HOPWOOD AREA RECREATIONAL COUNCIL

RULES & BY-LAWS

(last updated 1/14/2025)

Article 1

NAME AND SCOPE

1. The name of this organization will be known as the Hopwood Area Recreation Council, a non-profit membership organization to provide a program of service to youth through organized recreation activities.

2. The primary purpose of this organization is to maintain non-sanctioned league baseball play from April through August of each year. The league will be geared to provide an outlet of health activity and training under good leadership in the atmosphere of wholesome community participation. The league will establish the rudiments of teamwork and fair play.

3. The league is divided into six divisions: Tee-ball, Coach-Pitch, Midget, Little, Pony, and Teener. The Pony and Teener divisions are open to all children ages 13 to 18, whereas the other three divisions are restricted to those living in South Union Township and the Greater Hopwood area. This includes Sherry Terrace, Homewood Terrace, and sections of the Coolspring area. (11/11/08)

4. The league will include players between and including age 5 through 18. A player's age for the season will be determined by his/her age before April 30. This will then determine which division a player will participate in that season: (1/08/13) Tee-Ball and Coach-Pitch will be flexible to move up or move down. (11/11/23)

Tee-Ball:	Ages 5 & 6
Coach-Pitch:	Ages 7& 8
Midget:	Ages 9& 10
Little:	Ages 11 & 12
Pony:	Ages 13 & 14
Teener:	Ages 15, 16, 17, & 18

Article 2

OFFICERS

1. The officers of the council shall consist of a President, Vice President, Secretary, Treasurer, and a minimum of five (5) Directors.

2. The President will supervise all meetings of the council and serve as an ex-officio member of all committees. Upon his absence, the chain of command will follow: i.e., Vice President, Secretary, and Treasurer.

3. The Secretary shall keep the minutes and records of the council, with the assistance of such staff as is available. The Secretary shall also contact all members of the council with a notice of all the meetings.

4. The Treasurer shall maintain and keep records of all receipts and disbursements. The Treasurer shall submit a copy of the annual report ending with the monthly meeting following the election of officers.

5. The Board of Directors, along with the above-mentioned officers, shall administer the affairs of the Council.

6. Officer term is limited to 2 consecutive years. (11/06)

7. In the event that an executive board position cannot be filled with a new candidate, an existing board officer may remain in that same position for next year. (11/11/14)

Article 3

ELECTION OF OFFICERS

1. The officers of the council shall be elected by ballot at the organizational meeting, to be held after the end of the playing season. Newly elected officers will take charge the day following the last function of the current year. It is permitted for an officer to succeed himself.

2. The President shall supervise the election at the annual organization meeting.

3. Providing there is a quorum, a candidate receiving a majority vote of members present shall be declared elected and shall serve for one year or until his duly elected successor shall take office.

4. Vacancies in office shall be filled for the unexpired term immediately by the regular election procedure.

5. The President will select the Board of Directors annually. There must be one (1) director representing each division of the league.

Article 4

MEETINGS

1. Regular meetings, starting at 7:00 PM will be held in the Hutchinson Sportsmen's Club on the second Tuesday of each month, or as designated by the President.

2. A quorum shall consist of ten (10) members of the council. The number of eligible voters necessary to transact business shall be seven (7). Voting shall be by roll call. A record of the roll call vote shall be kept as part of the minutes. UPDATED 3/12/19

3. Special meetings may be called by the President. It shall also be the duty of the President to call a special meeting when requested to do so by a majority of the council membership.

4. Limit time of meeting to 90 minutes. (11/06)

Article 5

EMPLOYEES

1. Within the limits imposed by the funds available for its use, the council may employ such personnel and/or consultants as if may deem necessary.

Article 6

AMENDMENTS

1. An amendment to the by-laws must be submitted in writing for publication in the minutes of a regular meeting. Action may not be taken on the amendment until the next regular meeting, at which time the vote of the majority of eligible voters shall rule.

2. Any rule change proposal must be submitted to the Board of Directors (Officers) in writing at least one meeting prior to the meeting upon which the proposal is voted.

3. Rule changes must be approved by at least a majority of eligible voting members present at a meeting of HARC where a quorum (as otherwise defined) of eligible voting members is present.

