been reached. Home team managers are responsible for contacting the Umpire Director regarding cancellations, if the cancellation decision is made far enough in advance.
5. The determination whether a game will be called because of darkness is made by the umpire. The umpire may confer with the managers but the umpire has the final decision.

## 2.7 Forfeits

1. An umpire can forfeit a game if a team deliberately stalls for any reason after one (1) warning.
2. Rules concerning forfeit situations due to the number of players:
  - a. If a Major National Division manager knows beforehand that he cannot field a nine-player team, he should contact his corresponding Minor Division affiliate team's manager and pull up a 4th grade player(s) so he can complete the game. If a Major American Division manager knows beforehand that he cannot field a nine-player team, he should contact his corresponding Major National Division affiliate team's manager and pull up a player(s) so he can complete the game. Major and Minor Division team affiliations will be set by the Diamond Director and Division Directors.
  - b. If at game time there are at least eight players, the game will be played. Players must be in position to play within the 20-minute wait period (i.e. visiting team ready to bat and home team in fielding positions).
  - c. If at game time there are less than eight players and after a 20 minute wait, there are still fewer than eight players, the game is forfeited. The game is not rescheduled.
  - d. In the event that a game is forfeited, both managers may coordinate a scrimmage. An umpire being paid for his/her services can be asked to umpire the scrimmage game. (He/she cannot be required to umpire.)
  - e. A forfeit can also be called for a violation of the field conduct rule. (Section 2.8.)

## 2.8 Field Conduct

1. Proper field conduct must be adhered to at all time (see also HYBS/HYBSA By-Laws and Code of Conduct). Foul language, display of temper, arguing with the umpires, the baiting and antagonizing of opposing players or of umpires by coaches and players will not be tolerated and will result in disciplinary action.
2. The umpire has the authority to eject any coach or player from the game, without warning, if proper field conduct is not adhered to. Anyone ejected from the game must immediately leave the facility and the surrounding area. If the player or coach refuses to leave the facility, the umpire has the authority to call a forfeit. The incident will then be reported to the league president.
3. The President, after receiving the umpire's report, shall convene a disciplinary committee, comprised of the league officers, to review the incident. Other board members may be added if unanimously agreed by the officers.
4. Any Player/Coach/Manager ejected from a game for misconduct is not allowed to participate in the next game. This includes playoffs. Further disciplinary action is at the discretion of the disciplinary committee. If a manager, coach or player needs to appear at the meeting, the President will so inform them. The managers, coaches and parents may attend as advisors.
5. All decisions of this committee are final.

## 2.9 Managers Responsibilities During Games

1. Managers must make every attempt to provide an equal amount of playing time for all players. No player may sit out more than one inning if any other member of the team has not yet sat out an inning. Exception: A player in the position of pitcher or catcher for the entire game (where allowed

by the league.) A player moved from pitcher to catcher or vice versa is not exempt from this rule.  
***NO PLAYER MAY SIT OUT TWO CONSECUTIVE INNINGS.***

2. Player rotation: In following the philosophy of this league as an instructional league, players at all levels should be rotated throughout the season to as many positions, in both the infield and outfield, as is reasonable and prudent. This is especially true for the minor division and below. Managers in division should mix up the batting order so every player gets a chance to bat at or near the top of the order at least once during the season.
3. Managers may exercise fair and reasonable judgment if they feel there is a safety risk, but players are not to be excluded from positions purely because of skill level or for purposes of securing a win.
4. Adhere to pitching rules.
5. Emphasize player skill development and having fun.
6. During the warm-up prior to a game, if one team's manager is missing, include the players from the other team in warm-up practice until manager or coaches arrive.

