HAMILTON TOWNSHIP RECREATIONAL BASEBALL ASSOCIATION
LEAGUE HANDBOOK

APPROVED BY THE BOARD OF DIRECTORS
For the 2021 Season on May 4, 2021.

Mark Fisher, PRESIDENT

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LEAGUE OBJECTIVES

The primary objective of HTRBA is to provide the children of Hamilton Township with a safe, fun, and educational environment in which to enjoy the game of baseball. The safety and health of the players is the first concern of all league officers, managers, coaches, and staff. In addition to a sound foundation in baseball, players are encouraged to do well in all their activities. Good sportsmanship on the part of the players, managers, and coaches is expected.

All play will be governed by the Official Regulations and Playing Rules of Little League Baseball as published by Little League for the current season, or as modified and published below. Each manager will be provided with a current rule book.

DIVISION OBJECTIVES

Tee Ball

This division introduces baseball for players ages 4 to 6 where the focus is on fun, fitness, and fundamentals. Players shall play all positions that his or her skill level will allow. Safety is a primary concern. Players should be taught to defend themselves at bat and in the field. Competition between teams is not to be encouraged, as no team standings will be kept. To promote safety, a "Safety Ball" will be used for this division.

Skills:

Good Sportsmanship
Basic baseball rules, positions, and terminology
Basic hitting, fielding and throwing
Baserunning

Minors: Coach / Player Pitch

This division provides a sound foundation for players from ages 6 to 9. Proper instruction should ALWAYS take priority over winning at this level. Players should play all positions where possible but should be encouraged to concentrate on 2 or 3 positions by the end of the season. Player safety and enjoyment is of concern in this division. No player should be placed in a position where he/she is unable to play safely (defend him/herself). All pitching will be done by a coach in the early season, with player pitching introduced during the season.

Skills:

Good Sportsmanship
Basic baseball rules, positions, and terminology
Team play ("Calling" for ball, cutoff man)
Fundamentals of hitting, fielding, and throwing
Baserunning and sliding

Majors Division

This division provides the more advanced player the opportunity to improve his skills. Through an increased level of competition and leadership, these players will be encouraged to continue their participation in organized baseball. Player safety and enjoyment are major concerns. Players age 9 to 12 are eligible for this division. An increased commitment from players, parents, managers, and coaches is required to participate in this division.

Skills:

All skills but at a much more advanced level

Intermediate Division

This division uses a bigger field than the traditional Little League field and provides the player with the opportunity to transition from the Little League field to the standard baseball diamond. "Regular" baseball rules (leading, stealing at any time, holding a runner, pick offs) are also used to aid in the transition. Little League Intermediate Division rules are used. Players age 11 to 13 are eligible for this division.

Skills:

All skills but at a much more advanced level
Leading
Stealing
Holding a runner
Pick off moves

All skills taught at every level should be re-emphasized each season

MANAGER SELECTION GUIDELINES

The following criteria are to be used in the selection of managers and coaches. By agreeing to become a manager or coach, you agree to follow all guidelines and perform all required duties. Failure to substantially follow all guidelines, and perform all duties, may result in your removal as manager and/or you not being re-appointed for the following season. All manager appointments are by the President of the League with the approval of the Board of Directors.

GENERAL

- Have a satisfactory background check completed.
- Ability to work with children ages 4-13
- Availability to devote 6 -10 hours per week during the season
- Availability to devote a minimum of 10 hours per month during the off-season. (Clinics and special projects)

- All Managers and Coaches shall complete a Little League Volunteer Application form annually and submit the completed form to the Safety Officer.
- Complete all safety courses set by the Board of Directors and outlined in HTRBA's A Safety Awareness Plan (ASAP)

RECOMMENDED EXPERIENCE

- **Instructional:** 1 year as a coach or manager, or a child in this division.
- **Minors:** 2 years as a coach or manager with a minimum of 1 year in the Instructional, Minors, or Major League Divisions.
- **Major League:** 3 years as a coach or manager with a minimum of 2 years in the Minors Divisions.

Note: Experience may be in this league or in other baseball organizations. At the discretion of the President, other types of experience may be substituted.

TRAINING

All managers and coaches must attend a Little League sponsored Safety Clinic at least once every two years. At least one member of the coaching staff of every team must have attended the safety clinic in the current year. All managers are strongly recommended to attend an in-house clinic each year. Clinics provided by other leagues are acceptable.

All Managers must attend the district Coaching Clinic held each pre-season. Managers may be excused from this only with prior approval from the League President.