4. A. A proposed change to the HARC bylaws and/or rules may be submitted by any member, in writing, at any regular or special meeting.
   B. Any proposed change to the HARC bylaws and/or rule that is submitted pursuant to paragraph A, above, shall be placed on the agenda of the next regular meeting and voted on at that time.
   C. Any change to the HARC bylaws and rules which is properly approved shall become immediately effective, except as provided in paragraph D, below.
   D. Any rule change which is approved during the regular season and which directly affects the manner in which a game is played on the field, shall not become effective until September 1st of the same year, unless the rule change is approved by at least two-thirds (2/3) of the managers of the league or leagues affected by the change. (11-09)

Article 7

DISBURSEMENTS

1. Checks shall be signed by any two elected officers.

2. Non-operating expenses over $500 to be approved by league (11/9/04).

Article 8

VOTING

1. Voting will be limited to parents of all players, present and past, past and present managers and coaches, and past and present officers. The manager, coach, or parent must attend five (5) meetings during the current year before he/she is eligible to vote.

2. The motion must be approved by a majority vote of all eligible voters present at the meeting.

3. Roll call will be called for all qualified voters to vote on issues.

4. Oral or ballot voting will be considered according to the issue. This will be determined by the President.

Article 9

ORDER OF BUSINESS

1. The order of business at a regular meeting shall be:
    a) Call to order
    b) Roll Call
    c) Minutes of previous meeting and action thereon
    d) Treasurer's report
    e) Old business (reports by committees)
    f) New business
    g) Adjournment

2. A motion from the floor must be made and passed in order to dispense with any item on the agenda.

Article 10

FINANCE

1. Financial aid to meet required expenses for operating league activities and play will be by means of donations, miscellaneous, and various fundraisers.

2. An entrance fee for each player participating in league play will be charged. Monies received will be used to defray league operation costs.

3. The entrance fee will be determined prior to player registration.

Article 11

FISCAL YEAR

1. The fiscal year shall end on the first day following the last function of the current year.

Article 12

COMMITTEES

1. The President will appoint a chairman for each of the following committees:
    a) Rules Committee
    b) Grounds Committee
    c) Special Events Committee
    d) Tournament Committee
    e) Equipment Committee
    f) League Commissioners

2. The duties of the Rules Committee are as follows:
    a) Supervise league play and set up playing schedules. The schedule will be developed by the Rules Committee using computer software that ensures an equal distribution of games on available playing dates for all teams in each league. The coaches in each league will meet prior to schedule development to express any concerns or requests regarding the schedule. Special requests (e.g. due to players having games in other leagues) must be approved by a majority of the coaches. In cases of a tie vote, the League President will break the tie. Once the schedule has been developed, it will be submitted to the coaches of approval/revision before it is implemented. (11/11/08)
    b) Reschedule cancelled games.
    c) Propose a set of local rules that are in addition or exception to sanctioned Little League playing rules. These rules will be in effect until disapproved by a 2 – 3 majority vote of the council.

3. The duties of the Grounds Committee are as follows:
    a) Maintain field in playing condition.
    b) Supervise clean up.
    c) Beautify adjoining grounds of playing field.

4. The duties of the Special Events Committee are as follows:
    a) Make arrangements for annual banquet (if one is held).
    b) Arrange for league entertainment functions.
    c) Appoint separate committees for each fund raising event, i.e. tag day, hoagie sale.

5. The duties of the Tournament Committee are as follows:
    a) Plan, schedule, organize, and run all aspects of the tournament.

6. The duties of the Equipment Committee are follows:
    a) Be accountable for all uniforms and equipment in all leagues.
    b) Be responsible for collecting, inspecting, ordering, and issuing all equipment.

7. The duties of the League Commissioners are as follows:
    a) Contact all managers in the respective leagues.
    b) Address all problems presented by any manager, coach, or parent of their league.
    c) If necessary, request the President to call a special meeting.
    d) Create schedule for respective leagues as well as make-ups.
    e) Coordinate with other commissioners on field availability.

Article 13

MANAGERS

1. Any new manager living outside of the league's designated area must petition the Board of Directors for acceptance into the league. This person must manage a team for a minimum of two (2) years.

