



Hobgood Baseball, Inc.  
Rules and Regulations – Spring 2024

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Any rules not covered by the Hobgood League Rules, or Dizzy Dean Baseball (12U and below) are covered by the Official Baseball Rules of Major League Baseball.

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## **Team Organization and Assignments:**

A. League names and ages are as follows\*:

- T-Ball (3-4 year old)
- Rookie (4-5 year old)
- 6U
- 7U
- 8U
- 9U
- 10U
- 12U
- 14U
- 16U
- 18U

**\*- Hobgood reserves the right to combine leagues and / or play inter-park games should the enrollment numbers be insignificant to support a league.**

- B. Players may not start a season with a team without having their registration paid in full. Registration slots are assigned on a first come, first served basis. Team counts and number of players per team will be the final decision of the Hobgood Commissioner or his/her designee. No player shall be a member of a Hobgood Baseball team or any other baseball association at the same time without prior approval from the Director of Baseball Operations. Examples include, but are not limited to, South Cherokee Recreation Association, Acworth Baseball Association, or similar recreation league organizations, as well as Travel Team governing bodies.
- C. All registrants are expected to be present for the skill assessment. In the event a player does not attend skill assessment, the managers may rank such player based upon prior skill assessment, thus allowing the player to become eligible for draft selection. If any player is not ranked on the draft sheet, they will be placed in the player pool and are ineligible for the draft. Such players will be placed on a team after the draft is completed (see Draft Procedures).
- D. T-Ball and Rookie Leagues will consist of no more than ten (10) players unless approved by Hobgood Commissioner or his/her designee. All other teams will consist of no more than twelve (12) players unless approved by Hobgood Commissioner or his/her designee. The number of teams in each league will be determined by the Hobgood Commissioner based on registrations and scheduling considerations. Typically, no new team is added to a league unless at least half the teams in the age group are at two (2) bench players prior to the new team's addition. The Hobgood Commissioner and Board President may elect to add or not add another team for any reason.
- E. Players registering after the draft will be assigned to a team only if there is availability. Players will be placed by the League Director on the team that was scheduled to draft next (see Draft Procedures).

- F. If a team loses a player after the draft, they will automatically be assigned the next available player(s) until such a time where they have the same roster size as when the draft was completed.
- G. All managers and assistant coaches, along with other team support personnel who may have unsupervised contact with a child must successfully pass a background check.
- H. All managers and assistant coaches that are actively involved either by base coaching, scoring, in the dugout, etc. within the confines of the playing field must wear coach's shirt designed by Hobgood Baseball during the game.
- I. All managers must be familiar with Hobgood Baseball Rules and Regulations
- J. Each manager will make sure that no adult without a clear background check is permitted unsupervised access to any player (excludes own child(ren)) at any event associated with Hobgood Baseball. At the Vice President of Baseball Operations' discretion, failure to comply with this rule may result in immediate dismissal of the manager.
- K. Managers will be responsible for their own behavior and conduct of their coaches, players, parents, and fans. If a player displays unsportsmanlike conduct, the manager is to remove the player from the game.

### **Skill Assessment Guidelines:**

- A. All players, except for T-Ball and Rookie leagues, will undergo a skill assessment during a published schedule on an age-appropriate field. Hobgood Baseball reserves the right to use a different field or area as needed.
- B. Each League Director will provide all managers with a copy of registered players in their age group. There will be no changes to this list without prior approval from the League Director. No assessment will be conducted of a player that is not listed on the official list without approval from the Vice President of Baseball Operations or Commissioner. This is an attempt to prevent players from being assessed with the wrong age group or playing without completing the registration process.
- C. Skill assessment is to be conducted in the following areas:
  - 1. Batting
  - 2. Ground Balls
  - 3. Throwing
  - 4. Pop Flies
  - 5. Baserunning
- D. Each league will use a 1-10 ranking system for the above areas. All managers must be present and/or send their assistant coach to the skill assessment. Managers must provide the League

Director with a final ranking for every player that attended the assessment (sum of the 1-10 rankings for each tested skill).

- E. Final assessment scores for each player are confidential to Hobgood Baseball and should not be shared beyond each manager and League Director.
- F. Any manager that elects to freeze a player(s) must complete a "Draft Protection" form and provide this to their League Director prior to the beginning of assessments. Freeze guidelines are as follows:
  - 1. 6U, 7U, 8U, 9U, 10U, 12U & 14U
    - i. A maximum of **three** freezes are available per team, including coach's child(ren)
    - ii. Siblings playing on the same team count as 1 freeze per team.
    - iii. The children of the manager are automatically assigned to their team and do not need to complete a Draft Protection form.
  - 2. 16U & 18U
    - i. A maximum of **five** freezes are available per team, including coach's child(ren)
    - ii. Siblings playing on the same team count as 1 freeze per team.
    - iii. The children of the manager are automatically assigned to their team and do not need to complete a Draft Protection form.

