

HYAA BASEBALL

ACTIVITY RULES AND RECOMMENDATIONS FOR ALL LEAGUES

Approved by the HYAA Executive Committee

HYAA Policy on Sportsmanship

HYAA values and expects sportsmanship among its many, participants, players, coaches, officials, parents, and spectators. Sportsmanship involves fairness, courteous relations, and graceful acceptance of results.

Sportsmanship is more than a concept. Sportsmanship, or its absence, is reflected in the actions and remarks of participants and spectators. Some fundamentals of good sportsmanship include knowing and understanding the rules of the contest, showing respect for the officials and accepting their decisions, showing respect for both teammates and opponents, maintaining self control at all times and showing a positive attitude in cheering.

Because poor sportsmanship tends to gather momentum, undesirable behavior and/or remarks must be caught early. Each individual can make a difference.

Winning and losing last only a moment; integrity and dignity are characteristics for a lifetime.

These rules cannot be modified without agreement of the HYAA Rules Committee and approval of the HYAA Executive Committee.

1. Duties of the League Presidents

- 1.1 League Presidents (with assistants as required) are responsible for
 - (a) making available copies of these HYAA rules to all coaches prior to a meeting of all coaches, League Presidents and Baseball Commissioner to discuss the rules.
 - (b) giving the league schedule of games and practices to all coaches and to the Director of Officials..
 - (c) giving current copies of Little League baseball rules to Director of Officials.
 - (d) providing current eligibility rosters (including the names of head coaches and assistant coaches) to each team prior to the season.
 - (e) re-scheduling any game that was 1) postponed (i.e., never started, Rule 2.2), 2) started but not completed (Rule 5.14), 3) started and then suspended (Rule 5.15), or 4) successfully protested.
 - (f) deleted

- (g) deleted.
- (h) holding meetings of league coaches when required for dissemination of information and/or resolution of problems
- (i) handling protests in accordance with Section 7 of these rules
- (j) collecting all the coaches' player ratings at the end of the season and delivering them to the Baseball Commissioner at the end of the season.

2. Other Administrative Rules

- 2.1 All games on the official league schedule must be played.
- 2.2 Once scheduled or re-scheduled, a game may not be postponed except for the following reasons:
 - (a) field is unavailable or unfit for play
 - (b) excessive rain
 - (c) lightning
 - (d) the non-appearance of ally umpires, or
 - (e) mutual request of both coaches and concurrence of the League President at least 48 hours prior to game time.

Items (a), (b), and (c) shall be judged by either the League President or the chief umpire (Rule 5.1).

- 2.3 Use of an ineligible player, as defined in 3.1 (a) and (b) only, or violating of pitching regulations (Rule 4) shall result in automatic forfeiture if reported, by anyone, to the League President within 72 hours of the end of the game. If the League President does not rule so, the Baseball Commissioner, at the request of a coach, shall so rule.
- 2.4 Suspended games shall be resumed from the point of suspension. Games canceled or postponed by weather or other reasons shall be re-scheduled on the first available open date, provided the coaches and teams are available to play. If no open date within seven days is agreeable to both coaches, the League President shall schedule the game on the next open date (preferably within 10 days of the original postponement).
- 2.5 League Structure

Each player shall be assigned to a League according to his/her grade in school as of September of the current school year. Exception: If a player is 13 years old by April 30th then the player MUST play in the 7/8/9 league. If the player is in the 7th grade and is not 13 years old by April 30th then they should play in the 5/6 grade league. **HOWEVER THEY MAY CHOOSE TO PLAY WITH THE 13 YEAR OLDS.** A majority rule by the hyya baseball commissioners can make individual exceptions to this rule.

League Structure: Boys Baseball

Pre-K and K must be 4 years old on or before April 30th Boys and Girls

1st grade

2nd grade

3rd grade

4th grade

5th and 6th grade

7/8/9th grade

League Structure Girls Softball:

1st and 2nd Grade

3rd and 4th Grade

5th and 6th Grade

7/8/9th Grade

3. Player Eligibility

- 3.1 An eligible player is one who
- (a) is registered and has been assigned to a team in accordance with the draft system,
 - (b) is not under suspension by the League President (Rule 3.2) or HYAA (Rule 7.3)
 - (c) has arrived prior to the final out of the third inning, and,
 - (d) satisfies the dress requirements of Rule 3.3.