2. No manager is allowed to move with his son/daughter from one team to another in the same division.
3. The Executive Board has the right to discharge or replace a manager in the event that the manager is not active and/or qualified to do the job for the best interest of the team and council.
    a) If a manager, coach, or his designee fails to attend two consecutive meetings or functions, that individual will lose his status as a manager, lose all points, and may be ineligible to manage the following year. The designee must be a representative from that team. The league will elect a new manager to the vacant position. (11/9/04)
    b) After missing two (2) consecutive meetings or functions, the manager will be penalized the following year, not 2005. This will be effective 2006. (11/9/04)

4. Each manager and one assistant must have clearance for Act 34 (Criminal history) and Act 151 (Child abuse).

Article 14

SENIORITY

1. Five (5) points will be given to a manager, one (1) point to a coach for each year of service in that capacity. League involvement as an officer will receive 3 points. These points will be added and used for the purpose of filling vacant manager positions. This total will then be multiplied by the number of years in the league. Only one point value (5-3-1) may be used for each year's total.
2. Points are forfeited once 3 consecutive meetings are missed.

Article 15

GENERAL

1. All registration money must be paid before the player may participate in league play.

2. During the season, all fundraiser monies not turned in by the deadline for that event will cause that player to lose his/her playing eligibility until his/her account is settled.

3. All players must legally reside in the boundaries set forth in the H.A.R.C. charter.
    a) Any child found playing in the league that has false information on his/her application form shall be refused further participation.

4. The parent of the player is responsible for the maintenance and up-keep of the uniform issued to their child.
5. Players may register up to the date of the draft. After the draft, no players will be accepted in the league unless they move into the area, according to the applicable rules.

6. Teams in the HARC league will have first priority in using the batting cages. Unless otherwise notified, it is assumed that the cages will be available for use one hour prior to game time for teams playing on a particular date.

ORGANIZATIONAL RULES

RAINOUT MAKEUP SCHEDULE

The first rainout of the week will be played on the Wednesday (for the Monday or Tuesday rainouts) of that week at 7:00 PM. The second will be played on Saturday at 1:00 PM, then 3:00 PM, 5:00 PM, 7:00 PM., etc. Wednesday will have an 8:30 PM opening once school is complete (added 11/11/03).

LEAGUE STRUCTURE

1. An instructional "T-Ball" league will be held for 5 and 6 year olds. They must reach the age of 5 on or before April 30 and cannot be 7 before April 30. (11/09)

2. The Coach-Pitch League will consist of 7 and 8 year olds. They must reach the age of 8 on or before April 30 and cannot be 9 before April 30. (3/19)

3. The Midget League will consist of 9 and 10 year olds. They must reach the age of 9 on or before April 30 and cannot be 11 before April 30. (3/19)

4. The Little League will consist of 11 and 12 year olds. They must reach the age of 11 on or before April 30 and cannot be 13 before April 30. (11/08/05)

5. The Pony League will consist of 13 and 14 year olds. They must reach the age of 13 on or before April 30 and cannot be 15 before April 30. (11/08/05)

6. The Teener League will consist of 15, 16, 17, and 18 year olds. They must reach the age of 15 on or before April 30 and cannot be 19 before April 30. An 18 year old player will be permitted to play as long as HARC sanctioning is not adversely affected, insurance is available, and insurance rates are not substantially affected. (11/11/08)

7. The Pony League will play under Major League rules unless specified differently in this set of rules.
   EXCEPTION: A tenth (10^{th}) batter designated as an extra hitter may be used. This extra hitter must be exchanged to play other positions. Batting as an extra hitter is <u>NOT</u> considered as playing three (3) innings.

8. All players must live in the legal boundaries set forth in the H.A.R.C. charter. Any player found illegal will be dismissed immediately. Any player who has played in our league and then moves out of the area will be permitted to play.

9. A committee will be formed to review all applications and dismiss any illegal applications.

10. All HARC players are not to play in any other Fayette County Rec. Leagues, with the exception for AAU and American Legion. Any player wishing to play in other leagues in addition to HARC must indicate which league(s) for which they are playing on their HARC league registration form so that coaches will be aware of their status prior to the draft. (11/11/08)

11. Time on Field: Each player (substitute) MUST start every other game. Each player MUST play three (3) complete. Any manager abusing this rule will be subject to forfeit of the game.