### **Draft Procedures:**

- A. T-Ball and Rookie leagues will not participate in the draft. These teams will be created using all registered players by the League Director and shared to the managers.
- B. All players will be entered into the draft conducted by the League Director except for 'freezes.' The Manager with the 'frozen' player must confirm the arrangement with the League Director prior to the draft by having a completed freeze form for that player signed (email OK) by the player's parent(s).
- C. Prior to the draft, the League Director will calculate the number of players each team may draft (example – there are 105 players, so all ten teams will draft a minimum of 10 players from the players with assessment scores). Once a team reaches the assigned quantity of players, that team does not select additional players.
- D. The League Director will use a draft board spreadsheet to combine the coaches' scores and list the players in order of highest cumulative score to lowest. The high score and low score for each player will be thrown out. The remaining cumulative scores per manager are summed up and divided by the number of remaining managers (i.e. 10 teams – throw out high/low scores (2); total remainder scores divided by 8). Draft rankings are not to be disclosed by any manager and could result in disciplinary action.
- E. Only managers and one assistant coaches with draft protected player are permitted in the draft room. No children are allowed in the draft room.

- F. The team with the lowest sum of assessment scores gets the next selection in the draft. If a team does not have a manager, the League Director will draft the team by selecting the next highest ranked available player.
- G. The League Director will identify any siblings that are to be drafted together. When one child is selected, their sibling is automatically added to the same team.
- H. After the teams have reached the assigned number of players, the team with the lowest cumulative points has the following options regarding the remaining players:
  - a. Pass;
  - b. Draft a remaining player that has an assessment score; or
  - c. Enter a random draw for a player without an assessment score.
    - i. The process continues until the random draw equals the number of non-assessed players plus one. Higher ranked teams no longer may enter the drawing. The teams that are in the lottery for non-assessed players will randomly select such a player's name from a hat.
- I. The draft is over once all players are taken. If players remain after this optional round, those players are assigned to the teams with the highest cumulative scores (example – there are 3 players remaining. The three teams with the highest cumulative scores must take one of the remaining players (whether with an assessed score or not), beginning with the team with the third highest score having first choice).
- J. Within a time limit of no more than fifteen minutes, two trades per team are permitted at the end of the draft (i.e., one player for one player, or two players for two players) and cannot alter a team's sum of assessment scores by more than three points. All trades must be approved by the League Director and cannot involve more than two players per team.
- K. Under special circumstances, the VP of Baseball Operations may assign a player to a team. The player will be drafted by the "selected" team in his ranked round and all teams will be notified of such agreement prior to the draft. These circumstances include, but are not limited to, family medical needs or military deployment.
- L. No consideration will be given to transportation arrangements when placing or drafting players on teams. Hobgood Baseball reserves the right to place players on teams due to extenuating circumstances as determined by the VP of Baseball Operations and agreed upon by the League Director.
- M. Parents may request their child not be on a team managed by a particular manager by communicating this request to the League Director in writing prior to the draft. The League Director may choose to honor such a request after consultation with the Commissioner.

### **18U ONLY (Bring Your Own Team):**

- A. 19U will not participate in assessments nor a draft. These teams are allowed to 'freeze' their entire roster.
- B. Due to this age often having jobs, an ideal roster size is 13. A roster of 11 or 12 is an acceptable but 13 is the goal.
- C. Each season, the Registrar enables a 'wait list' for the 19U league. This is done out of necessity to manage the walk-on's. Players who wish to play but are NOT frozen, cannot be guaranteed a roster spot. So the wait list allows us to manage expectations and ask them to finish registration after the player has been assigned to a team by the LD.
- D. Each Head Coach must contact the 19U League Director and provide their roster of frozen players. The LD manages the list of frozen players and routinely clears the frozen players off the wait list.
- E. If a team has open roster spots, the LD is allowed to assign walk-on's to the team.
- F. If the waitlist has enough walk-on's to form their own team, the LD tries to find a Head Coach.

### **Baseball Equipment:**

- A. At the beginning of each season, each manager will be assigned an equipment bag for the season. The manager will be responsible for the contents of the bag and should return a piece of equipment to the equipment manager if the equipment becomes damaged or unusable over the course of the season. The equipment cannot be altered in any way (i.e., coloring of helmets or decals attached).
- B. At the end of each season, each manager will return their assigned equipment bag to the equipment manager. Any manager not returning the park's equipment will not be considered for future coaching roles at Hobgood. (Equipment for All-Star's should be purchased by the All-Star teams and not provided by Hobgood.)
- C. Pitching Equipment:
  - a. Players playing the position of Pitcher in 6U, 7U, and 8U must wear a face mask and a heart guard.
- D. Catching Equipment:
  - a. T-Ball and Rookie Leagues do not field a player at the Catcher position. In these leagues, a coach is to play the catcher's position.
  - b. 6U, 7U, & 8U: Players playing the position of Catcher in these leagues must wear an approved NOCSAE helmet and chest protector. These players should be positioned near the backstop.