## 2.10 Majors Division Team Selection

1. Following fall assessments, the Competition Director, Diamond Director and Majors Division Director(s) shall designate a time and place for the purpose of selecting players by a draft system.
2. Each player requesting to play in the Major Divisions must participate in the assessment process as stated in HYBS/HYBSA By-Laws. The fall assessment ratings shall be weighted 60%, summer managers ratings shall be weighted 10% (limited players in summer ball) and the previous spring managers ratings shall be weighted 30%. These three combined rating scores will be combined to give the overall rating for each Majors Division eligible player. The player with the highest rating number will be ranked number 1 with decreasing ranking numbers based on these overall rating numbers until all players have been ranked. The Competition Director is responsible for the calculation and maintenance of this process. Exceptions to the rankings will be made for pitching and catching skills to insure there is adequate distribution of pitchers and catchers for each of the teams.
3. The Small Diamond Director and Major Division Directors will review the rankings and information from the Competition Director to assign the American League Managers for the Majors Division. The American League Managers will be selected from the pool of major division eligible draftees' parents. A draft meeting(s) will be held with American League Managers to select teams. After the American League draft is complete, the small Diamond Director and Major Division Directors will review the remaining ranking players to select the National League Managers from the pool of major division eligible draftees' parents. A draft meeting(s) will be held with National League Managers to select teams.
4. The names of the Managers will be placed in a container. The Small Diamond Director will pick names out of the container to determine each Manager's draft position. Each Manager will be automatically assigned his/her son/daughter in the draft position (i.e. draft round) selected by the Competition Director. The first round will start with the Manager who was picked first followed by the second named pulled. This process shall be follow until all Managers have made a pick in round one. The second round will be reversed with the Manager who picked last in the first round having the first selection of the second round. This flipping in each round shall continue until all the teams have been picked to the team size (see chart below)

Round 1	Round 2	Round 3	Round 4
Manager 1	Manager X	Manager 1	Manager X
Manager 2	↓	Manager 2	↓
Manager 3	↓	Manager 3	↓
↓	Manager 3	↓	Manager 3
↓	Manager 2	↓	Manager 2
Manager X	Manager 1	Manager X	Manager 1

After all teams have reached their size any Manager can discuss with another Manager moving or swapping players. Any swaps have to be approved by the Small Diamond Director. Swaps are discouraged and should only occur under special circumstances.

5. No trading of Players shall be permitted in HYBS/HYBSA once teams have been established unless a special circumstance has been given to the President in writing.
6. Managers will notify each player on their team through either phone calls or e-mail.
7. The teams will follow the instructions outlined in the HYBSA Small Diamond Curriculum.

### 2.11 Minor Division Team Selection

1. The number of teams and player placement shall be left up to the Small Diamond Director and the Minor Division Director.
2. The summer managers' ratings shall be weighted 10% (limited players in summer ball) and the previous spring managers ratings shall be weighted 90%. These two combined rating scores will be combined to give the overall rating for each Minor Division eligible player. The Competition Director is responsible for the calculation and maintenance of this process. Exceptions to the ratings will be made for pitching and catching skills to insure there is adequate distribution of pitchers and catchers for each of the teams and for players with no previous ratings.
3. The Small Diamond Director and Minor Division Director will review the ratings and information from the Competition Director to assign the players on the teams. The Managers will be selected from the pool of minor division eligible draftees' parents.
4. The teams will follow the instructions outlined in the HYBSA Small Diamond Curriculum.

### 2.12 Farm Division Team Selection

1. The number of teams and player placement shall be left up to the Small Diamond Director and the Farm Division Director.
2. The teams will follow the instructions outlined in the HYBSA Small Diamond Curriculum.

### 2.13 T-Ball Division Team Selection

1. The number of teams and player placement shall be left up to the Small Diamond Director and the T-Ball Division Director.
2. The teams will follow the instructions outlined in the HYBSA Small Diamond Curriculum.

### 2.14 All Star Games

1. Major and Minor Divisions shall be represented by a minimum of three (3) players from each team in each division.
2. The date for All Star Team Selection will be determined by the Small Diamond Director.
3. The following method shall be used to select players for all the All Star Teams:
  - a. The Small Diamond Director and the Major/Minor Directors will create a voting ballot that can be modified for each team by the Managers of each team.
  - b. Each Manager will use the official voting template to input his team players and create his teams' ballot.