UNIFORMS AND EQUIPMENT

1. If a uniform and/or any other piece of equipment is damaged or destroyed by a player in any league, or the uniform is not turned in to the manager at the end of the season, the parents or guardian of the player will be responsible for the payment of the uniform and/or damage to the equipment and will be billed by H.A.R.C.
2. Any player's money from sign-up, fundraisers, and/or uniform not turned in will make the player ineligible to play until these are turned in to the manager. Managers are to turn in the names of players involved.

3. Equipment is to be furnished by the league. Anyone bringing personal equipment on the field must keep the equipment in his dugout for his use or his team's use.

4. All catchers are required to wear a protective cup. All teams will be required to have two (2) cups.

PAYMENT OF UMPIRES

All leagues shall be decided by the league and shall hold true until changed. Umpires shall be dismissed by the investigation of the Rules Committee and the vote of the league.

PLAYER PARTICPATION

Players are requested to show up for every game and practice. However, it is understood that players will be forced to miss games and practice due to vacations, reunions, and other personal events. These are excusable, and will be recognized as such by the manger. However, a player missing a game for anything but a valid reason will be penalized as follows:

One game missed:	Player is suspended the next game he appears for.
Two games missed in succession:	Player is suspended the next two games he appears for.
Three games missed in succession:	Player is dropped from the team.

H.A.R.C. league play supercedes all other play. (Exception: if both mangers agree to reschedule a game.)

A player missing numerous practices may also be penalized. Mangers will act as a judge in these cases. An appeal may be made to the Board of Directors. A player being penalized shall not be in uniform the night of the game.

PLAYER CONDUCT

Each manager will be responsible for the conduct of himself and his players. Foul or abusive language will not be tolerated and each member of H.A.R.C. will be responsible in seeing that this regulation is carried out. Violations are to be brought to the attention of the H.A.R.C. president for possible action.

Players should be reminded that they are members of a team and only through teamwork can they succeed in life. A player, manger, or coach can be suspended by the league for abusive or foul language, or actions toward players, managers, coaches, or umpires. If needed, a manager or coach can be removed from their position by the league for such abuse.

If anyone threatens any players, managers, or umpires he/she is suspended for the rest of the year and must apply to the officers of the league before being readmitted the following year.

GENERAL GROUND AND GAME RULES

FREE SUBSTITUTION FOR ALL LEAGUES: Managers may substitute in the first or second inning, instead of waiting for the third inning. The substitute must play for three (3) consecutive, complete innings in all leagues. All players and substitutes must tell the home plate umpire he is going to play. The other team's scorekeeper must be informed of all changes including the roster before the game starts.

APPEALS ON BASE RUNNERS: The only appeal for base runners will be a dead-ball appeal. Appeal will not apply to runners leaving early on pitches.

BATTER ON DECK: The next batter is required to be in the on-deck circle, ready to bat, and wearing the batting helmet.

GROUND RULES: Everyone but the on-deck batter is to be behind the fences and all players are to be in their respective dugouts. (For safety reasons, managers and umpires are to enforce this rule.) The game will be delayed until this rule is complied with.

The ball is in play as long as it is inside the fence. Balls bouncing over the fence or through the fence, limits the batter to a two-base hit. A thrown ball leaving the field of play will defer verbatim to the rules of baseball. See baseball rules under section 705.

If a player gets his feet or hands caught under the fence, the batter will hold to two (2) bases. Try to encourage the player not to pull his hands or legs out without some help from an adult.

The dugout area is out of play on the Pony and Teener fields. On the Pony field, the triangle that is marked by a line and on the Teener field, the corner of the fence to the outside corner of the block wall is still considered dugout.

UNIFORM DRESS CODE: Players must have complete H.A.R.C. issued uniforms to play, except sanction and tournament games (hat, pants, shirt tucked in at all times, and some type of white socks to be tucked into the bottom of the pant leg.) No metal spiked shoes will be permitted, except for sanctioned tournaments and it is advised that rubber spikes or tennis shoe be worn rather than street shoes. Teener League players can wear metal spikes for league and sanctioned play.

DECISIONS: In the event the Rules Committee is unable to agree upon a matter, a request will be made to the President and a meeting of H.A.R.C. will be called, at which time a decision will be rendered by vote.