- c. 9U & Up: Players playing the position of Catcher in these leagues and up must wear a NOCSAE approved helmet, mask and throat protector, chest protector, shin guards, and an athletic cup (Males only).
  - d. 10U & Up: Players playing the position of Catchers these leagues and up shall use an official catcher's glove and not a fielding glove.
- E. Each batter/base runner must wear a NOCSAE approved protective helmet with full ear flaps batting helmet. The batting helmet should not be removed until the player is back in the dugout. Any player running the bases and deliberately removing their headgear (in the umpire's judgment) should be given a warning. Batting helmets with face masks are recommended for all ages. No helmets that have been airbrushed with offensive or inappropriate images or words may be worn.
- F. All non-wood bats "MUST" have a "clearly identifiable" manufacturer's certification stamp. No laminated or experimental bats shall be used in a game. Damaged, altered, and/or bats without clearly identifiable certification label are illegal and should be immediately removed from play.
- G. The following chart illustrates the permissible bats for Spring 2024:

League	T-Ball Bats	USA Stamp	USSSA Stamp	BBCOR	Wood Bats
T-Ball & Rookie	YES	YES	YES (1.15 BPF)	NO	NO
6U	YES	YES	YES (1.15 BPF)	NO	YES
7U	NO	YES	YES (1.15 BPF)	NO	YES
8U	NO	YES	YES (1.15 BPF)	NO	YES
9U	NO	YES	YES (1.15 BPF)	NO	YES
10U	NO	YES	YES (1.15 BPF)	NO	YES
12U	NO	YES	YES (1.15 BPF)	NO	YES
14U	NO	YES (Drop 5 or less)	YES (1.15 BPF Drop 5 or less)	YES (Drop 3 or less)	YES
16U	NO	NO	NO	YES (Drop 3 or less)	YES
18U	NO	NO	NO	YES (Drop 3 or less)	YES

- H. Hobgood Baseball will supply all teams with game balls prior to Opening Day. Only baseballs authorized and approved by Hobgood Baseball may be used during games.

## **Uniforms:**

- A. Teams are required to wear the full uniforms furnished by Hobgood Baseball that includes jersey, hat, pants, socks, and belts (for certain age groups). Jerseys must be tucked into pants and will include the player's last name and number on the jersey.
- B. Where certain uniform items are not provided by Hobgood Baseball, the team shall

coordinate in a similar manner. Example – in kid pitch leagues where pants are not provided, the full team shall wear a color identified by the manager, such as white, grey, or black.

- C. Hobgood Baseball will provide 4 coaching jerseys per team in coach pitch leagues, and 3 coaching jerseys per team in kid pitch leagues. Additional jerseys may be purchased and must be worn if that coach is on the field, scoring, or in the dugout.
- D. Metal spikes are permitted only on Field 9 (14U-18U). If a player is pitching, they are not permitted to wear metal spikes.

## **Common Rules:**

- A. All times are based on the Umpire's official start time as recorded in the scorebook and agreed to at the plate meeting. A new inning begins as soon as the third out in the home team's half of an inning is recorded.
- B. Innings played and time limits (for in-park games):

League	Time Limit	Max Innings	Max Runs per Inning
<b>T-Ball &amp; Rookie</b>	1:00	3	N/A
<b>6U</b>	1:20	6	5
<b>7U</b>	1:20	6	5
<b>8U</b>	1:20	6	5
<b>9U</b>	1:30	6	5
<b>10U</b>	1:30	6	5
<b>12U</b>	1:30	6	7
<b>14U</b>	1:45	7	N/A
<b>16U</b>	1:45	7	N/A
<b>18U</b>	1:45	7	N/A

- C. For in-park play, a game is considered a complete game if any of the conditions below are met:
  - a. If the time limit expires before the number of innings for an official game are met (i.e., if in 6U, 1:20 hours expires and only two innings of baseball are played, the game will be considered complete). The umpire will ensure that the time between the final out of one half of an inning and the first pitch of the next half inning will not exceed two (2) minutes.
  - b. 10U & below: A complete game requires 3 innings (2.5 innings with home team leading). In the event of a partial inning beyond 3 innings, if the visiting team has not completed batting, or the visiting team is ahead, revert back to the last completed inning for the final score.
  - c. 12U & above: A complete game requires 4 innings (3.5 innings with home team leading). In the event of a partial inning beyond 4 innings, if the visiting team has not completed batting, or the visiting team is ahead, revert back to the last completed inning for the final score.

- D. No manager or coach shall employ tactics designed to delay, shorten, or extend the game. The umpires shall be instructed and empowered to continue any game one (1) additional inning if, in their judgement, any coach or manager as much as appears to be in violation of this rule. The umpire will ensure that the time between the final out of an inning and the first pitch of the next half inning will not exceed two (2) minutes.
- Failure to adhere to the playing time rules will result in the manager being issued a warning. A second offense will result in a three-game suspension for the manager. A third incident will result in the dismissal of the manager from their duties.
- E. The playing field shall be regulation size for age group participating is in the table below. All other conditions are covered under Official Baseball Rules published by Major League Baseball, Inc.