- c. Each Manager will hand a voting ballot to each assistant coach and all players on the team to perform a vote. The Manager will then collect all the ballots and select the top three (3) players from his team receiving the most votes. Selection of players from each team will be determined by the manager. Attempts should be made to send older team players to the All Star game if possible. If there are ties the final decision is up to the Manager.
  - d. If additional players are required to make sure there are enough players to field a team, it will be up to the Major/Minor League Directors to choose the additional players.
4. All Star Managers or Assistant Coaches selection should come from the approved Major/Minor League Managers & Assistant Coaches.
5. The Manager with the best win-loss record will have his choice of All Star team. The second best will manage the other team.
6. Specific rules for each division are in the appropriate local rules section.
7. Pitchers should not pitch more than 1 inning in the All Star game.
8. An All Star game is not required for each division. It is at the discretion of the Diamond Directors.

## 2.15 Playoffs

1. The Major Divisions Playoff Tournament shall be a single elimination tournament. All teams are included. Format for each playoff will be determined by the Small Diamond Director and Major Division Director(s) based on the number of teams involved and field availability. The winners of each division will be the number 1 seed in the division. The second place team will be the number 2 seed and this seeding will be followed for all teams. Seeding is based on overall record. In case of a tie, head to head competition will determine the seeding. If it still remains tied, the winner of the coin toss shall be awarded the seed.
2. Regular Season Champion of each division will be the team with the best overall record. If two (2) teams tie use head to head record.
  - a. Tie breakers:
    - i. When Playoffs begin, if the teams are tied, the following criteria will be used:
      1. Record in head to head competition.
      2. Fewest runs allowed in head to head competition.
      3. Fewest runs allowed during the season.
      4. Coin flip.
3. Playoff Structure
  - a. All regular season rules apply, the exception being “the first game of the playoffs will be the beginning of the pitching week”. This does NOT waive the days of rest rule.
  - b. Small Diamond Director will determine if there will be any first round ‘byes’.
  - c. Highest seed will play the lowest seed in the first round. No re-seeding will occur, in the event a lower seeded team beats a higher seeded team in round 1.
  - d. In both series, the highest seed team will be Home Team.

## 2.16 Trophies

1. No trophies are to be awarded at any level without the prior approval of the League. Paper certificates can be given to the players without League approval.

## 2.17 Summer Small Diamond League Team Selection

1. Player eligibility (age group in which to play) will be determined by each summer league’s rules. Following a summer assessment, the Competition Director will meet with the Small Diamond Director, Major Division Director(s) and Minor Division Director at a time and place designated by the Small Diamond Director for the purpose of selecting players for the summer programs. This meeting will establish this group as the Summer Selection Committee.

2. Each player requesting to play in the Summer League must participate in the assessment process. The summer assessment ratings shall be weighted 50%, the just completed spring ratings submitted by the managers shall be weighted 30% and the last fall assessment shall be weighted 20%. These three rating scores will be combined to give the overall rating for each player. Each age group (12, 11, 10, and 9) will rank the player with the highest rating number as being ranked number 1 with decreasing ranking numbers based on these overall rating numbers until all players have been ranked.
3. The Summer Selection Committee will review the rankings and information and decide on the summer managers. The manager for each summer program and age group/division will be chosen based on the highest ranking player, whether their parent has been a manager or coach this past spring season and was a previous summer manager. The first summer managers will be for the Tondorf League. A draft meeting will be held with Summer Selection Committee and the Tondorf Manager(s) to choose their teams (12, 11, 10, and 9 year old team). Any player that is in the same grade as other players of that age group is eligible to play with the age group. At the end of this draft, the Summer Selection Committee will review the remaining players and select the managers for the Hopkinton Sizzler League based on the above manager criteria of players remaining. A draft meeting will be held with the Summer Selection Committee and the Hopkinton Sizzler League Managers to choose their teams. The Hopkinton Sizzler League is broken into a 12/11 team and a 10/9 team of equal age groups. At the end of this draft, the Summer Selection Committee will review the remaining players and select the manager(s) for the Upper Charles League. A draft meeting will be held with the Summer Selection Committee and the Upper Charles League Manager(s) to choose their teams. Depending on the amount of players signed up for the summer programs will dictate the amount of teams in the Upper Charles League. The selection and draft meetings will be controlled by the Summer Selection Committee.
4. Managers will select the best players for each league based on the rankings supplied by the Competition Director. Managers can chose players only from the Competition Directors list. Any issues will be resolved by the Summer Selection Committee. If issues can not be resolved it will be up to the President to resolve the issues.
5. All players requesting to be in the summer program will be put on teams.
6. Team size will depend on the amount of players signed up for the summer program as well as the distribution of players from the age groups (each league has a different requirement which may force the amount of teams we send to the summer leagues).
7. Managers will notify each player on their team through either phone calls or e-mail.