CARE OF THE GROUNDS: The Hutchinson Sportsman's Club and South Union Township have been gracious enough to allow us the use of their grounds for our baseball fields. Players, managers, parents, and visitors should remember at all times that they are to respect the Club's property and behavior should be no less than outstanding. Violators of this rule of conduct will be asked to leave the grounds.

Nothing is to be thrown into the reservoir and managers will be required to make certain that players remain in the designated area of the field and not wander about the Club area. No one is permitted to swim or dive into the reservoir.

Players waiting to start their game will not be allowed to practice in the yard of the property owner opposite the third base side on the Little Field. Each manager is responsible; regardless of which league he coaches in, to prohibit this.

PLAYING FIELD

1. Unless notified prior to the game, all players and mangers are urged to report to the field regardless of what they think the condition of the field is.

2. Before each game, each manager will determine whether the field is fit to play on. If the game is called, the Grounds Committee will notify the President, umpires, and concession stand. After the game starts, the umpires are in charge.

3. If not taken care of, the home team is responsible for lining the field and placing the bases in their respective places.

4. A batting box and coaching box may be marked for every game with a line. An umpire can request a new line at any time.

5. The batter's box back line is 31" from the back corner of the plate in the Little League and 28" in the Midget League. Pony and Teener Leagues are at Major League standards.

6. Mangers MUST clean their dugouts after each game.

7. All players are to remain in their dugout, unless granted permission by their manager.

8. All rules and regulations may only be changed during the October or November meetings.

STARTING THE GAME

1. There will be five (5) minutes of infield practice for each team before the start of the game, with the visiting team going first.

2. A team that fails to field nine (9) eligible players before the start of the game shall be given a fifteen (15) minute grace period. If, at the end of fifteen (15) minutes, a team cannot field nine (9) players who are eligible, the game will be forfeited. If both teams cannot field nine (9) eligible players, then it is a double forfeit.

3. If a manager knows that he will not have enough players to play a game and he gives the League Commissioner at least three (3) days notice and he makes all the arranges (i.e. he must notify the other manager for that game), the game can be rescheduled with the approval of the other manger, within the same week. He must also notify the umpires and concession help that the game has been cancelled and then he must make arrangements for umpires, with the umpire-in-chief, and concession stand help for when the game is to be played.

4. Call-up Players: A manager may call-up as many players as needed per game from the highest age bracket of the league below. (11/06)

   Call-up players can be used in number as required to fill the maximum number of fielded players allowed in the respective league.

   Call-up players cannot pitch, catch, and must bat last.

   The call-up player must be the substitute player and play three (3) consecutive innings. The call-up player will be placed in the lineup noting the player he is playing for.

   Abuse of the call-up rule will be brought to the attention of the Board and League Commissioner. The Commissioner can verify any player's absence.

   After the game has started, you may play with less than nine (9) players.

5. All incomplete games will be completed from the point of stoppage on the next available make-up day.

6. All postponed or delayed games must be made up in the same week, as determined by the Rules Committee.

7. Once the game starts, the umpires are in charge. Managers are urged to cooperate.

8. If a dispute arises over a rule, umpires are urged to have a conference. If the umpire's ruling is to be against the league rules of baseball, the umpire-in-chief can overrule. Any protest

must be made with the umpire-in-chief before the next pitch is made. The Rules Committee will have final say. There will be no protests on judgment calls.

9. If a manager protests a game and that manager loses the game, the protest must be carried out, and if the protest is upheld, the game must be played over from the point of protest. If a manager protests a game and that manger wins the game, the protest must be carried out with no change to the outcome of the game.

BASE RUNNERS

1. Coaches are not permitted to touch the runner while the ball is in play. If he does, the runner shall be called out.

2. Runner must wear a helmet at all times while the ball is in play. Any runner who intentionally throws his helmet off while running bases shall be called out.

3. Only the defensive team, batter, and on-deck batter are permitted on the field while the game is under way. The on-deck batter must be in the on-deck circle with a helmet on.

4. All equipment, including bats, must be kept off the paying field, especially around the dugout areas.

5. A player who intentionally throws a helmet, bat, or any other equipment is automatically ejected from the game.

6. There will be no fake tags in any league. Any fake tag will result in the ejection of the player making the fake tag.

7. Any manager abusing the rules shall be brought before the Board and the Rules Committee for a decision. The result could be suspension from the league.