League	Base Path	Pitching Distance
T-Ball & Rookie	55'	N/A
6U	60'	N/A
7U	60'	N/A
8U	60'	N/A
9U	60'	46'
10U	60'	46'
12U	70'	50'
14U	80'	54'
16U	90'	60'6"
18U	90'	60'6"

- F. Team practices and games combined are not to exceed four days per week (week starts Sunday and ends Saturday) unless approved by the Director of Baseball Operations.
- G. No innings shall start after the set time limit. No inning will begin after 10:00pm on a school night.
- H. The Slide Rule (Collision Avoidance Rule) will be in effect for all divisions. Any runner is out when they do not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if they maliciously run into a fielder. If a deliberate attempt to injure is determined by the umpire, the runner is ejected from the game and a report must be made to the VP of Baseball Operations for further disciplinary action.
- I. A fielder NOT in possession of the ball and NOT attempting to field the ball may be guilty of obstruction if that fielder impedes the progress of a runner. It is entirely the judgement of the umpire as to whether a fielder obstructs a runner.
- J. Teams may play an official game with an eight (8) player lineup. If a team plays with an eight (8) player lineup, an out shall be declared for the ninth (9<sup>th</sup>) position in the batting lineup each turn at bat. A ninth (9<sup>th</sup>) player and all subsequent players may be added to the bottom of the batting lineup as soon as they become available.

- K. Substitute/Borrowed Players: to avoid a forfeit, teams are allowed to borrow players from the league below their league. Teams can only borrow players to bring their game roster to nine (9) players. These borrowed players must play the outfield and bat at the bottom of the order.
- L. With the exception to 18U, all teams will “bat continuous” meaning all players will be included in the batting order, thus allowing free substitution. For defensive purposes, no player shall sit a second inning until after the fourth inning is completed. No player may sit for more than two innings in a game.
  - a. Exception to the rule will be granted if there is a disciplinary problem (with just cause). The manager must notify the opposing manager and the player’s parents prior to the start of the game. If the problem occurs during the game, the manager must notify the umpire, opposing coach, and official scorekeeper.
  - b. 18U only – 18U is allowed to play “Starting Nine” (9) players with substitution. Any player may be removed from the game by being replaced legally with a substitute, and then returned to the lineup one time; however, they must be inserted in the same position in the batting order that they possessed at the start of the game. The starting player may return to the lineup at any time, on offense or defense. A pitcher, once removed, cannot return to the pitching position. This includes all games. Once the substitute has been removed from the game, they cannot return. They can make only one appearance in the game.
- M. A manager or coach who makes physical contact considered to be “flagrant” with any umpire, manager, coach, player, spectator or park representative will automatically be dismissed from managing or coaching at Hobgood Baseball for the remainder of the season. (Note: The definition of the term “flagrant” will be left solely to the Director of Baseball Operations.)
- N. Each manager and assistant coaches shall always practice good sportsmanship. Managers and coaches are expected to read and abide by the Coach Contract concerning conduct and sportsmanship, on-field behavior and the use of obscene language or direct derogatory remarks to players, umpires, other managers or league officials will not be tolerated.
- O. A manager has the right to question an umpire’s interpretation of the rules provided that they do so immediately by calling a time out. **Judgment calls may not be questioned.** When the questioned interpretation is brought to the attention of the umpire, he may confer with the other umpire. **Assistant coaches are not permitted to approach any umpire to question any call.** The manager must notify the umpire immediately after a questionable play if the game is being played under protest.
- P. A protest based on a play situation shall be considered only if it is placed in writing and submitted to the League Director within 24 hours of the situation along with a \$100.00 fee. The protest will be forwarded immediately to the Director of Baseball Operations. The fee will be returned if the VP of Baseball Operations rules in favor of the protesting party.
- Q. No player, manager, coach, or umpire may use any tobacco product or apparent tobacco product while on the Hobgood Park campus, including all batting cage areas.
- R. Players and fans shall not ride, kid, heckle, poke fun at, or in any other manner do anything

that distracts any other player or team. Umpires will issue one warning then individual players or fans will be subject to being restricted to the dugout or ejection.

- S. It is the responsibility of the team manager to ensure that all trash is removed from the batting cages, dugout, playing field and surrounding common area upon his team's departure after every game or practice. This includes all trash even if it was there upon the team's arrival.
- T. During any practice or game, only two players will be allowed to have bats in their hands. They will be the batter at the plate and the player in the on-deck area. No swinging of bats in or outside the dugout is permitted. (Players in our T-Ball and Rookie League do not need to warmup before batting, so they should only have a batter at the plate and NO player in the on-deck area)
- U. All games must be played in accordance with the master game schedule. Any changes must be approved by the Director of Baseball Operations.
- V. Rainouts will be rescheduled by the VP of Baseball Operations or his/her designee. The League Director is responsible for notifying all affected coaches of rescheduling. The rescheduled game MUST be played on the date and time indicated.
- W. If there is a tie in the standings at the end of the season, tie breakers to determine tournament seeding are as follows:
  - 1) Head-to-Head Results
  - 2) Total runs allowed
  - 3) Total runs scored
  - 4) Coin flip held by League Director

## **Specific Rules for T-Ball and Rookie League**

### **A. Equipment and Safety**

- a. Only Hobgood issued batting tees (unaltered) are to be used.
- b. No player is to play the catcher's position. The catcher's position should be a coach of the Offensive Team
- c. A Coach/Team Parent should be assigned to the dugout and provided with a copy of the lineup and batting order. Players should remain on the bench in the batting order with their batting helmets on and without their bats. There is no batter that should be warning up prior to their turn to bat.