MANAGER RESPONSIBILITIES

- Enforce and abide by all HTRBA and LITTLE LEAGUE playing rules.
- **Attend all Board of Directors meetings from January through June. If the manager is unable to attend, another representative from the team should be in attendance.**
- Any manager or coach ejected from the game shall leave Van Horn Park immediately. If the person ejected is responsible for a child that is currently playing, he/she may stay in the batting cage until the child's game is complete. Once the game is complete, the ejected coach must leave Van Horn Park immediately. The offending coach or manager shall automatically be suspended for the following **two games in the division in which the coach or manager was ejected.** Upon review by the Executive Board, additional action may be taken. There is no appeal process and the suspension will not be reduced. Additionally, any manager or coach that is observed by a Board member to be excessively or improperly questioning an umpire's decision, is subject to disciplinary action up to and including removal from the position for the remainder of the season, upon review by the Executive Board.
- All equipment must be maintained in a clean and safe condition. If equipment becomes unsafe or in need of repair, it is the responsibility of the Manager to inform a member of the Equipment or Safety Committee to have the equipment repaired or replaced.
- Return all equipment to the Equipment Committee at the end of the season. The equipment should be clean and in usable condition.
- Ensure, with the assistance of the team parent, that all fundraising activities are successfully completed. These fundraisers may include, but are not limited to:

  WINTER FUNDRAISING SALE — LOTTERY TICKETS
  TAG DAY — SPECIAL FUNDRAISERS
- Ensure that all responsibilities assigned to your team are completed. Those duties may include, but are not limited to:
  - Pre- and Post-Season Field Clean Up
  - In-Season Field duty
  - Snack Stand Duty
  - Batting Facility Clean Up
  - Other duties as assigned by the Board of Directors
- Be available to help with the training of postseason teams, as well as, help with any post-season tournaments being sponsored by HTRBA.
  - Participate in off-season training sessions (clinics)
  - Keeping all areas clean. The Manager is responsible for the condition of all facilities used by his or her team. All facilities are to be maintained in a neat and clean condition. Failure to do so may result in your team not being allowed to use some of the facilities for training.

PRACTICE EXPECTATIONS

Instructional: Typically, one practice per week (max 1 1 /2 hours) during the pre-season including batting facility time (weather and field availability permitting).

Minors: Minimum of 2 hours of practice per week in the pre-season (weather and field availability permitting), and 1 hour per week during the season including batting facility time.

Major: Minimum of 3 hours per week during the pre-season (weather and field availability permitting). Three hours during the season and the use of the batting facility as assigned.
Intermediate: No minimum requirement.

1. GENERAL PLAYING RULES

The rules in this section apply to all divisions of HTRBA. Rules specific to each division are under the heading for that division:

1.1. All play will be governed by the Official Regulations and Playing Rules of Little League Baseball as published by Little League for the current season, or as modified and published below. Each manager will be provided with a current rule book.
1.2. Each team shall have one Manager, two Coaches, and one Scorekeeper. Only the persons in these positions, as submitted to the league, shall be allowed in the dugout area during the game. In an emergency, a substitute coach may be used for a game provided they have completed a Volunteer Application for the current season. Other parents and/or siblings are not allowed in the dugout at any time. Allowances can be made in the younger divisions (Minors – Machine Pitch and Instructional) for disciplinary reasons.
1.3. No team manager or coach will be permitted on the field during a game unless he or she has a league-issued volunteer badge and is wearing a league-issued HTRBA hat and shirt. In an emergency, a substitute coach not in uniform may take the field. (Officer of the Day must be notified)
PENALTY
First Offense - Warning
Second Offense – One game suspension
Third Offense – Remove from position
1.4. No player will be permitted to bat unless he or she is wearing all safety equipment provided and/or required by the league (Batting Helmet). All boys shall be required to wear a "Hard Cup" always.
1.5. No jewelry of any kind shall be worn by any player (watches, earrings, chains, etc.) may be worn exception: medical alerts. Taping over jewelry is not permitted.
1.6. Sunglasses may not be worn on the outside of the hat at any time.
1.7. No food (hotdogs, hamburgers, chips, etc.) is permitted in the dugout area. Sunflower seeds and gum are permitted at the discretion of the manager. Dugout area must be cleaned after each game.
1.8. Managers are responsible for the conduct of all team members, coaches, and fans. The HTRBA Code of Conduct will be distributed to all players and parents.
1.9. THERE WILL BE NO "ON DECK AREA" PERMITTED. The batter may take practice swings as he/she approaches the batter's box. This is a Little League requirement.
1.10. Equipment bearing the logo and/or the name of another baseball organization is prohibited.
1.11. All players are required to wear a complete standard league issued uniform or equivalent.
1.11.1. NO PIPING ON PANTS.
1.12. No painting of protective equipment is permitted. Decals shall not cover more than 60% of the exterior of any equipment. Equipment shall be factory finish only.
1.13. Soft toss batting practice is not permitted on the fields, against fences, or other unapproved areas. Soft toss batting practice is only permitted in the Indoor Training Facility, or outdoor batting cage
1.14. Upon completion of a game, each manager must ensure that their team cleans and vacates the dugout area within five minutes if there is another game scheduled on that field. Post-game on-field team meetings are prohibited when there is a game following on the same field.