When a suspended (or successfully protested) game is continued on another day, Item (c) above is expanded as follows:

1. a player must have arrived prior to the sixth out of the game in order to be eligible to participate in that segment of the game.
 2. a player who is absent from a previous segment of the game may participate, subject to the preceding restriction, and shall be added to the end of the current batting order
 3. a player who participated in a previous segment of the game, but is not eligible for the continuation game, shall be deleted from the batting order.
- 3.2 The League President may suspend the participation privilege of a player for disciplinary reasons. Any single suspension beyond one game requires the additional approval of the Baseball Commissioner.

A coach may remove one or more of his players from a game for safety or disciplinary reasons, but must report the removal(s) to the League President before the team's next game. A player removed from a game for safety or disciplinary

reasons is ineligible or further participation in that game. (Umpire shall be informed at time of removal.)

- 3.3 Player dress requirements are as follows:
- (a) each participant on the field must wear an HYAA uniform shirt, hat, and baseball pants, all of the same color as those of his teammates.
 - (b) team members may not wear watches/rings/jewelry or other metallic items. Use of chewing gum is prohibited.
 - (c) each participant must wear either all-purpose shoes or sneakers. Metal cleats or spikes are NOT allowed.
 - (d) all boys must wear a protective cup.
 - (e) a catcher must wear a catcher's mitt and must wear chest protector, shin guards, and helmet-mask combination with throat protector, including receiving warm-up pitches. Helmet-mask may be removed during fielding plays.
 - (f) any part of a pitcher's undershirt that is exposed to view shall be a uniform solid color other than white.
 - (g) a batter may not wear a jacket while batting.

4. Pitching Regulations

- 4.1 The pitching calendar-week begins on Saturday and ends Friday.
- 4.2 A pitcher may pitch no more than 6 innings per calendar week. Throwing one pitch in an inning counts as an inning pitched; this includes games that are not completed.
- 4.3 The maximum innings a pitcher may pitch are:
- (a) During the HYAA Regular season
 - i 3 innings per day in the Major League, Minor, or Junior League
 - ii 4 innings per day in the Senior League
 - (b) During the HYAA playoffs
 - i 4 innings per game, 6 innings over two consecutive games in the Minor and Major leagues, Examples 4-2-3-2-4 or 3-3-3-2-4-2
 - ii 4 innings per game, 7 innings over two consecutive games in the Senior league
- 4.4 A player who pitches more than 3 innings in a game must have one calendar day of rest before pitching again.

In the event a suspended game is continued on the day of the regularly scheduled game, a pitcher may pitch in both the resumed game and the regularly scheduled game, provided the limits of 4.2 and 4.3 are not exceeded.

- 4.5 Pitching eligibility for a re-scheduled or Suspended game shall be the remaining eligibility for the week in which the game is actually played or resumed.

Once a pitcher is removed from the game, he cannot re-enter the game as a pitcher.

Clarification (added June 2004): Once a pitcher is replaced by another pitcher, he/she may NOT return to the game as a pitcher.

5. Game Administration

- 5.1 Up until 45 minutes before scheduled game time, the League President may postpone a game, but only for reasons given in rule 2.2. After that timer such postponements may be made only by the umpire.
- 5.2 If no umpire has appeared by one-half hour after scheduled game time, that game shall be re-scheduled unless both coaches agree on a substitute umpire, in which case the game would be considered official.

Up until one-half hour after scheduled game time, the game shall begin as soon as possible after the arrival of one umpire, consistent with rule 5.9 below.

If a game is postponed for lack of an umpire, but 14 or more players are present, then a practice game shall be played.