### **B. Offense**

- a. All players will bat in their half of an inning. No outs or runs will be recorded.
- b. When a batting tee is used on the playing field, it will be placed in front of home plate.
- c. Base runners may advance one base position per batted fair ball. On the last at bat of a team's inning, all base runners will circle all the bases on the way to home plate.

#### **d. Specific T-Ball Rules**

- i. There is to be NO pitching to batters in this league. The offensive batter's ball

will be placed onto a tee for the batter to hit. The batter should continue to swing until the ball is hit fair.

- ii. There will be two offensive coaches allowed on the field besides the coach at the catcher's position. One will be stationed in the 1<sup>st</sup> Base Coach's Box and the other in the 3<sup>rd</sup> Base Coach's Box

**e. Specific Rookie Rules**

- i. The offensive batter will receive no more than three (3) pitches from their coach. After this, the ball will be placed onto a tee for the batter to hit. The batter should continue to swing until the ball is hit fair.
- ii. There will be two offensive coaches allowed on the field besides the coach at the catcher's position. One will be stationed in the 1<sup>st</sup> Base Coach's Box and the other in the 3<sup>rd</sup> Base Coach's Box

**C. Defense**

- a. Fielding all positions, except for catcher, should be played. These positions are Pitcher, 1<sup>st</sup> Base, 2<sup>nd</sup> Base, Shortstop, 3<sup>rd</sup> Base, Left Field, Left Center, Center Field, Right Center, and Right Field.
- b. Players should play a different position each inning and should not just play the infield or the outfield.
- c. The outfielders must line up and play in the outfield grass area. They are not to play in the dirt area.

**Specific Rules for Coach Pitch (6U, 7U & 8U)**

**A. Equipment and Safety:**

- a. Any batter who steps into the box without their headgear is awarded a strike.
- b. Any player running the bases who deliberately (Umpire's judgment) removes their headgear is out. EXCEPTION: An umpire called time out and/or an injury.
- c. A player playing the Catcher's position must wear a helmet with a faceguard and a chest protector. The Catcher may not crouch behind the plate and should be positioned at the backstop when each pitch is thrown.
- d. A player playing the Pitcher's position must wear a face mask and a heart guard protector.
- e. A player playing the Pitcher's position must keep one foot in the pitching circle and one foot out of the pitching circle. At no time should a player playing pitcher have both feet in the pitching circle or outside the pitching circle.
  - i. Penalty for not standing astraddle the pitching circle, the offensive team gets the choice of a dead ball or result of the play.

**B. Pitching Rules:**

- a. An offensive coach will pitch to their own batters. The pitching coach may only instruct the batter until they reach 1<sup>st</sup> Base or after they leave 3<sup>rd</sup> Base.
  - i. The pitching coach will be replaced after one warning of a violation.
- b. Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally allows the ball to hit them, the batter will be out and a

dead ball called. No runner may advance. This is a judgement call by the umpire and may not be appealed.

- c. The offensive coach (pitcher) must immediately pick up the batter's bat after they get hit and remove themselves from the field of play. The offensive coach (pitcher) that does not get off the field and pickup the bat and/or interferes with the defensive player will cause the batter to be out. No runners advance. This is a judgement call by the umpire and may not be appealed.

**d. 6U & 7U Pitching Rules**

- i. The pitching coach may pitch anywhere from behind the 20 foot foul arc to the pitching circle. They may not cross the foul line or enter the pitching circle. They must keep one foot on or astraddle the pitching line. Push throws or overhand pitches are permitted.

**e. 8U Pitching Rules**

- i. The pitching coach must pitch from at least halfway between home plate and the front of the pitching circle. They must keep one foot on or astraddle the pitching line. All pitches must be thrown overhand. Push throws are not permitted.