## 2.18 Fall League

1. The organization and amount of teams playing fall ball will be the responsibility of the Fall League Director. The HYBS/HYBSA Board should approve the registration fee. All requests for field time, umpires, equipment will be coordinated with the appropriate Director of each of these groups.

## 3. FARM DIVISION BASEBALL LOCAL RULES

1. The following special rules apply to the Farm Baseball Division. These rules supersede any similar rules shown in the Common Rules.
  - a. **Game Play**
    - i. Number of Players: To maximize playing time at this level, no more than the normal amount in infield and maximum 4 outfielders.
    - ii. Time Limit: There is a 1 hour and 45 minute time limit on games.
    - iii. Pitching: Managers/Coaches will pitch for the entire season. Managers should teach and encourage pitching during practice sessions, but player pitching during games is prohibited.
    - iv. Strike outs: Players may continue to bat beyond three strikes. Managers should use their best judgment as to how many strikes should be allowed before an

individual switches to hitting off a tee for that at bat, but should try to limit the number of strikes to keep the pace of play moving. Example: If a player has taken 10 swings at a pitch, the coach should tell the player he will get 5 more pitches and if he doesn't hit the ball, he will hit off a tee. Should this happen the coach should speak with the player afterward, tell him it's "OK" and that they'll work more on batting during practice time.

- v. Leading: There is no leading.
- vi. Stealing: There is no stealing.
- vii. Bunting: There is no bunting.
- viii. Infield Fly Rule: The Infield Fly Rule will not be enforced.
- ix. Maximum runs: A maximum of 5 runs shall be permitted per inning. When a team scores the fifth run in their half of the inning, their at bat is complete.
- x. Basepaths: Regulation basepaths (60 ft) are to be used. Managers/Coaches may not shorten the basepaths.

#### 4. MINOR DIVISION BASEBALL LOCAL RULES

1. The following special rules apply to the Minor Baseball Division. These rules supersede any similar rules shown in the Common Rules.
  - a. **Game Play**
    - i. It is recommended that two (2) umpires be at every game, (The use of managers/coaches or spectators to umpire the bases and/or home plate is permissible if no umpire is available).
    - ii. No intentional walks are permitted.
    - iii. Balks shall not be called.
    - iv. The infield fly rule will not be enforced
    - v. The Strike Zone shall be designated from knees to shoulders with home plate enlarged one and one-half inches on each side (left and right).
    - vi. A maximum of six (6) runs shall be permitted per inning. When a team scores the sixth run in their half of the inning, their at bat shall be ruled completed. This applies to all innings.
    - vii. Pitching:
      1. A pitcher cannot pitch more than 6 innings per week.
      2. A pitcher cannot pitch more than 3 innings per game.
      3. The week begins on Sunday and ends on Saturday.
    - viii. If the pitcher throws one (1) pitch that shall constitute an inning pitched for recording purposes.
    - ix. If a pitcher has pitched three (3) innings or less he must have one (1) days rest before he is able to pitch again.
    - x. Days rest takes precedence over pitching in the new week.
    - xi. If the same pitcher hits 3 batters in a game, he must be taken off the mound for the rest of the game.
    - xii. A Manager/Coach is allowed two visits to a pitcher during an inning. A third trip in one inning means the pitcher must be removed.
    - xiii. For safety reasons, ALL pitching time counts, even if the inning is not officially recorded (e.g., game called because of darkness).
    - xiv. Stealing is permitted with the following Guidelines:
      1. Runners cannot leave the base until after the ball has passed home plate.
      2. The total number of stolen bases allowed per inning will be THREE (3)
      3. Advancement on a passed ball or wild pitch will count as a "steal"
      4. A double steal or the advance of 2 or more runners on base when there is a passed ball, counts as only one stolen base toward the 3 steal limit.
      5. Steals on overthrown balls in the field do not count toward the 3 steal limit.

