

Hamlin Park Baseball Association Rules 2020

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The Rules herein are put forth as a guideline. Umpires and coaches are advised to adhere to the *spirit* of the rule. In all cases common sense and safety shall be the deciding factors if a rule is vague or poorly written. IHSA (Illinois High School Association) and high school safety rules shall apply in all divisions, except as noted. If any special circumstances arise which necessitate the adjustment of any HPBA rules to facilitate game play, then it may be done so ONLY with the approval of the Supervisor on Duty from the Board.

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1.0 HPBA GENERAL LEAGUE RULES

1.1 FIELD SETUP

- The home team will occupy the third (3rd) base side of the field.
- The home team shall be responsible for installing the bases and the pitcher's mound. Bases must be in place 15 minutes before game time.
- If no game follows, the home team is responsible for removing the bases and replacing them in the storage boxes.
- Field dimensions: **Rookie** - 50' bases, 30' mound; **Peewee** - 55' bases, 40' mound; **Bantam** - 60' bases, 46' mound; **Midget** - 70' bases, 49' mound; **Liberty** - 80' bases, 54' mound; **Senior** - 90' bases, 60'-6" mound.
- Only players, coaches, managers, and administrators of the program shall be allowed in or near the dugout area.
- Only the batter and the on-deck hitter should be out of the dugout. When in the dugout, players must not hang on the fence or stand on the bench.
- No more than four (4) coaches shall be allowed in the dugout or on the field. Teams are only permitted to have: one (1) Manager, one (1) third base coach, one (1) first base coach, and one (1) bench or on-deck circle coach. If number is exceeded, the game shall be halted until the maximum number is not exceeded. Umpire shall use his discretion if this is a reoccurring problem.

1.2 SEASON LENGTH & GAME TIME LIMITS

- All games have time limit dictated by the division and time slot. No inning may be started if there are fewer than fifteen (15) minutes remaining in the time limit. Once an inning is started, however, it must be completed. Season Length varies from year to year under the following guidelines.

Division	Season Length	Game Length - <i>Innings</i>	Game Length - <i>Time</i>
Rookie	12 Games	4 Innings	1 Hr 30 Min
PeeWee	13 Games	6 Innings	2 hrs 0 min
Bantam	16 Games	6 Innings	2 hrs 0 min

Midget	18 Games	6 Innings	2 hrs 0 min
Liberty	18 Games	6 Innings	2 hrs 0 min
Senior	18 Games	7 Innings	2 hrs 15 min

- All Playoff and Tournament games in all divisions - strict time limits may vary from regular season time allotments. Generally early round games are allotted shorter time slots. Every attempt is made to allow Championship Games to be 'played out'.
- Because of scheduling quirks, some regular season games might have a shorter than normal time slot. In all cases the teams will be notified.
- All games have a fifteen (15) minute forfeit time. If the opposing team cannot field a team fifteen minutes after the scheduled start, the game is forfeited. If both teams are unable to field a team, it is a double forfeit.
- *Umpire's Prerogative*: If a close, competitive, well-played game is in danger of going over the Time Limit without reaching its Inning Limit, the umpire can elect to announce the playing of one final inning (provided it is not an extra inning) to determine the winner of the game. An inning cannot begin with no time left in the time slot unless no other game is to be played on that diamond or continuing the current game will not interfere with ANY following game (as in playing a Midget game on diamond #2 with a following Liberty game on #1). *In all cases, a Board Member or its representative must be consulted prior to the game continuing.*

1.3 OFFICIAL GAMES

- Rookie games become official after two innings have been played.
- Pee wee through Senior games become official after four (4) completed innings of play (3 1/2 if the home team is ahead).

1.4 WEATHER SUSPENDED GAMES

- Once a game has been started, only the umpire, after consulting with a league official, may suspend a game. In the event a game is rained out after it becomes official but the current inning cannot be completed, the score will revert to the last completed inning. The game shall become official providing the last completed inning still makes it an official game.
- Suspended games and rainouts will be rescheduled by the league and must be played according to the revised schedule, or forfeited.
- Suspended games must be played with the same roster as the original game.
- If suspended games cannot be rescheduled, they shall be declared a tie.
- In the event that a tied game is suspended due to the time limit expiring during the regular season, the following procedure will be applied. (Pee wee through Senior)
 - If the teams involved are scheduled to play each other again later in the season, they will finish the suspended game on that scheduled day, before their scheduled game begins. They will play **one inning** to attempt to complete the suspended game. If the suspended game is still tied after one inning, then it will be ruled a tie. The teams also run the risk of having their scheduled game cut short due to the completion of the suspended game. If the teams involved are not scheduled to play each other again later in the season, then the game will be ruled a tie. All pitching records for that **one inning** will count for that week in which it is played. In Pee wee that **one inning** will be coach pitch. All line-ups must be the same as when the game was suspended if possible. If players from the original line-ups are absent for the **one inning**, then both managers may come to a mutual agreement on line-up changes.

2.0 MISC. RULES AND GUIDELINES

- Managers may only coach one house league team per season. They may assistant coach on any number of teams.
- Any manager may request the opposing team's line-up prior to the start of the game.

2.1 SEASON TEAM SIZE

- Team size at the beginning of the season varies with division. Though these numbers can fluctuate depending on the number of registrations per division as a rule the following guidelines are followed: Rookie team have fifteen (15) players, PeeWee teams have fourteen (14), Bantam and Midget have thirteen players (13), Liberty and Senior have thirteen (13) to fifteen (15) players.
- Players may only play on two (2) teams per season; one (1) house team and one (1) All-Star team. Players cannot play on two (2) house teams.
- No new player shall be assigned to a team after the start of the second half of the season has begun.

2.2 COMPETITIVE BALANCE CLAUSE

- In an ongoing effort to maintain the competitive balance in each division, the League President reserves the right to assign late registering players into divisions and teams of his choosing. This will only be done if space is available on the team(s) in question. The League President will notify all Managers in the division so effected.
- The League President also reserves the right to consider and act on all special requests on a case by case basis. At no time shall the integrity of Hamlin Park Baseball be compromised.

2.3 GAME MINIMUMS

- Rookie Division games should be played regardless of team size, within reason. Players can be added as they arrive. Add late players to the bottom of the order.
- A team in the Peewee through Midget Divisions must have at least seven (7) uniformed players from their roster to begin a game. They may choose a maximum of two (2) players from one division lower to reach a total of 9 players. A team in the Liberty and Senior Divisions must have at least six (6) uniformed players from their roster and at least one (1) player from one division lower for a total of seven (7) players to begin a game. They may choose a maximum of three (3) players from one division lower to reach a total of 9 players. At no time shall a player from the team roster sit on the bench while a playing up player plays in Rookie, PeeWee, and Midget. The HPBA Board reserves the right to remove a player that is playing up, if it is deemed unsafe for them to be playing up. Decision of the Board is final.
 - See 3.1 REPLACEMENTS for more details.
- No team may continue to play a game when the number of fielders has dropped below seven (7).
- A team shall be penalized one out for each player fewer than nine during the game. Those outs shall be inserted in the lower positions in the batting order and when that position is due to bat, an *out* is recorded.

3.0 PLAYER MANAGEMENT

- Rookie Division teams play everyone (15 players maximum) on both offense and defense.
- The team with the fewest number of players is allowed to bat the same number as the other team. *For example: Team A has 13 players while Team B only has 9 to begin the game. Team B can bat 13 in their half of the inning. This will mean that 4 players will bat twice in the inning.* If more players arrive as the game progresses, the at bats for both teams is adjusted accordingly. The inning ends when three outs have been recorded in all cases.
- Peewee Division teams must play all players present on offense, and ten (10) players on defense (six infielders and four outfielders).