**C. Offense:**

- a. Batters should not sling their bats during an at-bat. After one warning per player for slinging their bat, the batter will be called out. No runners advance.
- b. An offensive batter will receive five (5) pitches before being declared out. They are called out on three (3) swinging strikes.
  - i. If the fifth (5<sup>th</sup>) pitch is fouled, they may continue to bat.
  - ii. If fifth (5<sup>th</sup>) pitch is fouled and caught, it is an out.
  - iii. If the fifth (5<sup>th</sup>) pitch or 3<sup>rd</sup> strike is bunted foul, the batter is out.
  - iv. If the batter does not swing at the fifth pitch, the batter is out.
- c. Any base runner leaving the base before the ball is put in play is out (umpire's decision). The ball is dead, and all other runners return to base occupied prior to pitch. The pitch will not count.
- d. A batted ball that does not go past the arch in front of home plate is a foul ball.
- e. A hit that is touched by the defensive team prior to passing the arch in front of home plate is a foul ball.
- f. Batting will occur in the order of the lineup and continue until the batting team has three outs or there will be a maximum of five (5) runs per inning per team. The game will be considered final if any team cannot mathematically score enough runs over the remaining innings to tie the game.
- g. If a runner misses a base, it will be an appeal play to the umpire.
- h. **Bunting is not permitted in 6U or 7U.** If a player squares to bunt during an at bat, they will be called out.
- i. **Bunting is permitted in 8U.** A team may successfully bunt one (1) time per inning. A team may attempt to bunt as often as they like until they have successfully laid down one (1) bunt. A bunt is considered successful if it is in fair territory and passes the arch in front of home plate. The outcome of the bunt (all runners safe, or out(s) recorded) does not impact if the bunt is considered successful.
- j. There will be two offensive coaches allowed on the field besides the coach at the

catcher's position. One will be stationed in the 1<sup>st</sup> Base Coach's Box and the other in the 3<sup>rd</sup> Base Coach's Box. Both offensive base coaches must stand in the coach's boxes are not to enter the field of play (unless time is called by the umpire and/or for an injury). All other coaches must remain inside the dugout. If an offensive coach interferes with the play and/or touches a player, time should immediately be called. This is an umpire's judgement call and may not be appealed.

D. Defense:

- a. Intentionally rolling the ball to another defender is not allowed. No outs will be recorded by rolling the ball, and all runners are safe.
- b. The infield fly rule will NOT be in effect.
- c. Any base runner leaving the base before the ball is put in play is out (umpire's decision). The ball is dead, and all other runners return to base occupied prior to pitch. The pitch will not count.
- d. If a runner misses a base, it will be an appeal play to the umpire.
- e. No more than ten (10) players may be on the field at one time. Four players must be on the outfield grass when the ball is batted (four (4) outfielders).
- f. A player playing the Pitcher's position must keep one foot in the pitching circle and one foot out of the pitching circle. At no time should a player playing pitcher have both feet in the pitching circle or outside the pitching circle.
  - i. Penalty for not standing astraddle the pitching circle, the offensive team gets the choice of a dead ball or result of the play.
- g. Only the pitcher can back up the catcher on a play at home, unless it is a rundown situation. Coaches are not allowed to send home another fielder to make the play at home plate. Should a player other than the Pitcher or Catcher make a play at home, the runner shall be declared safe, and no outs recorded.
- h. There will be two defensive coaches allowed to stand in each outfield foul ball territory for the purpose of instructing defensive players. The outfield coaches will be positioned with one standing down the first base side in the outfield foul territory and the other standing down the third base side in the outfield foul territory. Neither of the defensive coaches are allowed to enter the field of play (unless time is called by the umpire and/or for an injury). All other coaches must remain inside the dugout. If the defensive coach interferes with the play, the umpire will record no outs and all runners are safe. This is an umpire's judgment call and may not be appealed.

E. Special Rules:

- a. All ground rules will be covered and agreed upon between coaches and umpires before each game. (There should be NO Gentleman agreements!)
- b. If a player is injured by being hit with a batted ball in the face, throat, or head, time will be called immediately and all players will be awarded one (1) base if injury is to an infielder, two (2) bases if player injured was an outfielder. The awards are from the time of the pitch. Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner.
- c. Base runners may only advance one (1) base on any overthrow, at their own risk. If an overthrow happens a second time during the same sequence, base runners may not advance, and must stay on the base that they are currently occupying.
- d. Time Called – End of Play
  - i. **6U & 7U:** Time shall be called by the umpire when the defensive team

controls the ball in front of the lead runner, or successfully returns the ball to the pitcher within the pitching circle. The umpire shall use their judgement to place baserunners appropriately when time is called. If a runner is less than halfway, they should return to the previous base; if they are more than halfway, they will be permitted to take that base. This is a judgement call and cannot be challenged.

- ii. **8U:** Time shall only be called by the umpire when the defensive team controls the ball in front of the lead runner, or base runners are no longer actively attempting to advance. The umpire shall use their judgement of the baserunners and call time. This is a judgement call and cannot be challenged.

### **Specific Rules for Kid Pitch (9U -18U):**

- A. Special Rules – 9U
  - a. Face mask for pitchers is recommended.
  - b. Fielders glove is allowed for the catcher’s position
  - c. No drop 3<sup>rd</sup> strike or infield fly rule
- B. Special Rules – 10U
  - a. Catcher’s mitt must be worn by catcher, no other glove/mitt is allowed.
  - b. Drop 3<sup>rd</sup> strike and Infield Fly rule will be in effect
- C. Special Rules – 12U
  - a. Drop 3<sup>rd</sup> strike, Balks, and Infield fly rule will be in effect.
  - b. Catcher’s mitt must be worn by catcher, no other glove/mitt is allowed.
- D. Special Rules – 14U
  - a. Slash bunting is not allowed.
  - b. Fake to 3<sup>rd</sup>, throw to first is not allowed and is considered a balk
- E. Special Rules – 16U and up
  - a. Fake to 3<sup>rd</sup>, throw to first is not allowed and is considered a balk
  - b. Slash bunting is allowed

### **Pitching and Catcher Guidelines:**

- A. Hobgood Baseball enforces the following pitching and catcher guidelines. Managers and coaches failing to follow these guidelines will be suspended or one game, a second offense will result in suspension for the remainder of the season. There are no exceptions.