8. If a batter unintentionally throws a bat while batting, after being warned, the batter shall be called out.

9. Any base runner using unnecessary roughness while running the bases will be ejected from the game. If it is clear that the defensive player has the ball and play is close, the runner should avoid making full body contract, and try to slide, go back, give up, or go around the tag. Any other method to reach the bag will result in the runner being called out and ejected from the game.

10. A courtesy runner is permitted if a player is injured while at bat or on base. The courtesy runner should not be a player who is presently in the game or the player furthest away in the batting order.

11. You may substitute a base runner for the catcher when there are two (2) outs and the catcher makes it to first base (added 11/11/03).

OTHER

1. There will be no harassing of any player by either players or coaches. Anyone doing this will be warned by the umpires. If the harassing continues, the player or coach will be ejected from the game.

2. Each manager is urged to keep the game moving at a steady pace, to complete the game.

TOURNAMENT SELECTION PROCEDURE

1. Managers from their respective leagues will pick teams for each age group. Commissioners will have final approval to add or otherwise settle any disputes before the rosters are final.

2. Any player that is picked to play on a HARC tournament team shall have at least 75% of regular season games played up to the point of tournament season player selection. (11/09)

3. In tournaments where the entry fee is paid by HARC, only players from the HARC league are eligible to play on the team in that age group. If teams participate in additional tournaments that are not paid for by HARC, they can continue to use the HARC name if all of their players are from the HARC league. However, if players are added from outside the league, different uniforms and team names must be used. (11/11/08)

4. If there is a tie for first or second place at the end of the season, a final game will be played regardless of previous records. For playoffs, seeding will be based on the highest seed playing the lowest seed at each playoff level. The higher seed will have home field advantage in playoff games.

DRAFT PROCEDURES

1. The maximum number of player freezes per team is three (3). This rule applies to all league levels. (8/14/2012) The head coach's son/daughter (s) can be a freeze. (11/11/23)
2. Coaches that are taking over an existing team will assume the previous roster in regards to freezes. (11/11/23)
3. You must rotate between age groups until all players of an age group are gone. (11/11/23)
4. Trades may be conducted until coaches disperse after draft night. (11/11/23)

TEE-BALL, COACH-PITCH, MIDGET, LITTLE, PONY, TEENER

The following procedure will be used (7/8/2014):

Draft Order	RD1	RD2	RD3	RD4	RD5	RD6	RD7
6th	1	14	15	28	29	42	43
5th	2	13	16	27	30	41	44
4th	3	12	17	26	31	40	45
3rd	4	11	18	25	32	39	46
2nd	5	10	19	24	33	38	47
1st	6	9	20	23	34	37	48
Expansion	7	8	21	22	35	36	49

TEE-BALL SUPPLEMENTAL RULES

Revert to Tournament Tee-Ball rules. The softer "Incrediball" will be used.

1. There will be no score kept.
2. All players will play the field every inning. All positions will be fielded (excluding catcher).
3. Each team will bat every player in their lineup each inning.
4. Pitcher must have foot in contact with the mound until ball is hit.
5. The manager or coach will pitch to his own team. Six (6) pitches per batter. After six (6) pitches, the tee will be brought out.
6. Players hitting the ball may only advance one base at a time.
7. Defensive player must remain stationary until the ball is hit.
8. Base runners must remain in contact with the base until the ball is hit.

9. All other Little League rules apply.

10. GAME TIME LIMIT: There will be a time limit for each game of one hour and thirty minutes.

COACH-PITCH SUPPLEMENTAL RULES

Bat Rule – Any size bat may be used as long as it has the USA baseball stamp or the USSSA stamp with the 1.15 bpf stamp. Updated (11/11/23)

1. Five (5) players will play in the infield in normal baseball positions. The remaining amount of players will be placed in the outfield defense. No rovers. Catchers will be allowed. 8 players needed to start game. (11/11/23)

2. Sixty (60) foot bases.

3. Player playing pitching position must be in circle until ball is hit - coach must pitch from within the circle.

5. 6 pitches or 3 strikes (no walks). Batter is out if the ball is not contacted after pitch 5. Unlimited foul balls. (11/11/23)

6. To stop play, a live ball should be thrown or given to the Coach at the pitcher's mound circle who is pitching. Once the ball is controlled at the pitcher's mound circle play is dead. Any baserunner that was in motion will be allowed to continue to the next base if he/she is over halfway to the base. If not, the baserunner must return to the base last occupied.