- Bantam, Midget, and Liberty Divisions teams must play all players present on offense, and 9 players on defense.
- Senior plays with nine (9) players on defense and have the options of batting those 9 players or use 1 or more extra hitters (EH) up to their entire roster. Players not in the lineup will be subbed in according to substitution rules (3.2 Substitutions). Such lineup must be declared before the start of the game and used the entire game. All EHs may be freely subbed defensively with 9 position players. Minimum playing time requirements apply in all cases.
- In the Pee wee through Senior Divisions, all players present must play a minimum of three (3) defensive innings and have a minimum of one (1) at bat. *See 3.2 SUBSTITUTIONS for more details.*
- The only exception would be if the player was a member of the home team, with his/her team ahead at the end of 5 1/2 innings of play, and the batter would have been one of the next three batters to bat in the bottom of the sixth (6th) inning, or the bottom of the seventh (7th) in the Senior division.
- Any violation of the PLAYER MANAGEMENT RULES outlined in sections 3.0 PLAYER MANAGEMENT, 3.1 REPLACEMENTS, 3.2 SUBSTITUTIONS, 3.3 RE-ENTRY will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR.
- After each game, managers in the Rookie through Senior Divisions must fill out a Game Report on line with the score and pitching information (where applicable).

3.1 REPLACEMENTS

- In the event that a Replacement player from a lower division is in use and a regular player arrives for the team, the replacement player must be substituted in the next half inning for the newly arrived player.
- No ball player, while playing out of his division, shall play the position of pitcher or catcher.
- PeeWee or Rookie players playing up must also wear a helmet with a protective face mask.
- In the event of an injury any player may be substituted.
- In the event that a player is forced to leave the batting order for any reason other than an ejection, and no replacement player is available, all players shall move up in the batting order one position.

3.2 SUBSTITUTIONS

- Any bench player can be used in the field for a Bathroom Break substitution. There are no substitutions allowed on offense. Should the player's spot in the order come up; the umpire should wait an acceptable amount of time before that player is declared 'out'.
- In the Pee wee through / Liberty Division Wall players are in the *batting order* throughout the game and *defensive substitutions* can be made between any inning. Minimum playing time requirements apply.
- In the Liberty and Senior divisions a game begins when the first pitch is thrown the lineup is set for the first three innings
- In Liberty substitutions are made in the fourth inning.
- Offensive substitutions must be reported to the umpire and the opposing head coach before the fourth inning begins. All offensive substitutions must be made at this time.
- Senior division can substitute in the fourth or fifth inning.
- *Exception: if the weather is looking as if the game might be shortened, coaches are encouraged (with mutual agreement) to substitute early. In weather shortened games minimum playing time is waived and it is more important that all players get some playing time.*

3.3 RE-ENTRY (Liberty and Senior only)

- Any player can be re-inserted into the line-up in the 5th, 6th, or 7th inning when the run differential is six (6) runs or greater.
- Once RE-ENTERED the player cannot be removed.
- Player must occupy the same slot in the batting order as the player he is replacing but in no cases shall the RE-ENTERED player bat before all the Substituted players have batted.
- Minimum playing time and at-bats are required in all cases.

3.4 PITCHER MANAGEMENT

All Divisions

- A calendar week is Sunday through Saturday inclusive.
- A single pitch constitutes as an inning pitched.
- With the exception of the Senior Division, inning maximums are *never* waived regardless of the number of games in a week.
- The inning maximums also apply to all playoff and tournament games.
- Hamlin Park Baseball Association does not permit intentional breaking pitches to be taught or thrown in the Bantam division or lower.
- Any violation of the pitcher's INNINGS PER WEEK RULE (Peewee thru Senior) or INNINGS PER GAME RULE (Peewee thru Bantam), whether intentional or accidental, will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR. The INNINGS PER WEEK RULE and INNINGS PER GAME RULE is to protect players from possible arm injuries, and will be monitored very closely.

* **In addition to the INNINGS PER WEEK RULES and INNINGS PER GAME RULES explained above, the following Pitch Count Guidelines must be obeyed by all teams. (PeeWee thru Senior)**

H. P. B. A. PITCH COUNT CHART

Division	Max. Pitches per game	Min. # of pitches thrown requiring 1 day rest	Min. # of pitches thrown requiring 2 day rest	Min. # of pitches thrown requiring 3 day rest	Min. # of pitches thrown requiring 4 day rest
PeeWee	55	20	41	50	55
Bantam	65	23	45	60	65
Midget	80	27	45	61	70
Liberty	90	30	50	63	80
Senior	100	30	55	72	95

- Pitchers would be allowed to throw Max. Innings per game or Max. Pitches per game, whichever comes first.
- If Pitcher reaches Max. Pitches total in the middle of a count, they would be allowed to exceed Max. Pitches total to finish pitching to that batter only.
- Pitchers must rest specified number of days according to number of pitches thrown following the chart above.
- The day after a pitcher pitches would be counted as the first rest day. (Example: In Midget if a pitcher throws 27 to 44 pitches on Monday, he or she cannot pitch again until Wednesday. If the pitcher throws 45 to 60 pitches he or she cannot pitch again until Thursday, 61 to 69 pitches, he or she cannot

pitch again until Friday, etc.)

- Pitch counting may be conducted by any responsible adult. However, the Head Coach of the team is ultimately responsible for the pitch counts. All pitch counts must be entered in the HPBA website within 24 hours of game completion.
- Both teams must compare pitch counts after each inning.
- Any violation of the pitch count guidelines explained above may result in a forfeit of the game in which the violation occurred, and a possible suspension of the manager.
- Intentional walks will still be done by IHSA speed up rules (i.e. pitcher does not throw pitches it is done verbally by the coach to the umpire) but, the pitches will count on the pitchers pitch count.

3.5 PITCHER REMOVAL

- A coach is allowed two mound visits per pitcher per inning or three mound visits per pitcher per game. On the second visit of the inning or third visit of the game, the pitcher must be removed for the remainder of the game.
- If any pitcher hits two (2) batters in one (1) inning, the pitcher must be removed from the pitcher's position for the remainder of the inning. (*Except in the Senior division. This will be the umpire's discretion.*)
- If any pitcher hits three (3) batters in the same game, the pitcher must be removed from the pitcher's position for the remainder of the game. (*Except in the Senior division. This will be the umpire's discretion.*)
 - (Pee Wee thru Liberty) Players from the bench may be subbed in to pitch in the middle of an inning. The pitcher being removed must go to the bench for the remainder of the inning in which he/she was removed from the pitchers position. Both pitchers would be credited with one defensive inning played regardless of the number of pitches thrown or number of outs recorded.
 - Once a pitcher is removed from the pitchers position he/she may not return to the pitchers position for the remainder of the game. The only exception would be if the reason for removal was because the pitcher hit two batters in one inning (Pee Wee thru Liberty). If that is the reason for removal then the player would be allowed to re-enter as the pitcher in the following inning only.
- If the player is not re-entered at pitcher the following inning, he/she is no longer eligible to pitch for the remainder of the game.
- Any new pitcher must face a minimum of one batter before being removed.