League	Daily Max Pitches (In a Game)	0 Days Rest	1 Days Rest	2 Days Rest	3 Days Rest	4 Days Rest
9U	75	Less than 20	21-35	36-50	51-65	66+

<b>10U</b>	75	Less than 20	21-35	36-50	51-65	66+
<b>12U</b>	75	Less than 20	21-35	36-50	51-65	66+
<b>14U</b>	95	Less than 30	31-45	46-60	61-75	76+
<b>16U</b>	95	Less than 30	31-45	46-60	61-75	76+
<b>18U</b>	105	Less than 30	31-45	46-60	61-80	81+

- B. Any player on a regular season team may pitch. (Note: There is no limit to the number of pitchers a team may use in a game.)
- C. A pitcher once removed from the mound cannot return as a pitcher.
- D. The manager must remove the pitcher when said pitcher reaches the limit for their league as noted in the above table. They may remain in the game but must play another position.
- If a pitcher reaches the limit for their league while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
    - That batter reaches base.
    - That batter is put out.
    - The third out is made to complete the half-inning.
  - Any player who has played the position of Catcher in four (4) or more innings in a game is NOT eligible to pitch on that calendar day.
  - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- E. Catcher Guideline
- A player who has played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (14U and up: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.  
EXCEPTION: If the pitcher reaches the 20-pitch limit (14U and up: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.
    - The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.**
- F. Any player who has played the position of Catcher and is rotated to the Pitcher position cannot return to the position of catcher if they throw more than 21 pitches or more (14U and up: 31 pitches or more).
- G. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is put out; or (3) The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold they reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

- H. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- I. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when their pitcher must be removed.
- J. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game, as noted by their league maximum. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in- chief to notify the manager, does not relieve the manager of their responsibility to remove a pitcher when that pitcher is no longer eligible.
- K. Violation of any section of this regulation can result in protest of the game in which it occurs. When a protest situation is imminent, the potential offender should be notified immediately. Coaches are urged to take precautions to prevent protests.
- L. A player may not pitch in more than one game in a day.
- M. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
- N. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A 12U league pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because they have not observed the required days of rest.

**Example 2:** A 12U league pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because they have observed the required days of rest.

**Example 3:** A 12U league pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game, provided they are eligible based on their pitching record during the previous four days.

**Note:** The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility

### **Batting Cage Guidelines:**

- A. Batting cage times are based on the start time of your game and not a specified number of minutes.
- B. Visiting teams have batting practice that begins 60 minutes prior to the scheduled start time of their game and ends 35 minutes prior to the scheduled start time of the game.
- C. Home teams have batting practice that begins 35 minutes prior to the scheduled start time of their game and ends 10 minutes prior to the scheduled start time of the game.
- D. Both teams are to be on the field ready to play 10 minutes before the scheduled start time of their game.
- E. Empty cages may be used on a first come, first served basis by any team. Any team using an open cage must vacate immediately if a team with a scheduled practice or game session shows up.
- F. All batting cages are marked as to the appropriate age or field. Use of the cages prior to games is limited to this age group, so that if a team shows up late, they can immediately begin batting practice.
- G. Teams that arrive late must be finished by the designated number of minutes before the scheduled start time of their game. Example - A visiting team for a 6:00 P.M. game must be out of the cage no later than 5:25 P.M. no matter when they begin cage practice.
- H. Always observe any posted rules at all times.
- I. Do not soft toss or in any way hit baseballs directly into a fence or outside of any batting cage net. This is a safety priority. Soft toss only in designated areas.

### **Common Safety Rules:**

- A. No climbing on or swinging from trees or fences. This includes all dugouts.
- B. No pets of any kind are permitted on the Hobgood Park campus.
- C. No throwing of balls or swinging of bats in any blacktop areas of the park.
- D. Bicycles, Roller Blades, Skateboards, Scooters, Riding toys, etc., are not permitted in the park during practices and games.
- E. It is a safety violation to allow bat swinging in any common pedestrian area. This includes the areas directly behind all dugouts and in general, includes most areas outside of field fences.

Managers and coaches should supervise all bat work. Safety is everyone's responsibility.

- F. If a lightning strike occurs within ten (10) miles of the park, prepare to clear the fields; within six (6) miles, clear the fields and find shelter. Once activities are halted for lightning, they shall be suspended for thirty (30) minutes from the time of the last strike less than 15 miles, or from the last sound of thunder.
- G. No stones or rocks are allowed to be thrown in the park.
- H. No digging on any baseball field at Hobgood. Anyone caught digging may be subject to a one game suspension.