7. Base runners must remain in contact with the base until pitched ball passes batter. If runner leaves too soon, runner is out. (umpire discretion)

8. No Stealing.

9. No Bunting.

10. No Walks - only way to reach base is via a fair batted ball.

11. No infield fly rule.

12. The top or bottom of an inning is complete when: a team bats all the way through their order once OR five (5) runs are scored OR three (3) outs are recorded, whichever comes first. <u>For the final inning (6^{th}) of the game</u>, the top or bottom of the inning is complete when: a team bats through their order twice OR three (3) outs are recorded, whichever comes first.

13. All games are 6 innings.

14. Four (4) complete innings (3 1/2 if home team is leading) constitutes a legal game.

15. There is no run rule in regards to overall score. (11/11/23)

16. All games (once it is of legal length) have a 1 1/2 hour time limit. (New inning can't start after 90 minutes.)

17. If a game is suspended for any reason before becoming legal (i.e. bad weather), the game will be rescheduled with play resuming at the point of suspension.

18. Maximum of 5 coaches including scorekeeper.

19. When an Umpire is present, only the Head Coach is to talk to the Umpire. If an Umpire is not present both teams are responsible for enforcing the rules and making calls. The Head Coaches may agree to designate someone to act/volunteer as Umpire for the game at their discretion.

20. Any disputes will be settled on the field by the Head Coach from each team (in conjunction with the Umpire if one is present).

21. Final scores will be kept and must be provided to the league President/Commissioner to update standings.

22. Playoff schedule with league champion will take place as it does in the other leagues.

23. Only one (1) additional base is awarded on an overthrow. An overthrow would be considered a throw that leaves the playing field anywhere along the 1st or 3rd base foul lines or that enters into the backstop area behind home plate. The ball should be considered dead at that point and baserunners would be awarded to advance only 1 base. A baserunner cannot be awarded home to score because of an overthrow.

24. All players, coaches, and fans are required to display good sportsmanship. Umpires have the authority to eject players, coaches, and fans from the field and premises. Anyone ejected that does not leave the area, will result in his or her team forfeiting the game.

25. If needed, the home team will designate 1 coach to be the Umpire for the game.

MIDGET LEAGUE SUPPLEMENTAL RULES

Bat Rule – Any size bat may be used as long as it has the USA baseball stamp or the USSSA stamp with the 1.15 bpf stamp. (11/11/23)

INTENTIONAL PASSES: There will be no intentional passes in the Midget League.

The Midge League will field ten (10) players. All games shall be scheduled for six (6) innings. A team may start with nine (9) players.

BASE RUNENRS

1. Players in the Midget League may leave their base after the ball has passed the batter or has been hit.

2. Modified stealing is permitted in Midget League as follows: (11/08/05)

    a.) The base runner may leave the occupied base once the ball has passed the batter.
    b.) A base runner may only advance one base on a steal attempt.
        i. Rule Clarification: A ball that is batted in play, does not constitute as an overthrow (one base rule). Only applies to attempted steals/pass balls. Play is dead at umpire's discretion.
    c.) Players may not advance on an over throw caused by a steal attempt.
    d.) A base runner may not steal home under any circumstances.

3. One warning shall be given before each game to each team on leaving too early. If a warning is given and runner leaves, he shall be called out. If a pitch is made, it will be declared a "no pitch" situation.

4. Bunting is allowed.

PITCHING RULES

1. Pitchers can be any player on the team.

2. Pitchers are permitted to pitch six (6) innings per week in the Midget League. This includes playoff games.

3. A pitcher may pitch three (3) innings per game (6 innings per week) maximum with a 40-hour rest period (added 11/11/03.)