4.0 CONDUCT

4.1 RULES of BEHAVIOR

- Under no circumstances will rude, slanderous, obscene or violent behavior be tolerated from any coach, parent, player or fan at any time. Fights and threats will be prosecuted to the fullest extent of the law.
- The use of electronic or electrically enhanced devices by coaches, players, or spectators, whether used to inspire or intimidate is forbidden in all games at or associated with Hamlin Park Baseball. Further, any noise makers that are deemed distracting to the players shall be quieted or removed. This includes but not limited to megaphones, boom boxes, air horns, whistles or drums.
- **Any coach** accused of provoking or participating in an altercation will be subject to a mandatory conduct review by the board. If the coach is found guilty, he may be suspended for the remainder of the season and could face permanent expulsion from the league.
- **Any parent** accused of provoking or participating in an altercation will be subject to a mandatory conduct review by the board. If the parent is found guilty, he may be ejected from the park during game days for the remainder of the season and could face permanent expulsion from the league.
- **Any player** accused of provoking or participating in an altercation will be subject to a mandatory conduct review by the board. If the player is found guilty, he may be suspended for the remainder of the season and could face permanent expulsion from the league.

- **Any coach or player who is ejected from a game** will be subject to a mandatory conduct review by the board.
- In all cases penalties will be determined by the Board of Directors. The board reserves the right to pass a final ruling based on all the evidence which is fairly presented and substantiated.
- **All disciplinary rulings by the board are final.**
- This is a game played by children. Rude or negative cheering will not be supported by any member of HPBA. All questionable conduct complaints must be submitted in writing as soon as possible following an incident.
- Team cheers are permissible as long as they are not directed toward a specific opposing player (e.g. the pitcher or batter). As a rule of thumb, any chant or distraction that is visibly shaking a player must be stopped. This is the coach's responsibility. Once the pitcher has the ball on the pitching rubber, all chants and cheering must stop.
- **Coaches are responsible for the conduct of their players and parents and will be held accountable in all cases.**

4.2 ETHICAL CONDUCT

- All managers, coaches and players must place the safety and welfare of all players above all other concerns.
- All members must conduct themselves in a sportsmanlike manner and emphasis fair play at all times.
- "Taking one for the team" attitude is strictly forbidden.
- No member of the HPBA shall harass any other member or official before, during or after a game.
- No manager or coach may solicit or recruit a player on behalf of a team. If a manager or coach is found soliciting, he will go before the Board which will determine on an appropriate penalty.
- Any violation of ethical conduct may subject the offending member(s) to be disciplined by the HPBA Board as per Ejection review.

4.4 EJECTIONS

- If a player or manager is ejected from the game, he/she may not return for that game and must leave the playing field, and must be at least on the sidewalk. The ejected player or manager can have no further input in decisions affecting the game or its outcome.
- All determinations on ejection are governed by IHSA rules. The umpires are given wide latitude in what could be deemed an offense worthy of ejection, especially in the cases of player contact and conduct.
- In the event that a team is caused to play short due to an ejection of a player, a player that has previously played in the game may be reinstated.
- In the event that more than one player is eligible for reinstatement, the opposing manager may choose which player shall be reinstated.
- Replacement player must be on the starting roster.
- The Board shall review all cases of Ejection within one week. Penalties for ejection shall include, but are not limited to, fines, suspension, or removal from league.
- In all cases of an Ejection Review, the offending coach or player shall be notified of the hearing and given the chance to defend himself and his actions.
- All rulings by the Board in this matter are final.

5.0 SPECIAL RULES CLARIFICATIONS

5.1 COURTESY RUNNERS

- A courtesy runner shall be allowed in the following situations:
 - Two outs and a catcher on base
 - Any base runner who is injured
- In both courtesy runner situations, the player who made the last out shall be the runner.
- In the event there are two outs and the catcher made the last out, the batter who made the out before the catcher shall be the runner.

- In all courtesy runner situations, the umpire shall make the final determination.
- Courtesy Runners can be used in all divisions.

5.2 MAXIMUM RUN RULE

- A maximum of five runs can be scored in an inning with the exception of the sixth inning. In the sixth inning, ten runs can score.
- After the maximum runs in an inning have been scored, play shall continue until the ball is ruled dead.
- The ball shall be ruled dead when the ball is in control of any player who is in the infield.
- The Infield shall be defined as the lines, (plus three feet beyond), between first and second, and second and third, and extend down the foul lines to home plate. The Infield extends three feet into foul territory along the baselines.
- Any subsequent runner(s) that safely reach home plate before the ball is ruled dead shall count. The umpire has final say on if the runner scored.

NOTE: It is possible to score 8 (13 runs in the sixth inning). If 4 (9) runs are in with the bases loaded a home run scores the batter and all base runners for a total of 8 (13) runs

5.3 SLAUGHTER RULE

- In Midget, Liberty, and Senior if after five (5) full innings one team is ahead by ten (10) runs, the game will be ended and become official.
- In Liberty and Senior if after four (4) full innings one team is ahead by fifteen (15) runs, the game will be ended and become official.
- The slaughter rule will not apply to playoff, tournament or championship games.
- Slaughter Rule does not apply in the Rookie through Bantam divisions.

5.4 SLIDING RULE

- Runner must slide to avoid contact. This does not mean the runner must slide (i.e. if the runner does not slide, and there is no contact the runner is not out.) Malicious contact will result in an out and ejection of the offending player. Umpire's discretion will apply in all cases.

5.5 STEALING HOME

Midget – Liberty Divisions

- A baserunner is not permitted to attempt a straight steal of home plate (“on the pitch”) in an effort to score before the catcher can catch the pitch and tag the runner.
- The umpire will use their discretion to determine whether a team has violated this rule. If a violation is found to have occurred, the baserunner (who is attempting to score from third base) and the batter will automatically be called out. If there are two outs when the infraction occurs, the second out carries over to the next inning.
- In the Midget and Liberty Divisions, this rule disallows the “suicide squeeze” play where a baserunner breaks for home plate on the pitch, with the hope that the batter bunts successfully.
- A “safety squeeze”, where the baserunner breaks for home plate only after the bunt has occurred, would still be permitted.

Senior Division

- A baserunner is permitted to attempt a straight steal of home plate (“on the pitch”) in an effort to score before the catcher can catch the pitch and tag the runner. A batter is not permitted to swing the bat during an attempted straight steal of home plate.
- The umpire will use their discretion to determine whether a team has violated this rule. If a violation is

found to have occurred, the baserunner (who is attempting to score from third base) and the batter will automatically be called out. If there are two outs when the infraction occurs, the second out carries over to the next inning.

- In the Senior Division, this rule permits the “suicide squeeze” play where a baserunner breaks for home plate on the pitch, with the hope that the batter bunts successfully. In other words, an attempted bunt will not be considered a swing for the purposes of this rule.

Notes for Midget – Senior Divisions:

- Secondary leadoffs will not automatically be considered a steal of home plate – the umpire will use their discretion to make that determination.
- Stealing home is permitted in these situations:
 - A baserunner on third base may steal home on a pitch that is a wild pitch or passed ball.
 - A baserunner on third base may steal home on a throw back to the pitcher by the catcher or any position player.
 - A baserunner on third base may steal home anytime that the pitcher is in possession of the baseball; except in Midget and Liberty, where that option expires once the pitcher is engaged with or straddling the pitching rubber.

6.0 EQUIPMENT

6.1 UNIFORMS

- Uniform consists of a team shirt, pants, team hat, belt, and socks. Only current Hamlin Park uniforms are acceptable.
- No player may participate in a game unless he/she is fully uniformed, unless by fault of the league.
- No coach may be on the field or in the dugout without his/her coaches shirt and hat on, unless by fault of the league.
- Because of the general wear and tear of a long baseball season, the original socks and belts may be substituted with those of the similar color and worn as part of the ‘official’ uniform.
- A pitcher may not wear white long sleeves when on the mound.
- Uniforms may not be altered with patches, embroidery or unauthorized advertisements. All uniform changes must be approved, in writing, by the league president.
- *No jewelry of any kind may be worn during the game.*
- *No bandannas or “do rags” of any kind may be worn during the game.*

6.2 HELMETS

- A protective two-flap helmet must be worn by a batter and runner(s) while the ball is live.
- In PeeWee only all helmets must also have a protective face mask.
- PeeWee or Rookie players playing up must also wear a helmet with a protective face mask.
- A violation of this rule shall constitute a team warning, and any successive violation in a game shall cause the violator to be called out at the discretion of the umpire.