6. On overthrown balls that remain in play, the runners may advance as many bases as they can.
  7. On overthrown balls that are considered out of play, the runner may advance only one base.
  8. The ball is considered to be in play until it is returned to the pitcher and his foot is on the rubber. Bases can be stolen at any time up to that point, but will count toward the 3 steal limit.
- xv. Managers should make players (especially pitchers and catchers) aware of this rule prior to the season as well as during game situations.

**Stealing - Clarifying examples:**

***EXAMPLE 1*** (these events all occur in the same inning)

Example 1a

Situation: Runner on 1st  
 Event: Passed ball - runner advances to 2nd  
 Result: This counts as ONE (1) stolen base

Example 1b

Situation: Runners on 1st and 2nd  
 Event: Passed ball - runners advances to 2nd and 3rd  
 Result: This counts as ONE (1) stolen base

Example 1c

Situation: Runner on 1st  
 Event: Passed ball - runner advances to 2nd - throwing error - runner advances to 3rd  
 Result: This counts as ONE (1) stolen base. The advance to 3rd is the result of an error and is not a steal.

AT THIS POINT THE 3 STEAL LIMIT HAS BEEN REACHED, AND NO MORE BASES CAN BE STOLEN IN THE INNING, INCLUDING ON PASSED BALLS. Runners MAY advance due to throwing errors in the field, however.

***EXAMPLE 2*** (these events all occur in the same inning)

Example 2a

Situation: Runner on 3rd  
 Event: Passed ball - runner advances to home  
 Result: This counts as ONE (1) stolen base.

Example 2b

Situation: Runner on 1st  
 Event: Passed ball - runner advances to 2nd  
 Result: This counts as ONE (1) stolen base.

Example 2c

Situation: Same runner as in 2b at the end of that play...  
 Event: Same runner sees the pitcher is away from the rubber. The runner advances AGAIN to 3rd base  
 Result: This counts as an additional (ONE) stolen base. Note, however, that if the pitcher had attempted a pickoff and overthrown third base, this would NOT count as a stolen base.

Example 2d

Situation: Runner on third  
 Event: Passed ball  
 Result: NO ADVANCE by the runner. The 3 “steal” limit has been reached.

AT THIS POINT THE 3 STEAL LIMIT HAS BEEN REACHED, AND NO MORE BASES CAN BE STOLEN IN THE INNING, INCLUDING ON PASSED BALLS. Runners MAY continue to advance due to throwing errors in the field, however, such as below:

Example 2e

Situation: Runner on third  
 Event: Catcher throws to third to try to pick off runner. Ball goes into left field  
 Result: Runner MAY ADVANCE to home, because this is an overthrow and not a passed ball.

Example 2f

Situation: Runner on third  
 Event: Catcher returns pitched ball back to the pitcher, but overthrows the pitcher. Ball goes into center field.  
 Result: Runner MAY ADVANCE to third base, because this is an overthrow and not a passed ball. Runner may continue advancing until pitcher has the ball and his foot is on the rubber.