### **Field Usage Rules:**

- A. When fields are closed as posted on the Hobgood website, both infield and outfield areas are closed unless noted otherwise. Unless specifically mentioned, batting cages are available. The use of any field when closed is prohibited.
- B. The use of infields is prohibited after such fields have been prepared for play. No activity is to take place in the infield other than pregame warm up by the teams about to play.
- C. The home team or last practice must remove bases after the final activity of the day. Remove the bases if another team is not on time to begin the next scheduled practice. Refer to the Hobgood website for all post session field responsibilities.
- D. Teams are responsible for making sure their dugouts and fan stands are cleaned out at the end of each practice and game.
- E. No balls other than plastic balls are to be hit or thrown directly into any fence (including batting cage nets).
- F. Batting cages are to be used for batting practice. Batting practice prior to games may NOT be taken on any field.
- G. L Screens are NOT to be removed from any batting cage at any time.
- H. Portable mounds should be moved only with permission from a Board member. If such permission is granted, the mound must be returned to the assigned distance once the approved activity is completed.
- I. All team members (including coaches) must enter and exit the playing field from the appropriate dugout gate.
- J. Any catcher using bullpen areas must use appropriate safety equipment.

- K. All equipment is to be kept inside the dugout during games.
- L. Post-game team meetings will be held off the playing field (i.e. the common area).
- M. On deck batters are to be sent to the 1st base side when the current batter is a lefty and the 3rd base side when the current batter is a righty.

### **General Game Rules:**

- A. The home team will occupy the dugout on the first base side of the field. The visiting team will occupy the dugout on the third base side of the field.
- B. Away team will bat first.
- C. Each game will be officiated by an umpire. The decision of the umpire is final.
- D. The home team is responsible for maintaining the official book of records, including pitch counts where appropriate by league.
- E. The visiting team is responsible for operating the scoreboard.
- F. Each team will complete a lineup (batting order) prior to each game and use the same lineup throughout the entire game. The lineup will rotate through all players on the team. Players that arrive after the start of the game will be placed at the end of the lineup in the order of their arrival.

### **Operations:**

- A. Extreme caution should be exercised in the parking lots in and around the park. Personal vehicles are allowed only in designated parking areas. Vehicles not parked in designated areas are subject to towing. No parking on unpaved areas at Bascomb unless it is a graveled lot.
- B. No one is allowed on school property (including the parking lot) before 5:45PM at Bascomb or at Carmel on school days. This includes the parking lot for Fields 11, 12, & 13.
- C. Field closings will be posted on the Hobgood website. Anyone entering a closed field will be suspended for their next two scheduled games.
- D. The park (i.e., fields and cages) will be closed on the day before Opening Day. All fields and cages will be closed.

### **Hobgood Baseball Tournament Rules:**

- A. The regular season substitution, pitching, and maximum number of runs allowed per inning rules remain in effect. Violations must be protested at the time of occurrence. The game will be completed under protest and reviewed by the VP of Baseball Operations immediately. Tournament violations of the substitution rule may result in forfeiture.
- B. There will be no time limit on the championship games in every age group. The Championship game for this purpose will be the first and “if necessary” game.
- C. Both teams must provide an official scorekeeper to be seated in the scorer’s box. The home team must keep the official book and scorekeepers should agree on the score at the end of every inning.
- D. The pitching log must be filled out and signed by the coach of both teams at the end of the game. The home team is responsible for submitting the signed log to the League Director. The logs should be checked prior to the start of the next game. Any team that has not completed the log will not be allowed to begin their next game. The completed form, where the coach failed to sign the form, will be considered the official game form if a protest is not made prior to the team’s next game.
- E. Each League Director shall post a tournament bracket and ensure that it is up to date and correct each day. Email is acceptable.
- F. The Director of Baseball Operations, either in person or by phone, must resolve all protests prior to play resuming as per the rules. All decisions will be considered final.
- G. The official start time MUST be noted on the home team’s official scorebook as agreed by both teams and umpire. This time will prevail in the case of any disputes.
- H. A new inning is considered to have started as soon as the previous inning ends. Any time disputes should be handled as protests.
- I. If a team has less than 8 players in its batting lineup, the game is forfeited. Teams are NOT permitted to borrow players to fill their roster during tournament play.
- J. The Home Team will be determined by the better seed in the bracket.
- K. In the event of rain or lightning during a game, all games will be halted at the same time. If a lightning strike occurs within ten (10) miles of the park, prepare to clear the fields; within six (6) miles, games will be halted and find shelter. Once games are halted for lightning, they shall be suspended for thirty (30) minutes from the time of the last strike less than fifteen (15) miles, or from the last sound of thunder. If any umpire or a Hobgood Baseball board member closes any field for lightning, all fields shall immediately be cleared. In the event of rain, all games will be halted at the same time to get mounds covered. All teams will remain at the park for no less than thirty (30) minutes. Hobgood officials will communicate the next step based on weather conditions.
- L. In the event of rain prior to games, Hobgood officials will determine if fields are playable. After

the field is determined playable, a manager will have 2 minutes from the start of the game to send his team back on the field or the manager forfeits the game.