6.3 SUPPORTERS

- Players are required to wear an athletic supporter and cup.
- Cups must be worn for all practices.
- Catchers must wear a cup-type supporter.

6.4 GLOVES

- A Catcher's mitt is always required for a catcher (*except in Peewee, see 6.2*). However, a First Baseman's mitt is never required for a first baseman.

6.5 BATS

- No bat handle may be taped more than ten (10) inches from the knob.
- All aluminum bats must be taped.
- Rookie thru Midget players may use two types of bats. An official USSSA bat marked with 1.15 BPF that has a barrel no larger than 2 1/4" in diameter, or any official USA Baseball bat. No barrel restrictions on the USA Baseball bat.
- T-ball bats may be used in the Rookie Division only.
- Liberty Division bats must be a -5 marked with 1.15 BPF or -3 marked with BBCOR
 - Midget players that are playing up in Liberty may use an official USSSA bat marked with 1.15 BPF with a 2 1/4" barrel, or any USA Baseball bat.
- **Senior Division is limited to wood bats only.**
 - Liberty players that are playing up in Senior **MUST** use a wood bat.
- Wooden bats are permitted in all leagues.
- Throwing of the bat is to be discouraged. A team warning shall be given if the problem is chronic. After a warning has been issued, the offending player shall be called out on the next infraction.

6.6 SHOES

- Metal spikes, whether a full set, or a single spike, are forbidden in all divisions except the Senior Division.
- Open-toed shoes are not allowed in any division.

7.0 TIE GAMES

Tie games are recorded as 1/2 a win and 1/2 a lose and will be calculated that way in a team's winning percentage to determine final standings.

7.1 TIE BREAKERS

1. Head to Head
2. Average runs allowed in games between tied teams
3. Total runs allowed in games between tied teams
4. Run differential in games between tied team (+/- 10 runs max.)
5. Coin Toss (2 out of 3)

Once advanced to the next tie breaker criteria, do not return to a previous criteria.

8.0 CALIFORNIA TOURNAMENT RULES

- For every inning played after the time allotment has expired, play shall continue as such:
 - The first extra inning begins with a runner on second base (the player who made the final out of the previous inning).
 - All batters begin their at bat with a count of 1-1
 - **Rookie** will be played under coach pitch rules with each batter allowed 4 pitches or 3 swings maximum.
 - **Peewee** will be played under coach pitch rules with each batter allowed 4 pitches or 3 swings unless the third swing is fouled off. As in league rules the batter will be allowed additional pitches if the fourth pitch is a ball or fouled off by the batter.
- Play continues in this way for the first extra inning. If the game remains tied after the first extra inning then the following rules shall be played for the second and third extra innings:
 - The second and third extra innings begins with a runner on third (the player who made the final out

of the previous inning)

- All batters begin their at bat with a count of 1-1
- **Rookie** will be played under coach pitch rules with each batter allowed 4 pitches or 3 swings maximum.
- **Peewee** will be played under coach pitch rules with each batter allowed 4 pitches or 3 swings unless the third swing is fouled off. As in league rules the batter will be allowed additional pitches if the fourth pitch is a ball or fouled off by the batter.
- Should the game still be tied at the end of three extra innings, the winner of the game will be decided by a coin toss (2 out of 3). Home team calls it in the air.
- The Championship games will continue using California Rules until they are decided on the field (i.e. no coin toss).
- The HPBA Board or its representative may institute the California Rules during the regular season under special circumstances.

9.0 DIVISION SPECIFIC RULES

ROOKIE DIVISION SPECIFIC RULES

1.0 FIELD SETUP

- Field dimensions: **Rookie** - 50' bases, 30' mound.
- Teams are allowed three (3) coaches on the field when on offense when Tee Ball is played. One (1) coach will be positioned at first base and another at third base. The final coach is at the plate placing the ball on the tee.
- Teams are allowed four (4) coaches when Coach Pitching. In addition to the two (2) base coaches and the one (1) by home plate, who now acts as the catcher, a coach takes the position of Pitcher.
- Teams are allowed two (2) coaches on the field when on defense.

2.0 PLAYER MANAGEMENT

- Rookie Division teams play everyone on both offense and defense.
- The team with the fewest number of players is allowed to bat the same number as the other team. *For example: Team A has 13 players while Team B only has 9 to begin the game. Team B can bat 13 in their half of the inning. This will mean that 4 players will bat twice in the inning.* If more players arrive as the game progresses, the at bats for both teams is adjusted accordingly. The inning ends when three outs have been recorded in all cases.
- There are no Replacement players allowed in the Rookie Division.
- No player may play more than two innings in total at either First Base or the Pitcher's Mound. In other words, a player may play a maximum of two innings at First Base, OR two innings at the Pitcher's Mound, OR one inning at each. Any player who has played a total of two innings at either position must be moved to another position for any other innings. This rule would be implemented at mid-season, at that same time that Rookie Division games begin play with coach-pitch

3.0 DIVISION SPECIFIC RULE MODIFICATIONS

3.1 GENERAL RULES of PLAY

- The first six games (the first round) shall four (4) innings of T-ball. The second six games (the second round) shall be played with the first two innings off the 'T' and the final two innings as Coach Pitch.
 - NOTE: The actual amount of games played in a round may not be equal to the amount stated above.
- During the first two innings of every game, each team will bat their entire line-up during their at-bat (a.k.a. "bat around"). A team which has fewer players than their opponent shall bat as many batters as are present for their opponent. Any outs secured during the first and second innings will remove a player from the base-paths, but the half-inning does not end until all batters on a team have batted. In the third and fourth innings of a game, each team will get three outs – so the defensive team must only secure three outs in order to end that half-inning.
- In the 3rd and 4th innings each team bats their entire roster or until three outs have been made.
- Bunting is prohibited.
- Base stealing and leadoffs are prohibited and as such players must not leave the base before contact is made. The play is ruled dead. A team warning shall be issued for the first infraction. Further infractions shall result in the offending player being called 'out'.
- Players who overrun an intended base cannot be tagged out provided they have tagged the intended base.
- Any batted ball which strikes a runner is a live ball and shall be played as such.

- Maximum Run Rule does not apply.
- Infield Fly Rule does not apply.
- Slaughter Rule does not apply.
- Designated Hitter is not used.
- Players may not advance on an overthrow.
- In Rookie there is no play at the plate allowed (force out or tag out).
- There is no "tagging up" after a fly ball is caught. Players must return to the base.

3.2 COACH PITCH RULE

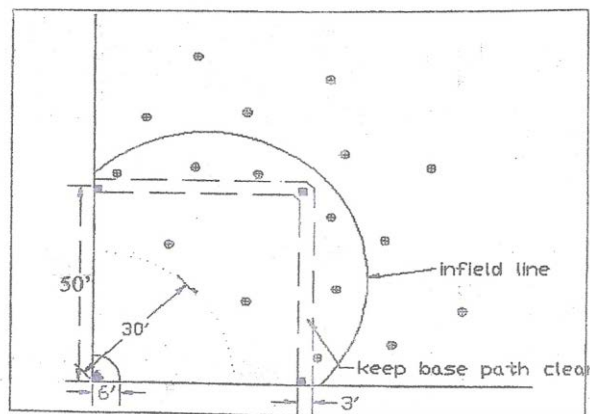
- All batters get eight (8) pitches or a maximum of six (6) swings. On the eighth (8) pitch of the at-bat the player must make contact and put the ball in play or be recorded as an 'out' (e.g. a foul ball on the eighth pitch is an out).
- Coach must pitch from a *minimum* distance of twenty (20) feet out from home plate.