4. Pitchers are permitted to make one (1) appearance only per game.

5. There will be no balks in the Midget League.

6. The pitching week shall be from Sunday to Saturday.

7. A pitcher throwing one pitch during a game constitutes one inning pitched.

8. Innings pitched in a delayed game counts against the pitcher in that week.

9. Any pitcher hitting three (3) batters per inning or five (5) total per game shall be removed as a pitcher.

OTHER

If a Midget League team has a twelve (12) run lead, the team with the lead will be given the win if 3 ½ or 4 innings have been completed. The home team will get its last bats. The time limit for Midget League games shall be 2 hours from the time the game is started.

(Clarification that follows was added at 4/26/2011 General Meeting) No new inning can start after 1 hr and 45 minutes into the game. If an inning starts prior to 1 hr & 45 minutes into the game and the 2 hour time limit is exceeded prior to the completion of the inning, the inning will still be completed. This time limit rule means that games can end in a tie.

5-Run Per Inning Mercy Rule:

No team may score more than 5 runs per inning unless the inning is or, according to any other rule, would otherwise be, the final inning of the game. This rule does NOT apply to the 6th or any subsequent inning. (4/26/2011)

LITTLE LEAGUE SUPPLEMENTAL RULES

BATTING

The batter is allowed to run on a third strike if the catcher does not hold the ball and first base is unoccupied and there's less than two outs. Once there is two outs even if first base is occupied the batter may run if the catcher drops the ball on a third strike.

Bunting is permitted.

Any batter who throws or loses control of the bat will be called out at the umpire's discretion. There is one warning per game (both teams warned at first thrown bat…next thrown bat is out)..

The batter must keep 1 foot in the batter's box. (Exclusions: Pass ball, foul ball, or the umpire's discretion.)

BASE RUNNERS

Leading is permitted

Headfirst sliding is allowed back to the base from advancement but not allowed to the base of advancement. A warning may be given by the umpire, but may be called out at the umpire's discretion.

If a batter or base runner intentionally throws a helmet or takes off his/her helmet in the field of play he/she will be called out.

If a player who is not a base runner intentionally throws a bat or helmet, he/she will be ejected from the game.

Appeals: any Manager, coach, or player can make any appeal. Appeals can be made while ball is in play, or out of play. Appeals can be made verbally to the umpire, without the ball being thrown to the base under appeal. The player and base under appeal must be identified. The umpire may then make his judgment.

PITCHING RULES

Pitchers can be any player on the team.

Pitchers are permitted to pitch six (6) innings per week in the Little League. This includes playoff games.

A pitcher may pitch four (4) innings per game (6 innings per week) maximum with a 40-hour rest period (added 11/11/03.)

Pitchers are permitted to make one (1) appearance only per game.

There will be no balks in the Little League, umpires are encouraged to inform pitcher of balks without penalty.

The pitching week shall be from Sunday to Saturday.

A pitcher throwing one pitch during a game constitutes one inning in that week.

Any pitcher hitting three (3) batters per inning, or four (4) total per game, shall be removed as a pitcher.

Infield fly rule is in effect.

No team may score more than six (6) runs in an inning during the first Five (5) innings of the game. If there are less than three outs when a team scores six (6) runs, the teams shall change sides. (This rule does not apply in the sixth or last inning declared by umpire)

OTHER

If a Little League team has a twelve (12) run lead, the team with the lead will be given the win if 3 ½ or 4 innings have been completed. The home team will get its last bats. The time limit for Little League games shall be 2 ½ hours from the time the game is started.

PONY OR TEENER SUPPLEMENTAL RULES

Intentional passes are permitted.

If a team has a ten (10) run lead, the team with the lead will be given the win if 3 ½ or 4 innings have been completed. The home team will get its last bats.

PITCHING RULES

Pitchers can be any player on the team.

Pitchers shall have at least 40 hours rest after pitching four (4) or more innings on the same calendar day. The 40 hours rest rule is computed from the scheduled starting time of the game in

which the pitching occurred, or, in games which begin more than two hours after the scheduled starting time, the actual starting time of the game shall be used to interpret this rule.

Pitchers are permitted to make one (1) appearance only per game.

The pitching week shall be from Sunday to Saturday.

A pitcher throwing one pitch during a game constitutes one inning pitched.

Innings pitched in a delayed game counts against the pitcher in that week.

Pitchers are permitted to pitch ten (10) innings per week in both Pony and Teener Leagues. **MAXIMUM SEVEN (7) INNINGS PER DAY, INCLUDES PLAYOFF GAMES.**