2. TEE BALL DIVISION (Ages 4-6)

2.1. The focus of Tee Ball will be on Fun, Fitness, and Fundamentals.
2.2. Teams shall be comprised of a maximum of 9 players.
2.3. Each regularly scheduled league game by the League will be structured with the first 30 to 45-minutes being a practice consisting of drills and games followed by a traditional Tee Ball game with one team batting and a second team playing defense. *(Note: Tee Ball Day and any Night Games will only consist of a traditional Tee Ball game)*
2.4. The time limit for the combined practice and game will be a hard stop at 1 hour and 45 minutes but can stop earlier.
2.5. The game ball will be a cushioned safety baseball which be provided by the league before every game.
2.6. The coach may position the player in the batter's box.
2.7. A 10-ft arc rule will be in effect. A ball will not be considered fair unless it has passed the 10-ft. arc.
2.8. Every player must play a minimum of three innings or at least half of the innings played per game. It is recommended that players rotate defensive positions during each inning or at least at the start of every new inning.
2.9. Each half inning shall consist of the entire line up batting. Once the last batter puts the ball in play, that half of the inning is complete.
2.10. Base runners may only advance 1 base per batter, except for the last batter.
2.11. No score or standings shall be kept for any game. All players shall receive a participation trophy at the end of the season.
2.12. Coaches are permitted on the defensive playing field but should position themselves behind the defensive players.
2.13. The defensive player in the "Pitcher" position must stand behind the pitching rubber and will wear a batting helmet equipped with a face shield always.
2.14. Any coach may call a timeout whenever he or she feels it necessary to instruct a player.
2.15. There will be no catcher's position in this division.
2.16. Coaching Points of Emphasis for Defensive Play
  2.16.1. Managers and coaches should work on teaching players to move when the ball is hit to get the ball, back a player up, or cover a base.
  2.16.2. Managers and coaches should teach players to throw to the base where the lead runner is going, if the bases are not full. Once the bases are full, they should teach players to throw to the closest bag.
2.17. Coach Pitch may be introduced in the final games of the season.
  2.17.1. 5 pitches will be thrown, then Batting T will be brought out.

3. MINORS DIVISION: Coach / Player Pitch (Ages 6-9)

Regular Season Rules – Minors Division

3.1. Each player must play a minimum of 3 defensive innings or 1/2 of the innings played whichever is greater. (2 innings in a 5-inning game). This requirement must be met for each game provided the player is physically able to play, and the player is not being disciplined.

3.2. All teams will adhere to the policy of a continuous batting order. This means every rostered player present will bat in the line-up.

3.2.1. Players who arrive late to the game will be added to the bottom of the batting order.

3.2.2. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded. If they return, they are inserted into their original spot in the batting order.

3.2.3. If a player cannot finish an at-bat due to illness or injury, the next player in the batting order will assume the ill or injured player's at-bat and retain the count of the ill or injured player.

3.3. Cadet umpires will be used for games. These umpires are young (teenagers) and in training. Arguing, disrespecting, questioning, manipulating, or abuse or any kind before, during, or after a game will not be tolerated and be subject to discipline by the HTRBA Board of Directors.

3.4. Two defensive coaches are allowed in the field. One in the outfield and one at the pitcher's mound. Once games count towards the standings defensive coaches are not allowed in the field.

3.5. One defensive coach can stand behind the batter to collect balls missed by the catcher on a pitch to speed up the game during the entire season. Coaching is allowed from behind the catcher.

3.6. Free substitution is permitted, with certain exceptions for the pitchers and catchers.

3.6.1. Once the pitcher is removed from the game, he or she may not re-enter the game as a pitcher.

3.6.2. A pitcher who has thrown more than 40 pitches may not re-enter as a catcher on that calendar day.

3.6.3. A catcher who has caught for four innings may not enter as a pitcher. NOTE: One live pitch caught (does not include warm-up pitches) constitutes one inning played for the catcher.

3.6.4. A catcher who has caught for three innings or less, who moves to the Pitchers position at any point during the game and delivers 21 pitches or more, may not return to the catchers' position.

3.7. No inning may start after 1 hour and 45 minutes from the actual start time has elapsed. An inning starts after the 3rd out is recorded in the previous inning. If a game is tied at the time limit, AND THERE IS NO GAME SCHEDULED ON THAT FIELD AFTER THE CURRENT GAME, the game may be completed to determine a winner. Any inning started after the time limit is considered an extra innings situation.