3.3 TEE BALL RULES

- The batter must make clean contact with the ball. If the bat hits the tee before contact with the ball is made the ball is called 'foul'. **However if a foul ball is caught in the air by a defensive player, the batter will be called out.**
- A batted ball must travel at least six (6) feet in front of home plate to be called 'fair'. If it does not go this far, it is 'foul'. The home plate coach must make this call loudly so to avoid any confusion on the field.
- Any 'fair' ball is a single (i.e. batter and runners can only advance one base) however the defense can attempt to put the batter or runner(s) out as per normal baseball play.
- The only exception to the above rule is when a fair ball is hit into the outfield, over the heads of the infielders. In this case, 'double' or 'two' is shouted by the on-field coaches. The batter and all the runners can attempt to advance two (2) bases. NOTE: The runners may attempt two (2) bases even if the batter only advances one (1) base or is put out.
- In Rookie there is no play at the plate allowed (force out or tag out).

3.4 DEFENSIVE ALIGNMENT

- A maximum of eight players can be positioned in the infield. The 8 infielders **must** be positioned as follows: 3 players between first base and second base, 3 players between second base and third base, and 2 players on the pitcher's mound.
- The rest must be spread through the outfield. The diagram below shows the correct positions of a Rookie Division team.



- **Always Position players with safety as a guiding factor.** At this skill level, spreading the defense over the whole field will always be safer and more conducive to teaching proper fielding technique. When runners are on base, keep the base paths clear. Play the outfielders in two lines; one shallow and one deep. If a hit gets by the first line it has slowed enough that the

second line can make a play on it.

PEEWEE DIVISION SPECIFIC RULES

1.0 FIELD SETUP

- Field dimensions: **PeeWee** - 55' bases, 40' mound.
- In PeeWee each team will be allowed one defensive outfield coach on the playing field while on defense. This coach is allowed to be in fair territory, but must remain at least 3 ft. behind the baselines between 1st and 2nd, and 2nd and 3rd. (*Exception: The coach may enter this area if there is an injury on the field.*) If the coach violates this 3ft. rule he will be given one warning and charged one trip to the mound for that inning. A second violation will result in the coach being removed from the playing field and his/her team would not be allowed to have a defensive outfield coach on the field for the remainder of the game.

2.0 PLAYER MANAGEMENT

- Teams must play all players present on offense, and ten (10) players on defense (six infielders and four outfielders).
- Minimum playing time requirements apply.

3.0 DIVISION SPECIFIC RULE MODIFICATIONS

3.1 GENERAL RULES OF PLAY

- All games shall be three innings of Player Pitch and three innings of Coach Pitch formatted as follows: **Innings 1,2 and 5 Player Pitch and Innings 3,4 and 6 Coach Pitch.**
- Bunting is prohibited.
- Stealing and Lead-offs are prohibited. The play is ruled dead. *A team warning shall be issued for the first infraction. Further infractions shall result in the offending player being called 'out'.*
- Maximum Run Rule applies.
- Infield Fly Rule does not apply.
- During player pitch, teams must field a catcher in full gear. Full gear consists of mask/helmet, chest protector, shin guards, and catcher's mitt.
- During Coach Pitch, catcher is permitted to use his regular fielder's mitt in addition to the regulation gear (see above).
- Balks are not called.
- Slaughter Rule does not apply.
- Designated Hitter is not used.
- The position of Short Center shall be eliminated. Four outfielders shall be used in left, left-center, right-center and right fields. Outfielders can be moved slightly so a center fielder is truly in center (for instance, players can play left, center, right-center, and right). In no case can the center fielder be playing what can be mistaken as a short-center fielder position.
- Runners may 'tag up' on a fly ball.
- Sliding rule applies

3.2 COACH PITCH RULE

- All batters get a maximum of 6 pitches. The Batter can swing at every pitch but can only strike out on the final pitch if *a)* a swing and a miss or *b)* the umpire rules it a strike. If the sixth pitch is fouled off or is called a ball the batter receives another pitch until he puts the ball into play or strikes out. Batter cannot walk or take a base if hit by the pitch. NOTE: during Player Pitch, strikeouts, walks and hit by pitches are used as normal.

- The Coach must pitch from the pitching rubber.
- During Coach Pitch, the player in the pitcher’s position must play within a three foot radius of the pitching rubber. Player cannot play in front of the rubber.

3.3 PITCHER MANAGEMENT

- A calendar week is Sunday through Saturday inclusive.
- A single pitch constitutes as an inning pitched.
- Inning maximums are *never* waived regardless of the number of games in a week.
- The inning maximums also apply to all playoff and tournament games.
- Any violation of the pitcher’s INNINGS PER WEEK RULE or INNINGS PER GAME RULE, whether intentional or accidental, will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR. The INNINGS PER WEEK RULE and INNINGS PER GAME RULE is to protect players from possible arm injuries, and will be monitored very closely.
- **No pitcher may pitch more than four (4) innings in a calendar week.**
- **No pitcher may pitch more than two (2) innings in a single game.**

* **In addition to the INNINGS PER WEEK RULES and INNINGS PER GAME RULES explained above, the following Pitch Count Guidelines must be obeyed by all teams.**

H. P. B. A. PITCH COUNT CHART

Division	Max. Pitches per game	Min. # of pitches thrown requiring 1 day rest	Min. # of pitches thrown requiring 2 day rest	Min. # of pitches thrown requiring 3 day rest	Min. # of pitches thrown requiring 4 day rest
PeeWee	55	20	41	50	55

- Pitchers would be allowed to throw Max. Innings per game or Max. Pitches per game, whichever comes first.
- If Pitcher reaches Max. Pitches total in the middle of a count, they would be allowed to exceed Max. Pitches total to finish pitching to that batter only.
- Pitchers must rest specified number of days according to number of pitches thrown following the chart above.
- The day after a pitcher pitches would be counted as the first rest day
 - If a pitcher throws 20 to 40 pitches on Monday, he or she cannot pitch again until Wednesday. If the pitcher throws 41 to 49 pitches he or she cannot pitch again until Thursday, 50 to 54 pitches, he or she cannot pitch again until Friday, etc.)
- Pitch counting may be conducted by any responsible adult. However, the Head Coach of the team is ultimately responsible for the pitch counts. All pitch counts must be entered in the HPBA website within 24 hours of game completion.
- Both teams must compare pitch counts after each inning.
- Any violation of the pitch count guidelines explained above may result in a forfeit of the game in which the violation occurred, and a possible suspension of the manager.
- Intentional walks will still be done by IHSA speed up rules (i.e. pitcher does not throw pitches it is done verbally by the coach to the umpire) but, the pitches will count on the pitchers pitch count.