- 5.3 Umpires are responsible for placing home plate, bases, and pitcher's plate in their proper positions on the field.
- 5.4 The out-of-bounds area shall be designated by the extension of the backstop or other line specified by the chief umpire. Team benches and all spectators shall be out-of-bounds. Players, coaches, and spectators may not be in the area behind the backstop during the game.
- 5.5 For either team; dugout occupants are limited to eligible players in uniforms plus up to four coaches.
- 5.6 A team must have an adult coach, or person (age 18 or older) designated by a coach, present at the field in order to start the game.
- 5.7 A team must have at least 8 players present to start the game. If a coach (or person designated) and 8 players are present, then a team is considered ready to play.
- 5.8 A team that is not ready to play by 15 minutes past the scheduled starting time loses by forfeit. If neither team is ready, then the result is a double-forfeit.
EXCEPTION: Such forfeit does not occur without the arrival of an umpire within one-half hour of scheduled game time.

- 5.9 The umpires are responsible for starting each game at the scheduled starting time. Team warm-ups shall be in the order visitor-home, with the home team remaining on the field to start the game. If the previous game runs late, the following game shall start after each team has had opportunity for 5 minutes of warm-up.
- 5.10 The home team must provide two new baseballs.
- 5.11 In the Minor and Major Leagues, scoring of each game is the responsibility of the home team. The official scorer shall keep a record of the innings pitched by the pitcher.
- 5.12 Extra innings shall be played to resolve a tie, within the time and darkness limits specified in Rule 5.13. Games completed with a tied score count as one half of a win and one-half a loss for each team.
- 5.13 No inning may start more than 2 hours after the first pitch of the game. The chief umpire shall record the starting time of the game and shall notify each coach when the two hours have elapsed.

The home plate umpire, in consultation with a league of HYAA officials, if available, shall determine whether it is too dark to continue to play safely; he must stop play when it is too dark. In any event, he must stop play no later than sunset. (A listing of sunset times should be included in the league game schedule and is also given in the attached table). No new inning may start later than 15 minutes prior to sunset. An inning is considered started immediately after the final out of the preceding inning.

EXCEPTION #1: The time limit shall be suspended during a delay for rain or attention to an injured player on the field, but only when such delay exceed five minutes. However, the total of such suspensions may not exceed fifteen minutes.

EXCEPTION #2: Playoff games shall not be subject to the time restriction (Rule 5.13). However, such a game may be suspended by mutual agreement of the two coaches after two hours of play and completion of one or more full innings.

- 5.14 A game is considered complete in any of the following cases:
- (a) Six innings are completed and the score is not tied.
 - (b) Five and one-half innings are completed and the home team is ahead.
 - (c) Three and one-half innings are completed and the game is halted by an umpire because of time (Rule 5.13), darkness, wind, rain or lightning. If a game is halted because of wind or rain, the game must be resumed within fifteen minutes of stoppage if weather and field conditions permit. If the delay exceeds fifteen minutes, the game must be terminated by the chief umpire.
 - (d) Three and one-half innings are completed, home team is ahead, and the game is halted by umpire for any reasons listed in rule 5.13.
 - (e) Home team is ahead after the top of the fourth inning and a new inning may not be started because of Rule 5.13.

Note 1: If a game starts but cannot be completed on the same day, and the game is not suspended (Rule 5.15), then the game shall be started over. However, see Pitching Rule 4.2.

Note 2: For cases (a), (b), (d), and (e), the winner is the team that is ahead at the time of completion.

Note 3: For case (c), the score reverts to the last complete inning, at which point there may be a winner or a tied game. EXCEPTION: If home team is ahead at the time play is stopped, home team wins if they started ahead at the end of the last complete inning; otherwise the game is a tie.

EXCEPTION: Items (c), (d), and (e), do not apply to a playoff game. That is, a playoff game shall be played to the normal length, with extra innings as required. If a playoff game is suspended by darkness, weather, or other reasons, it shall be continued as soon as possible.

However, if one or both pitchers will continue pitching when the game is resumed, then there must be at least one calendar-day of rest before the resumption.

IMPORTANT: All pitching restrictions (Rule 4) continue to apply; and, in Rule 4.3, change "per day" to "per game or per day".