- xvi. Bunting - **NO SLASH BUNTING**: A slash bunt is the action of squaring to bunt in order to move the infield and to distract the pitcher, and then swinging away. To prevent injury of player moving in to make a play on the bunted ball and getting hit with a batted ball or bat.
- xvii. Thrown bats – the umpire will issue a warning for the first occurrence. If the same batter throws a bat a second time he will be called out.
- xviii. A minor division player may play on a major division team to prevent a forfeit, as long as it does not conflict with the player’s minor division schedule.

## 5. MAJOR DIVISION BASEBALL LOCAL RULES

1. The following special rules apply to the Major Baseball Division. These rules supersede any similar rules shown in the Common Rules.
  1. **Game Play**
    - i. A Minor Division Player may play on a Major National Division team only in an emergency. If a child is to move up to the majors, he may play only to prevent a forfeit. The Minor Division player should bat last in the order and only play in the outfield. Each Major National Division team will be affiliated with one Minor Division team. Each Major American Division team will be affiliated with a Major National Division team. Managers are only permitted to call up players from their affiliated teams for purposes of drawing players in a temporary support role. Directors will make the Division affiliations at the start of each spring season.
    - ii. No player on a major division roster can play in a minor division game. A major division player may play on a senior division team to prevent a forfeit, as long as it does not conflict with the major division schedule.
    - iii. It is recommended that two (2) umpires be at every game. (Managers/Coaches from each team should be used only in cases where the is no umpire present)

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- iv. The Balk rule will not be enforced: The umpire shall issue warnings to the pitcher for instructional purposes.
  - v. Pitching:
    1. Pitch count will be used to determine how many pitches a pitcher can throw in a game. Each manager needs to designate a pitch counter (assistant coach or parent) at the beginning of each game. The pitch counter will count pitches of the opposite team's pitcher. At the end of each inning the pitch counter should notify the manager of the pitcher's pitch count. The pitch counter should also notify the manager when his pitcher reaches 70 and 80 pitches in a game so the manager can plan accordingly.
    2. A pitcher can pitch a maximum of 85 pitches in a game. Warm-up pitches do not count toward the total pitch count.
    3. During the first three games of the season a pitcher is limited to 3 innings or the 85 pitches per game. As of the fourth game of the season the pitcher can pitch up to 6 innings in a game as long as they don't exceed the 85 pitch limit.
    4. If a pitcher hits their pitch count maximum while facing a batter, the pitcher may continue until that batter reaches base or is put out.
    5. Days of rest:
      - a. 61 or more pitches in a game – 3 calendar days rest
      - b. 41 – 60 pitches in a game – 2 calendar days rest
      - c. 21 - 40 pitches in a game – 1 calendar days rest
      - d. 1 - 20 pitches in a game – no (0) calendar days rest are required.
    6. Pitches delivered in suspended games will count toward the pitch count limit and the pitcher must adhere to the appropriate days of rest before pitching in the next game.
    7. Violation of any section in this regulation cannot be tolerated and may result in forfeit of the game.
    8. If a pitcher hits 3 batters he must be taken off the mound for the rest of the game.
    9. A pitcher must be removed on the second visit to the mound by the manager/coach in the same inning.
  - vi. Once a ball in play has been returned to the pitcher and the pitcher steps on the mound's rubber, play stops and any base runners must stay at the base occupied at that point in time.
  - vii. All passed balls or overthrown balls are live as long as they stay in the field of play.
  - viii. For the first two innings in the game, a team will only be permitted to score a maximum of 6 runs in an inning.
  - ix. Stealing.
    1. Leading off the bases is not allowed.
    2. Runners may steal after the pitched ball has crossed the plate. If a runner leaves early, a warning is issued and the runner must return to the original base. A second infraction of the same runner from the same base will result in the runner being called out.
    3. There are an unlimited number of steals in a game unless a team is ahead by six or more runs. At that time, the team that is winning will only be permitted 3 steals in an inning until the score difference is less than 6 runs. The 3 steal limit will be enforced using the same rules as defined in the Minor Division Local Rules, above.
    4. If a team gains a 6 runs advantage during an inning, the number of steals from that point until the end of the inning will be limited to 3.
  - x. Bunting - **NO SLASH BUNTING**: A slash bunt is the action of squaring to bunt in order to move the infield and to distract the pitcher, and then swinging away. To

prevent injury of player moving in to make a play on the bunted ball and getting hit with a batted ball or bat.