3.4 PITCHER REMOVAL

- A coach is allowed two mound visits per pitcher per inning or three mound visits per pitcher per game. On the second visit of the inning or third visit of the game, the pitcher must be removed for the remainder of the game.
- If any pitcher hits two (2) batters in one (1) inning, the pitcher must be removed from the pitcher's position for the remainder of the inning.
- If any pitcher hits three (3) batters in the same game, the pitcher must be removed from the pitcher's position for the remainder of the game.
 - Players from the bench may be subbed in to pitch in the middle of an inning. The pitcher being removed must go to the bench for the remainder of the inning in which he/she was removed from the pitcher's position. Both pitchers would be credited with one defensive inning played regardless of the number of pitches thrown or number of outs recorded.
 - Once a pitcher is removed from the pitcher's position he/she may not return to the pitcher's position for the remainder of the game. The only exception would be if the reason for removal was because the pitcher hit two batters in one inning. If that is the reason for removal then the player would be allowed to re-enter as the pitcher in the following inning only.
- If the player is not re-entered at pitcher the following inning, he/she is no longer eligible to pitch for the remainder of the game.
- If the same player pitcher allows two free passes in a row (either by walks, hit batters or any combination therein), the hitting team's coach will pitch to the next batter. For purposes of this situation only, the batter has *six pitches total* or three strikes, called or swinging, to put the ball in play. Batter cannot walk or reach base via the hit by pitch. The player cannot end his at bat with a foul ball. If this happens, another pitch is thrown. The batter ends his at bat with a strike out or by hitting the ball into play. The player pitcher may resume his spot on the mound for the following batter or the defensive coach can insert a new pitcher. At this point the string of two free passes begins anew. If original pitcher resumes his spot on the mound and gives up two more consecutive free passes, he must be replaced.
- Any new pitcher must face a minimum of one batter before being removed.

3.5 PEEWEE OVERTHROW RULE

- Runner(s) may not advance on an overthrow.
- The ball is considered an Overthrow after any defensive *infielder* attempts to get any runner out while said runner is advancing and the throw is not handled cleanly (is dropped, sails over the head of, or in any way missed) by the receiving player. The play shall be ruled *dead*. NOTE: this rule does not apply to *outfielder's* throws to a base.
- A runner may advance, at his/her own risk, only if he/she has already made the turn and is advancing (two or more steps) to the next base before the play was ruled *dead*. Umpire has final say on if the advance will be permitted.
- Play shall be ruled *dead* when the ball is in control of *any player* who is in the infield.
- The *Infield* shall be defined as the lines, (plus three feet beyond), between first and second and second and third and extend down the foul lines to home plate. The *Infield* extends three feet into foul territory along the baselines.

3.6 FAKE BUNTING

- Players may not fake bunt then swing away. Player will be called out.

BANTAM DIVISION SPECIFIC RULES

1.0 FIELD SETUP

- The home team will occupy the third (3rd) base side of the field.
- The home team shall be responsible for installing the bases and the pitcher's mound. Bases must be in place 15 minutes before game time.
- If no game follows, the home team is responsible for removing the bases and replacing them in the storage boxes.
- Field dimensions: **Bantam** - 60' bases, 46' mound.

2.0 PLAYER MANAGEMENT

- Bantam Division teams must play all players present on offense, and 9 players on defense.
- Minimum playing time requirements apply.

3.0 DIVISION SPECIFIC RULE MODIFICATIONS

3.1 GENERAL RULES OF PLAY

- Season all player pitched.
- Bunting is not allowed.
- In *Bantam* the ball must cross the plate before a player tries to steal.
- Lead-offs are prohibited. If the player leaves early, the play is ruled dead. *A team warning shall be issued for the first infraction. Further infractions shall result in the offending player being called 'out'.*
- Double steals are permitted but no runners may take *another* base because of the overthrow or mishandling of the pick-off attempt.
- No player may steal home.
- No Dropped Third Strike
- Runners may 'tag up' on a fly ball.
- Infield Fly Rule applies.
- Balks are not called.
- Maximum Run Rule applies.
- Slaughter Rule does not apply.
- Sliding rule applies

3.2 PITCHER MANAGEMENT

- A calendar week is Sunday through Saturday inclusive.
- A single pitch constitutes as an inning pitched.
- Inning maximums are *never* waived regardless of the number of games in a week.
- The inning maximums also apply to all playoff and tournament games.
- Any violation of the pitcher's INNINGS PER WEEK RULE or INNINGS PER GAME RULE, whether intentional or accidental, will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR. The INNINGS PER WEEK RULE and INNINGS PER GAME RULE is to protect players from possible arm injuries, and will be monitored very closely.
- **No pitcher may pitch more than six (6) innings in a calendar week.**
- **No pitcher may pitch more than four (4) innings in a single game.**

* **In addition to the INNINGS PER WEEK RULES and INNINGS PER GAME RULES explained above, the following Pitch Count Guidelines must be obeyed by all teams.**

H. P. B. A. PITCH COUNT CHART

Division	Max. Pitches per game	Min. # of pitches thrown requiring 1 day rest	Min. # of pitches thrown requiring 2 day rest	Min. # of pitches thrown requiring 3 day rest	Min. # of pitches thrown requiring 4 day rest
Bantam	65	23	45	60	65

- Pitchers would be allowed to throw Max. Innings per game or Max. Pitches per game, which ever comes first.
- If Pitcher reaches Max. Pitches total in the middle of a count, they would be allowed to exceed Max. Pitches total to finish pitching to that batter only.
- Pitchers must rest specified number of days according to number of pitches thrown following the chart above.
- The day after a pitcher pitches would be counted as the first rest day.
 - If a pitcher throws 23 to 44 pitches on Monday, he or she cannot pitch again until Wednesday. If the pitcher throws 45 to 59 pitches he or she cannot pitch again until Thursday, 60 to 64 pitches, he or she cannot pitch again until Friday, etc.)
- Pitch counting may be conducted by any responsible adult. However, the Head Coach of the team is ultimately responsible for the pitch counts. All pitch counts must be entered in the HPBA website within 24 hours of game completion.
- Both teams must compare pitch counts after each inning.
- Any violation of the pitch count guidelines explained above may result in a forfeit of the game in which the violation occurred, and a possible suspension of the manager.
- Intentional walks will still be done by IHSA speed up rules (i.e. pitcher does not throw pitches it is done verbally by the coach to the umpire) but, the pitches will count on the pitchers pitch count.

3.3 PITCHER REMOVAL

- A coach is allowed two mound visits per pitcher per inning or three mound visits per pitcher per game. On the second visit of the inning or third visit of the game, the pitcher must be removed for the remainder of the game.
- If any pitcher hits two (2) batters in one (1) inning, the pitcher must be removed from the pitcher's position for the remainder of the inning.
- If any pitcher hits three (3) batters in the same game, the pitcher must be removed from the pitcher's position for the remainder of the game.
 - Players from the bench may be subbed in to pitch in the middle of an inning. The pitcher being removed must go to the bench for the remainder of the inning in which he/she was removed from the pitchers position. Both pitchers would be credited with one defensive inning played regardless of the number of pitches thrown or number of outs recorded.
 - Once a pitcher is removed from the pitchers position he/she may not return to the pitchers position for the remainder of the game. The only exception would be if the reason for removal was because the pitcher hit two batters in one inning. If that is the reason for removal then the player would be allowed to re-enter as the pitcher in the following inning only.
- If the player is not re-entered at pitcher the following inning, he/she is no longer eligible to pitch for the remainder of the game.
- Any new pitcher must face a minimum of one batter before being removed.

3.4 BASE STEALING RULE

- Leadoffs are not allowed, runners may only steal after the ball has crossed home plate.
- For the first 6 games of the season runners may only steal after 2 outs. After the first 6 games runners may steal anytime, REGARDLESS OF THE NUMBER OF OUTS.
- If the runner attempts to steal with less than 2 out in the first 6 games, the runner must return untagged to the original base or be called out.
- Runners may steal if played on by a fielder while returning to the base after a secondary leadoff, but may only advance one base. If the runner attempts to advance more than one base, the runner must return untagged to the original advanced base or be called out. Runners may NEVER STEAL HOME.
- Any errant throw by the catcher while trying to throw out a runner attempting to steal 2nd or 3rd will be ruled a dead ball and runners cannot advance any further.
- Any errant throw behind the runner in a pickoff attempt will be a live ball. However, a base runner may only advance one base on the play. If the runner attempts to advance more than one base, the runner must return untagged to the original advanced base or be called out. If the errant throw goes out of play, it will be ruled a dead ball and the runner will be allowed to advance the one base.
- On an attempted pick-off of a runner taking a secondary lead at 3rd base, the runner can only advance if the ball goes out of play and a base is awarded by the umpire according to the normal *ball thrown out of play rule*. If the runner attempts to advance, the runner must return untagged to 3rd base or be called out.
- The ball remains *live* as the catcher returns the ball to the pitcher.
- When the pitcher toes the rubber a new play begins, and thus stealing is not permitted until the ball crosses the plate.