- 5.15 A game is considered suspended in any of the following cases:
- (a) There is insufficient equipment (such as, but not limited to, baseballs or catcher's gear) to continue the game.
 - (b) A playoff game in progress is interrupted by darkness, weather, or other reasons.
 - (c) Other unforeseen conditions (excluding weather) make it impossible to continue.
- 5.16 Pitcher warm-up during a game must take place in a safe area out-of-bounds, as far from spectators as possible.
- 5.17 If an umpire observes the participation of an ineligible player, removed from game by coach for safety or discipline (Rule 3.2), or improper dress (Rule 3.3), play shall be stopped and the coach involved shall be asked to correct the violation. If the violation is not corrected immediately, the chief umpire shall declare a forfeit against the violating team. If such a violation is not noticed by an umpire until after the completion of the game, the game is official and cannot be forfeited for this reason.
- 5.18 Throwing a bat or batting helmet may be considered unsportsmanlike conduct and reason for ejection from the game.

- 5.19 If a Manager/assistant coach wishes to question an umpire's rule interpretation (not judgment), that coach shall request a time-out. When the time-out is granted the umpire who made the interpretation shall meet the questioning coach at the out-of-bounds line.
- 5.20 A manager, assistant coach or spectator who has been ejected from a game must immediately leave the area of the field, as judged by the home-plate umpire. Any further coaching or interference by that individual may cause immediate forfeiture of the game. A manager or assistant coach ejected from a game must serve an automatic one-game suspension. A second ejection will result in a suspension for the remainder of the season and further disciplinary action from the HYAA Executive Committee.
- 5.21 Teams are responsible for removing new litter from their sides of the field at the end of the game.
- 5.22 Each coach shall use team parents to bring ice, water, etc. to the game as determined by team agreement. The team parent shall maintain order among the players on the bench or sideline when the team is at bat. The team parent shall direct the pickup of litter (Rule 5.21) after the game and shall perform other administrative functions for the team in coordination with the coach.
- 5.23 In HYAA playoff games, the home team shall be determined by a coin toss.

6. Rules of Play

Current Little League Baseball Playing Rules shall govern play, except as modified here.

- 6.1 A team must begin the game with at least 8 players. A game in progress shall be forfeited to the opposing team whenever either team is unable or refuses to place 8 players on the field.
- 6.2 All eligible players shall be assigned to a continuous batting order, and that order remains for the entire game. Players arriving after the exchange of batting orders, but before completion of the first inning, shall be appended to the end of the team's batting order.
- 6.3 In a regulation six inning game, ALL eligible players must play at least four innings in the field. In addition, no player can sit on the bench for two consecutive defensive innings.
- 6.4 The penalty (including possible forfeiture) for violation of 6.2 and 6.3 shall be decided by the Baseball Commissioner.

EXCEPTION to 6.2 and 6.3: In the event of injury and illness, a player may be removed from the game. He may re-enter the game if he has not missed more than one required (alternate innings) turn in the field or more than one turn at bat. A player removed from the game a second time may not return.

- 6.5 A batter or base-runner who is injured while batting or running the bases may be replaced only by the teammate who made the last batted out.
- 6.6 Players, coaches or assistant coaches may be in the coaching boxes at first and third bases. Players there must wear helmets.
- 6.7 A total of 2 visits by a coach or assistant coach to a pitcher in one inning shall cause that player to be removed as pitcher.
- 6.8 Whenever there is a possibility of a play at second base, third base or home-plate, the runner must either slide or try to avoid contact with the defensive player at that base. Failure to do so will result in the runner being called out. A RUNNER SLIDING HEAD-FIRST WILL AUTOMATICALLY BE CALLED OUT. Please note: Applies only when advancing to a base. Does not apply when returning to a base from a rundown or pick-off situation.
- 6.9 If a fielder fakes possession of the ball, causing a runner to make an unnecessary slide, that runner will be awarded one extra base (except at home plate).
- 6.10 (Catcher Speed Up Rule) When there are two outs and the catcher is a base-runner, an HYAA Manager may replace the catcher on the bases with the player who recorded the last batted out.
- 6.11 (omitted)
- 6.12 For Major League Only:
 - (a) The infield shall be a 60-foot square. Pitcher's plate shall be exactly 46 feet from the rear point of home plate.
 - (b) Balks will not be called.
 - (c) Coaches and assistant coaches may confer with the pitcher at the mound or the foul line only. The catcher and at most one other defensive player may be included in such a meeting. A coach may not meet with any defensive player in the absence of the pitcher (that would be counted as a trip to the pitcher). A coach may not enter fair territory except to talk to the pitcher or remove the pitcher when required to attend an injured player.
- 6.13 For Minor League Only:
 - (a) Same as 6.12(a) (60-foot bases, 46-foot pitching)
 - (b) Same as 6.12(b) (no balks)
 - (c) Same as 6.12(c) (meet pitcher at foul line)