- xi. The infield fly rule will not be in effect.
- xii. Intentional walks are not permitted
- xiii. Thrown bats – the umpire will issue a warning for the first occurrence. If the same batter throws a bat a second time he will be called out.

## 6. SENIOR DIVISION BASEBALL LOCAL RULES

1. The Senior Baseball Division shall be comprised of players who will be 13 by April 31 and no older than 15 by April 31 of the year the Senior Division is being played. Players who are members of High School Varsity, JV or freshmen baseball players are not eligible to play.

### 1. Game Play

- i. Games will be 7 innings long. If the score is tied at the end of 7 innings, additional innings may be played until there is a winner or time or daylight expires. Regular season tie games are recorded as such and are not continued at a later date.
- ii. For weeknight games, all games will start at 5:45 PM. No new inning may start after 8:00 PM. The umpire will determine if a game is to be called due to darkness. Should an inning begin before the cutoff time and not completed before dark, the score reverts to what it was prior to the start of the inning.
- iii. Teams can practice together starting at 5:00 if desired but must share the field with the opposing team.
- iv. Equipment shall be in the shed for both teams. All managers are responsible for the equipment return and locking of shed.
- v. Practice balls will be in the shed – Please make every effort to chase down foul or lost practice or game balls. Game balls will be in the shed use only the minimum required per game.
- vi. Field preparation is the responsibilities of all managers prior to the start of the game.
- vii. One or more coaches must be present at the field until all players have left – this is a safety issue seeing as will be playing most games at night and ending around 9:30
- viii. An official game is 5 innings; 4 ½ if the home team is ahead. If teams are unable to complete enough innings to constitute an official game, the game will be replayed in its entirety. If a pitcher throws one inning or less, it will not count against the weekly total. Otherwise, the innings in a non-official game count against the weekly total.
- ix. If a game is called due to inclement weather games may be rescheduled on Saturday. All changes to scheduling must be requested to the league coordinator.
- x. A patched umpire will be assigned to each game. The home team will be required to pay the umpire.
- xi. Pitching
  1. A pitcher may only pitch 7 innings in a week.
  2. The week begins on Sunday.
  3. One pitch constitutes an inning.
  4. If a pitcher has pitched more than 4 innings in a game, the pitcher must rest 2 calendar days. Example, if a pitcher throws more than 4 innings on Monday, they cannot pitch again until Thursday.
  5. If a pitcher is removed from the mound, they cannot return to the mound later in the game.
  6. If a pitcher hits 3 batters in one inning or 4 batters in a game, they must be taken off the mound for the rest of the game.
  7. The pitcher must be removed from the mound upon the coach's second trip to the mound in the same inning to the same pitcher.