3.5 FAKE BUNTING

- Players may not fake bunt then swing away. Player will be called out.

3.6 DELAYED PITCH

- When the pitcher begins his motion and stops to start over this will be ruled a delayed pitch and count as a ball on the hitter. Example Pitcher starts his wind-up and the batter squares to bunt, then the pitcher stops his motion. This would be a delayed pitch. (This rule will be enforced with one warning per pitcher following the first six games)

MIDGET DIVISION SPECIFIC RULES

1.0 FIELD SETUP

- Field dimensions: **Midget** - 70' bases, 49' mound.

2.0 PLAYER MANAGEMENT

- Teams must play all players present on offense, and 9 players on defense.
- Minimum playing time requirements apply.

3.0 DIVISION SPECIFIC RULE MODIFICATIONS

3.1 GENERAL RULES OF PLAY

- Season all player pitched.
- Bunting is permitted.
- Base stealing – MLB rules apply
- Lead-offs and pick-offs are permitted.
- Dropped Third Strike Rules Apply
- Balks shall not be penalized for the first 6 games. In the event of a balk during the first 6 games, the ball is dead and all runners shall return to the last base legally entitled to. After the first 6 games, Balks are called and penalize normally.
- Infield Fly Rule applies.
- Maximum Run Rule does NOT apply.
- Slaughter Rule applies.
- Designated Hitter cannot be used.
- 10th hitter rule cannot be used.
- Sliding rule applies

3.2 PITCHER MANAGEMENT

- A calendar week is Sunday through Saturday inclusive.
- A single pitch constitutes as an inning pitched.
- Inning maximums are *never* waived regardless of the number of games in a week.
- The inning maximums also apply to all playoff and tournament games.
- Any violation of the pitcher's INNINGS PER WEEK RULE or INNINGS PER GAME RULE, whether intentional or accidental, will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR. The INNINGS PER WEEK RULE and INNINGS PER GAME RULE is to protect players from possible arm injuries, and will be monitored very closely.
- **No pitcher may pitch more than six (6) innings in a calendar week.**

* **In addition to the INNINGS PER WEEK RULES and INNINGS PER GAME RULES explained above, the following Pitch Count Guidelines must be obeyed by all teams.**

H. P. B. A. PITCH COUNT CHART

Division	Max. Pitches per game	Min. # of pitches thrown requiring 1 day rest	Min. # of pitches thrown requiring 2 day rest	Min. # of pitches thrown requiring 3 day rest	Min. # of pitches thrown requiring 4 day rest
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Midget	80	27	45	61	70
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- Pitchers would be allowed to throw Max. Innings per game or Max. Pitches per game, which ever comes first.
- If Pitcher reaches Max. Pitches total in the middle of a count, they would be allowed to exceed Max. Pitches total to finish pitching to that batter only.
- Pitchers must rest specified number of days according to number of pitches thrown following the chart above.
- The day after a pitcher pitches would be counted as the first rest day. (Example: In Midget if a pitcher throws 27 to 44 pitches on Monday, he or she cannot pitch again until Wednesday. If the pitcher throws 45 to 60 pitches he or she cannot pitch again until Thursday, 61 to 69 pitches, he or she cannot pitch again until Friday, etc.)
- Pitch counting may be conducted by any responsible adult. However, the Head Coach of the team is ultimately responsible for the pitch counts. All pitch counts must be entered in the HPBA website within 24 hours of game completion.
- Both teams must compare pitch counts after each inning.
- Any violation of the pitch count guidelines explained above may result in a forfeit of the game in which the violation occurred, and a possible suspension of the manager.
- Intentional walks will still be done by IHSA speed up rules (i.e. pitcher does not throw pitches it is done verbally by the coach to the umpire) but, the pitches will count on the pitchers pitch count.

3.3 PITCHER REMOVAL

- A coach is allowed two mound visits per pitcher per inning or three mound visits per pitcher per game. On the second visit of the inning or third visit of the game, the pitcher must be removed for the remainder of the game.
- If any pitcher hits two (2) batters in one (1) inning, the pitcher must be removed from the pitcher's position for the remainder of the inning.
- If any pitcher hits three (3) batters in the same game, the pitcher must be removed from the pitcher's position for the remainder of the game.
 - Players from the bench may be subbed in to pitch in the middle of an inning. The pitcher being removed must go to the bench for the remainder of the inning in which he/she was removed from the pitchers position. Both pitchers would be credited with one defensive inning played regardless of the number of pitches thrown or number of outs recorded.
 - Once a pitcher is removed from the pitchers position he/she may not return to the pitchers position for the remainder of the game. The only exception would be if the reason for removal was because the pitcher hit two batters in one inning. If that is the reason for removal then the player would be allowed to re-enter as the pitcher in the following inning only.
- If the player is not re-entered at pitcher the following inning, he/she is no longer eligible to pitch for the remainder of the game.
- Any new pitcher must face a minimum of one batter before being removed.

3.4 BASE STEALING RULE

- Regular MLB rules apply to stealing bases – except for the HPBA rule on straight steals of home plate (see SECTION 5.5: STEALING HOME).
- The ball remains *live* as the catcher returns the ball to the pitcher.

3.5 FAKE BUNTING

- Players may not fake bunt then swing away. Player will be called out.

LIBERTY DIVISION SPECIFIC RULES

1.0 FIELD SETUP

- The home team will occupy the third (3rd) base side of the field.
- The home team shall be responsible for installing the bases and the pitcher's mound. Bases must be in place 15 minutes before game time.
- If no game follows, the home team is responsible for removing the bases and replacing them in the storage boxes.
- Field dimensions: **Liberty** - 80' bases, 54' mound.

2.0 PLAYER MANAGEMENT

- Teams play with nine (9) players on defense and have the options of batting those 9 players or use 1 or more extra hitters (EH) up to their entire roster. Players not in the lineup will be subbed in according to substitution rules (3.2 Substitutions). Such lineup must be declared before the start of the game and used the entire game. All EHs may be freely subbed defensively with 9 position players. Minimum playing time requirements apply in all cases.
- Minimum playing time requirements apply.

3.0 DIVISION SPECIFIC RULE MODIFICATIONS

3.1 GENERAL RULES OF PLAY

- Season all player pitched.
- Maximum Run Rule does NOT apply.
- Slaughter Rule applies.
- Base stealing is permitted.
- Dropped Third Strike Rules Apply
- Balks are called from game 1.
- Infield Fly Rule applies.
- Sliding rule applies

3.2 PITCHER MANAGEMENT

- A calendar week is Sunday through Saturday inclusive.
- A single pitch constitutes as an inning pitched.
- Inning maximums are *never* waived regardless of the number of games in a week.
- The inning maximums also apply to all playoff and tournament games.
- Any violation of the pitcher's INNINGS PER WEEK RULE, whether intentional or accidental, will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR. The INNINGS PER WEEK RULE and INNINGS PER GAME RULE is to protect players from possible arm injuries, and will be monitored very closely.
- **No pitcher may pitch more than six (6) innings in a calendar week.**

In addition to the INNINGS PER WEEK RULES and INNINGS PER GAME RULES explained above, the following Pitch Count Guidelines must be obeyed by all teams.