- (d) There is a nine batter limit per inning. The ninth batter should be announced to the umpire and to the opposing coach before he enters the batter's box. At that point, play will continue as if there were two outs. The ninth batter cannot be walked. The inning ends when any of the following occurs:
- i the third out is made on the ninth batter or any base runner, or
 - ii after a fair batted ball the play must come to a proper conclusion such as defense execute an out or batter reaches base safely, or
 - iii the ninth batter scores.

NOTE: If the ninth batter is not announced, then the inning is (or was) over when the ninth batter's turn at bat (including the following play) is over.

EXCEPTION: If the ninth (or subsequent) batter is hit by a pitch and would be awarded first base, the next batter then becomes the new "ninth batter".

EXCEPTION: In the HYAA playoffs, the ninth batter rule shall NOT be in effect in the fifth and sixth innings of each playoff game.

7. The defensive team may have up to nine players on the field. No more than six defensive players (including the pitcher and the catcher) may be on the infield dirt until the ball is hit by the batter. The penalty for violation of this restriction is the same for catcher interference.
- 7.1 For 2nd Grade Boys
- (a) The infield shall be sixty feet square
 - (b) The coaches will pitch
 - (c) There will be three (3) outs recorded in each half inning
 - (d) The ninth batter rule will be in effect (See 6.13(d))
 - (e) Same as 6.12(b) (no balks)
 - (f) The baseball shall be a "reduced-impact" ball
 - (g) Bunting is permitted.
 - (h) The defensive team may have up to ten players on the field with no more than six defensive players (including the pitcher and catcher) may be on infield dirt until the ball is hit by the batter. Coaches are permitted in the OUTFIELD ONLY !!!
 - (i) No walks shall be awarded to a batter
 - (j) REMEMBER THAT THIS IS AN INSTRUCTIONAL LEAGUE
- 7.2 For 3rd Grade Boys only
- (a) The infield shall be sixty feet square
 - (b) The mound shall be 46 feet from home plate
 - (c) There will be three (3) outs recorded in each half inning
 - (d) The ninth batter rule will be in effect (See 6.13(d))
 - (e) Same as 6.12(b) (no balks)
 - (f) The baseball shall be a "reduced-impact" ball

- (g) Bunting is permitted.
- (h) The defensive team may have up to ten players on the field with no more than six defensive players (including the pitcher and catcher) may be on infield dirt until the ball is hit by the batter.
- (i) No walks shall be awarded to the batter, after the pitcher throws four balls the coach will come in and pitch, balls thrown by the coach do not count but strikes will.

8. Protests and Penalties

- 8.1 Protests are permitted under conditions outlined in Little League Playing Rule 4.19. (Items 4.19d and f do not apply to HYAA baseball) In addition, HYAA adds the following requirements:
- (a) A protest regarding an end-of-the-game play must be made to an umpire on that game within five minutes of the protested decision. If there seems to exist the possibility of such a protest, the umpire(s) and the opposing coach should be informed immediately.
 - (b) Sufficient notations shall be made in the home-team score book to permit resumption of the game from the exact time of the protest.
 - (c) A written copy of the protest shall be sent by the protesting coach to the Little League President, the Baseball Commissioner, the HYAA Vice President, the Director of Officials, the Chairperson of the HYAA Rules Committee, and the opposing coach within 48 hours of the end of the game.
 - (d) Ruling on each protest shall be a Protest Committee, consisting of the League President, the Baseball Commissioner, and the Director of Officials. In case of a direct conflict of interest involving one or more of these individuals, the Rules Committee Chairperson shall appoint one or more alternatives.
 - (e) A Protest Committee decision, that the protest is allowed or not allowed, shall be made within three days of receipt of the written protest by each member. That decision is final and no appeal is permitted.
 - (f) If the protest is allowed, the game shall be resumed from the exact time if the protest, as scheduled by the League President.
- 8.2 The chief umpire shall report all ejections of players, coaches, or spectators to the Baseball Commissioner and the League President.
- 8.3 The Executive Committee may authorize to suspend a player, coach or spectator for one game for flagrant or persistent misconduct during an HYAA activity. The Executive Committee may modify such action by monitor or may impose some penalty where no action was taken by a monitor. Violation of any suspension shall result in game forfeiture.