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- xii. Batting: the batting order will be continuous.
  - xiii. Teams will be able freely substitute players in the field. No player shall sit more than one consecutive inning.
  - xiv. Prior to each game, coaches will exchange lineups, pitching information, and ground rules. The home team will determine the team's player's benches, i.e., first base or third base side. All players shall be in uniform for all games.
  - xv. Any team with less than 9 players will use a player from the opposing team's line up as follows:
    1. Player selected from the opposing teams last batter in the batting order per inning
    2. Player cannot pitch
    3. Player will bat with his own team
  - xvi. Balk Rule: The umpire shall inform the pitcher of a balk at the first infraction. Subsequent balks will be enforced.
  - xvii. No contact rule: a base runner must avoid contact at each base and home plate. If necessary, he must slide. If a player violates this rule, he shall be declared out. A flagrant violation may result in ejection and suspension. A base runner cannot leave their feet to avoid a tag. A base runner cannot slide head first into a base; the runner shall be declared out. However, a head first slide back to a base is allowed.
  - xviii. Metal cleats or metal spikes are prohibited. If a player is found to be wearing metal cleats or metal spikes, they will be required to change footwear. If substitute footwear is unavailable, the player will not be allowed to participate.
  - xix. Aluminum Bats: 13 year old players may use metal bats with no more than a 5 differential between length and weight. 14 and 15 year olds use a 3 differential. Bats made of wood are acceptable with any differential. The bat rule will be self-policed by the team. Umpires will not enforce this rule.
2. Scores and Standings
    - i. Standings will be determined by a point total. Two points will be awarded for a win; 1 for a tie. Schedules, scores and standings will appear on the HYBS/HYBSA website.
    - ii. The winning team is responsible for e-mailing game scores and pitching stats for both teams to all managers and the Large Diamond Director. The Large Diamond Director will work with the Website Director in updating the stats to the HYBS/HYBSA website.
  3. Playoffs
    - i. At the conclusion of the 10-game regular season, the Division will conduct a single elimination playoff to determine a Division champion.
    - ii. The playoffs are single elimination.
    - iii. If two teams tie with the same point total, head to head competition will break the tie. If multiple teams tie with the same point total, the games played between the tied teams will break the tie. If teams did not play in the regular season or they remain tied after applying the tie breakers, Large Diamond Director will conduct a coin flip to determine a winner.
  4. The Division will determine the playoff schedule and may schedule and adjust games due to weather and field availability.
  5. Playoff seeding will be as follows:
    - i. 1st and 2nd place teams receive a buy from the first round.
    - ii. Game 1 - 3rd seed plays 6th seed
    - iii. Game 2 - 4th seed plays 5th seed
    - iv. Game 3 - Winner of Game 1 plays 1st seed
    - v. Game 4 - Winner of game 2 plays 2nd seed
    - vi. Game 5 - Championship

## **7. HOLLISTON BATTING CAGES**

### **7.1 Rules of Use:**

1. All cages are provided to be used at your own risk.
2. All batters are required to wear helmets at all times while in the cage.
3. All pitchers under the age of 18 are required to wear a batting helmet and pitch from behind the protective screens. All adult pitchers are required to pitch from behind the protective screens - use of helmet is optional.
4. All cages are limited to one pitcher and one batter at all times.

### **7.2 Rules for batting cages before the season starts**

1. The teams practicing at Flagg and Adams have priority use of the cages during their practice times. Teams should be aware of the other teams and coordinate the use accordingly.
2. If the cages are not being used for the teams practicing then they are available on a first come first serve basis. With this in mind teams should not expect to show up and use the cages more than once a week. If other teams are there then teams will need to be respectful of the time in the cages and move their team through as quickly as possible. Teams should not use both cages if other teams are waiting.
3. Because the demand, T-Ball and Farm Division teams can not bring their teams to the cages for special batting practice.

### **7.3 Rules for the batting cages during the season:**

1. The batting cages are assigned to the teams who are scheduled to play games at Flagg and Adams from 5:00 until 6:00 on night games and for the 1 hour preceding any weekend day game.
2. After the teams have completed their pregame usage the cages are available on a first come basis. With this in mind teams should not expect to show up and use the cages more than once a week. If other teams are there then teams will need to be respectful of the time in the cages and move their team through as quickly as possible. Teams should not use both cages if other teams are waiting.

## **8. HOLLISTON PITCHING STATIONS**

### **8.1 Rules of Use:**

1. All pitching stations are to be used at your own risk.
2. All catchers are required to wear protective headgear while working in the pitching cages.
3. All pitching stations are limited to one pitcher and one catcher at all times.
4. The pitching stations can be used for teammates waiting to enter the cages. If a member of one the teams playing on Flagg field is sent to warm up for the game - they have priority over a practicing team for the station.