H. P. B. A. PITCH COUNT CHART

Division	Max. Pitches per game	Min. # of pitches thrown requiring 1 day rest	Min. # of pitches thrown requiring 2 day rest	Min. # of pitches thrown requiring 3 day rest	Min. # of pitches thrown requiring 4 day rest
Liberty	90	30	50	63	80

- Pitchers would be allowed to throw Max. Innings per game or Max. Pitches per game, which ever comes first.
- If Pitcher reaches Max. Pitches total in the middle of a count, they would be allowed to exceed Max. Pitches total to finish pitching to that batter only.
- Pitchers must rest specified number of days according to number of pitches thrown following the chart above.
- The day after a pitcher pitches would be counted as the first rest day.
 - If a pitcher throws 30 to 49 pitches on Monday, he or she cannot pitch again until Wednesday. If the pitcher throws 50 to 62 pitches he or she cannot pitch again until Thursday, 63 to 79 pitches, he or she cannot pitch again until Friday, etc.)
- Pitch counting may be conducted by any responsible adult. However, the Head Coach of the team is ultimately responsible for the pitch counts. All pitch counts must be entered in the HPBA website within 24 hours of game completion.
- Both teams must compare pitch counts after each inning.
- Any violation of the pitch count guidelines explained above may result in a forfeit of the game in which the violation occurred, and a possible suspension of the manager.
- Intentional walks will still be done by IHSA speed up rules (i.e. pitcher does not throw pitches it is done verbally by the coach to the umpire) but, the pitches will count on the pitchers pitch count.

3.3 PITCHER REMOVAL

- A coach is allowed two mound visits per pitcher per inning or three mound visits per pitcher per game. On the second visit of the inning or third visit of the game, the pitcher must be removed for the remainder of the game.
- If any pitcher hits two (2) batters in one (1) inning, the pitcher must be removed from the pitcher's position for the remainder of the inning.
- If any pitcher hits three (3) batters in the same game, the pitcher must be removed from the pitcher's position for the remainder of the game.
 - Players from the bench may be subbed in to pitch in the middle of an inning. The pitcher being removed must go to the bench for the remainder of the inning in which he/she was removed from the pitchers position. Both pitchers would be credited with one defensive inning played regardless of the number of pitches thrown or number of outs recorded.
 - Once a pitcher is removed from the pitchers position he/she may not return to the pitchers position for the remainder of the game. The only exception would be if the reason for removal was because the pitcher hit two batters in one inning. If that is the reason for removal then the player would be allowed to re-enter as the pitcher in the following inning only.
- If the player is not re-entered at pitcher the following inning, he/she is no longer eligible to pitch for the remainder of the game.

- Any new pitcher must face a minimum of one batter before being removed.

3.3 BASE STEALING RULE

- Regular MLB rules apply to stealing bases – except for the HPBA rule on straight steals of home plate (see SECTION 5.5: STEALING HOME).
- The ball remains *live* as the catcher returns the ball to the pitcher.

SENIOR DIVISION SPECIFIC RULES

1.0 FIELD SETUP

- The home team will occupy the third (3rd) base side of the field.
- The home team shall be responsible for installing the bases and the pitcher's mound. Bases must be in place 15 minutes before game time.
- If no game follows, the home team is responsible for removing the bases and replacing them in the storage boxes.
- Field dimensions: **Senior** - 90' bases, 60'-6" mound.

2.0 PLAYER MANAGEMENT

- Teams play with nine (9) players on defense and have the options of batting those 9 players or use 1 or more extra hitters (EH) up to their entire roster. Players not in the lineup will be subbed in according to substitution rules (3.2 Substitutions). Such lineup must be declared before the start of the game and used the entire game. All EHs may be freely subbed defensively with 9 position players. Minimum playing time requirements apply in all cases.
- Minimum playing time requirements apply.

3.0 DIVISION SPECIFIC RULE MODIFICATIONS

3.1 GENERAL RULES OF PLAY

- Season all player pitched.
- All regulation baseball rules apply.
- Maximum Run Rule does NOT apply.
- Slaughter Rule applies.
- **Wood bats only**
- Sliding rule applies

3.2 PITCHER MANAGEMENT

- A calendar week is Sunday through Saturday inclusive.
- A single pitch constitutes as an inning pitched.
- Inning maximums are *never* waived regardless of the number of games in a week.
- The inning maximums also apply to all playoff and tournament games.
- Any violation of the pitcher's INNINGS PER WEEK RULE, whether intentional or accidental, will result in a forfeit for the game in which the violation occurred and a possible suspension of the manager. The offending manager will be subject to a mandatory conduct review as written in section 4.1 RULES of BEHAVIOR. The INNINGS PER WEEK RULE and INNINGS PER GAME RULE is to protect players from possible arm injuries, and will be monitored very closely.
- No pitcher may pitch more than nine (9) innings in a calendar week.
- No pitcher shall pitch more than twelve (12) innings per week if that week has three or more *regularly scheduled games* in a calendar week and then only for the third game of the week. NOTE: Rainouts are not *regularly scheduled games*.
- The nine (9) inning maximum also applies to all playoff and tournament games.

***In addition to the INNINGS PER WEEK RULES and INNINGS PER GAME RULES explained above, the following Pitch Count Guidelines must be obeyed by all teams.**

H. P. B. A. PITCH COUNT CHART

Division	Max. Pitches per game	Min. # of pitches thrown requiring 1 day rest	Min. # of pitches thrown requiring 2 day rest	Min. # of pitches thrown requiring 3 day rest	Min. # of pitches thrown requiring 4 day rest
Senior	100	30	55	72	95

- Pitchers would be allowed to throw Max. Innings per game or Max. Pitches per game, which ever comes first.
- If Pitcher reaches Max. Pitches total in the middle of a count, they would be allowed to exceed Max. Pitches total to finish pitching to that batter only.
- Pitchers must rest specified number of days according to number of pitches thrown following the chart above.
- The day after a pitcher pitches would be counted as the first rest day.
 - If a pitcher throws 30 to 54 pitches on Monday, he or she cannot pitch again until Wednesday. If the pitcher throws 55 to 71 pitches he or she cannot pitch again until Thursday, 72 to 94 pitches, he or she cannot pitch again until Friday, etc.)
- Pitch counting may be conducted by any responsible adult. However, the Head Coach of the team is ultimately responsible for the pitch counts. All pitch counts must be entered in the HPBA website within 24 hours of game completion.
- Both teams must compare pitch counts after each inning.
- Any violation of the pitch count guidelines explained above may result in a forfeit of the game in which the violation occurred, and a possible suspension of the manager.
- Intentional walks will still be done by IHSA speed up rules (i.e. pitcher does not throw pitches it is done verbally by the coach to the umpire) but, the pitches will count on the pitchers pitch count.

3.3 PITCHER REMOVAL

- A coach is allowed two mound visits per pitcher per inning or three mound visits per pitcher per game. On the second visit of the inning or third visit of the game, the pitcher must be removed for the remainder of the game.
 - Players from the bench may be subbed in to pitch in the middle of an inning. The pitcher being removed must go to the bench for the remainder of the inning in which he/she was removed from the pitchers position. Both pitchers would be credited with one defensive inning played regardless of the number of pitches thrown or number of outs recorded.
 - Once a pitcher is removed from the pitchers position he/she may not return to the pitchers position for the remainder of the game.
- Any new pitcher must face a minimum of one batter before being removed.

3.4 BASE STEALING RULE

- Regular MLB rules apply to stealing bases – except for the HPBA rule on straight steals of home plate (see SECTION 5.5: STEALING HOME).
- The ball remains *live* as the catcher returns the ball to the pitcher.