9. Rating System and Draft

9.1 The rating system will be administered by the Baseball Commissioner and carried out by the League coaches and other volunteers. All players should be rated by their coach and these ratings should be given to the league presidents and kept in the hyaa office to be reviewed for the coordination of leagues for the following year.in order to be eligible for the draft.

9.2 The Draft System

- (a) Each league will have a league coordinator which can be a person appointed by the baseball commissioners or can be a commissioner or league president.
- (b) The league coordinator will look at the player ratings and use any and all nformation available about that player and if desired can request a tryout of any player in order to assess the player's skill level.
- (c) The coordinator will then either alone or in conjunction with commissioners, league presidents and some or all coaches put together teams in a fair and balanced way trying to insure that each team has pitching, catching and the ability to compete with all other teams.
- (d) When all the teams are made changes can only be made by the commissioner or commissioners assigned to that league.

9.3 Deleted

10. League Schedules, Standings, and Awarding of Trophies

10.1 An official league schedule shall have between 10 and 12 regular season games for each team.

10.2 In consultation with the league's Managers and League President, the Baseball Commissioner shall determine whether regular season standings should be kept for the purpose of determining playoff seed position in the HYAA World Series.

10.3 Trophy awards for a league shall be:

- (a) participation awards for those players in Leagues with no standings
- (b) League Champion and League Runner-up for those players in Leagues participating in the HYAA playoffs.

Tournament Team Managers(s) and Players

See Travel Section Rules and Regulations

League Specific Rules

1. Girls First and Second Grade Softball

- Games to start on time.
- Pitchers Mound – Coaches pitch
- Maximum of 10 players on the field at one time. 6 infields (includes pitchers helper and catcher) and 4 outfielders. Outfielders are to be on the grass when the ball is pitched. The kids should be learning the positions at this level. You can have a coach in the catchers position with one additional outfielder.
- No walks or strikeouts will be called. If a child is having difficulty hitting a pitched ball the coach, at his or her discretion, may use a tee.
- No throwing equipment.
- No sliding
- Coaches may be in outfield for instructions.
- One base on every hit. Last batter of the inning touches all the bases regardless of where the ball is hit.
- No advancement on an over throw to first base.
- 6 innings per game. An inning can not start after 1½ hours.
- Maximum of 10 players will bat per inning.
- All players will bat, if more than 10 players rotate field positions.
- No stealing, no advancement on a pass ball

2. Girls Third and Fourth Grade Softball

- Games to start on time. If a team has eight players the game will start.
- Strike zone – The strike zone will be one ball width off the plate, from the knees to the chest. The umpires have been instructed to open up the strike zone.
- Coaches pitch from about 35 feet
- Maximum of 10 players on the field at one time. 6 infields (includes pitcher and catcher) and 4 outfielders. Outfielders are to be on the grass when the ball is pitched. Games can start with 8 players.
- No walks, however strikeouts will be called.
- Catchers must be in full catchers gear
- No throwing equipment.
- No head first sliding
- One coach may be in outfield for instructions.
- One base on an over throw to first base.
- 6 innings per game. An inning can not start after 1½ hours.
- Maximum of 10 batters per inning. All players will bat, if more than 10 players rotate fielders.
- The play is over when the ball is thrown back into the infield to the correct base. The object is to teach the girls where to throw the ball in different situations. It is

the base coach's responsibility to use **good judgement** in advancing runners. We are here to teach fundamentals of the sport.

- Last batter is out and the inning is over when the ball is thrown to either the pitchers mound or home plate. **The intent is to avoid collisions**
- No stealing, no advancement on a pass ball

All coaches and parents should remember that this is an instructional league. We want the girls to have fun and have a positive experience.

3. Girls Fifth and Sixth Grade Softball

- 10 player maximum in field
- Teams must have 8 players to start a game or team must forfeit game during the playoffs.
- Extra fielder must be on outfield grass prior to pitcher being in wind up.
- Extra fielder can move in only after pitcher has started her motion.
- Pitchers mound will be 40 feet from home plate.
- All players must play at least 2 innings in the field. Free substitutions are allowed.
- Pitchers can pitch a maximum of 4 innings per game and 6 innings per week. During playoffs pitchers can pitch a maximum of 4 innings per game and 6 innings per two consecutive games.
- The week starts on Sunday.
- All players bat consecutively in the lineup.
- 10 batter maximum per team per innings. 10th batter cannot walk. Batter must hit the ball or strike out. The 10 batter max rule per inning for playoff purposes will be suspended. No 10 batter rule for playoffs.
- Speed up rules for pitchers and catchers. A player off the bench can run for the pitcher or catcher when there are 2 outs.
- A game is official after 4 innings due to inclement weather or the 10 run rule.
- No inning can start after 1 1/2 hours from the official game start as determined by the umpire.
- No more than 4 adults can be in dugout during the game: 1 head coach, 2 asst. coaches, and 1 scorekeeper.
- Players cannot swing bats in dugout.
- Players must wear helmets when batting or on deck.
- Catchers must wear proper catcher gear.
- Coaches and parents must show good sportsmanlike conduct. If a parent does not comply, the player and parent will be asked to leave by the coaches. Be responsible for your actions and keep your players' parents in check.
- Warm ups between innings should be kept to an absolute minimum. Let's speed up these games.
- All other Babe Ruth rules that have not been mentioned apply.

4. Boys Fourth Grade Baseball

- No stealing home Unless all the coaches in the league agree to change stealing and or any other rules for this league and then the commissioner or commissioners assigned to that league must approve those changes

5. Clinic

- All batters must hit off a batting tee until June 1st. After June 1st coaches may pitch to the batters if both coaches agree to do so.
- All bats must be in the possession of the coach during practices and games. Safety is the main issue.
- No on-deck batters will be allowed to hold a bat. Safety issue.
- All batters shall hit the ball and run to first base only. No extra bases.
- This batter shall be safe even if a successful play has been executed. This runner will advance to 2nd base only upon the next batter hitting. This pattern will continue until the last batter in the line-up hits when that batter will be allowed to run around all 4 bases. All runners on base will run to the next base continuing until they reach home plate.
- All batters must wear a helmet, as well as all on-deck batters.
- All boys must wear a protective cup during practices and games.
- All players shall bat once in an inning with the last batter allowed to run completely around the bases finishing at home plate. The last batter of the inning shall be announced prior to batting by the batting team.
- There will be no sliding into any base. Encourage batters running to first base to overrun the base.
- All fielders should be moved to different positions each inning. One or two players may stand at the pitchers position but must be at least 45 feet away from the batter for safety reasons. All other players shall play infield positions and be spread evenly around the infield. There is no catcher in this league.
- All plays in the field will be made to first base only. No force plays. A coach should be positioned to help the first baseman and the runner.
- The game will consist of 3 innings only. The games will be 1 hour in length. If your game starts late it must be over no later than 1 hour from the scheduled time it was to start. Teams are permitted to play 1 extra inning if time allows, however both coaches must agree and the game must end in the timeframe stated above.
- All bases shall be 60 feet apart.
- Remember that this is an instructional league only. The safety of the players as well as the spectators is our first concern.

Miscellaneous

Situations not covered in these rules are left to the discretion of the Baseball Commissioner or Director of Officials, provided the situation is documented and presented to the next meeting of the HYAA