3.8. An inning ends when there are 3 outs, 5 runs are scored, or when all players present have batted.

3.9. Once a team can no longer win based on the 5 run per inning rule and approaching time limit, the game is over. However, teams may play up to the time limit for the sole purpose of allowing the players to work on game situations.

3.10. No game will start with less than 8 players. If a team has less than 8 players available, the game will be postponed. The Executive Board will decide whether to complete the game later. A pool of eligible substitute players may be utilized to ensure a team has at least 8 players.

3.11. If a team has only 8 players available at the start of a game, the opposing team will lend the short-sided team a defensive player that must play outfield. The player on loan should be the last out of the previous inning or the last batter in the lineup if it is the top of the first. If the player on loan becomes the "on-deck" batter for his or her team during an inning, the last out will be swapped in as the new player on loan.

3.12. If a team drops to 8 players during a game, the opposing team will lend the short-sided team a defensive player that must play outfield. The player on loan should be the last out of the previous inning. If the player on loan becomes the "on-deck" batter for his or her team during an inning, the last out will be swapped in as the new player on loan.

3.13. Play may not continue if a team drops to under 8 players during a game. In this case, the game becomes suspended. The Executive Board will decide whether to complete the game later, declare a winner (if an official game), or leave it as a suspended game.

3.14. Decisions involving rules of play resulting in protest must be rendered prior to the next pitch. The Officer of the Day, in consultation with the E-Board member on-call (if necessary), will be responsible for rendering the decision.

3.15. Pitching will be split between players pitching and coaches pitching to batters.

3.15.1. 1st and 2nd innings: Coach will pitch

3.15.2. 3rd and 4th innings: Players will pitch

3.15.2.1. Player pitch will begin on Saturday, May 15.

3.15.3. 5th, 6th, and any extra innings: Coach will pitch

3.16. Coach Pitch Rules

3.16.1. The manager or coach of a team will pitch to their own team.

3.16.2. The batter is allowed 6 pitches or 3 strikes, whichever comes first – he/she can either hit the ball or strike out.

3.16.2.1. If on the 6th pitch the batter does not swing, he/she is out.

3.16.2.2. If the 6th pitch is fouled off, the batter gets additional pitches until he/she either hits the ball fair, strikes out, or does not swing at a pitch.

3.16.2.3. Pitches fouled off before reaching 6 pitches count towards the total number of pitches thrown by the coach and are considered strikes.

3.16.3. Coaches must pitch from a minimum of 36 feet from home plate. Which is also 10 feet in front of the pitching rubber.

3.17. Player Pitch Rules

3.17.1. Player pitch count is governed by the Official Regulations and Playing Rules of Little League Baseball. Confirm pitch counts with opposing coach between each ½ inning.

3.17.2. If the Player Pitcher hits the batter, the batter is awarded first base.

3.18. Player pitches until…

3.18.1. The ball is put in play, or...

3.18.2. The batter strikes out, or...

3.18.3. The batter reaches four balls

3.19. When the batter reaches four balls the coach pitches until…

3.19.1. The ball is put in play, or...

3.19.2. The batter strikes out (strikes continue from the player pitcher), or...

3.19.3. The coach throws four pitches

3.19.3.1. On fourth pitch by coach, batter must attempt to hit the ball

3.19.3.2. If batter does not swing, or swings and misses, the batter is out

3.19.3.3. If the batter hits a foul ball, there will be one more pitch by the coach

3.20. If the Player Pitcher hits the batter, the batter is awarded first base.

3.21. The manager or coach of a team will pitch to their own team.

3.22. The manager or coach pitching to their team must release the ball no closer than 10 feet in front of the pitching plate to the batter.

3.23. There will be no Illegal Pitches called.

5. MAJORS DIVISION RULES (Ages 10-12)

Regular Season Rules – Major League

5.1. Each player must play a minimum of 3 defensive innings or 1/2 of the innings played whichever is greater. (2 innings in a 5-inning game). This requirement must be met for each game provided the player is physically able to play, and the player is not being disciplined.

5.2. All teams will adhere to the policy of a continuous batting order. This means every rostered player present will bat in the line-up.

- 5.2.1. Players who arrive late to the game will be added to the bottom of the batting order.
- 5.2.2. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded. If they return, they are inserted into their original spot in the batting order.
- 5.2.3. If a player cannot finish an at-bat due to illness or injury, the next player in the batting order will assume the ill or injured player's at-bat and retain the count of the ill or injured player.

5.3. Free substitution is permitted, with certain exceptions for the pitchers and catchers.

- 5.3.1. Once the pitcher is removed from the game, he or she may not re-enter the game as a pitcher.
- 5.3.2. A pitcher who has thrown more than 40 pitches may not re-enter as a catcher on that calendar day.
- 5.3.3. A catcher who has caught for four innings may not enter as a pitcher. NOTE: One live pitch caught (does not include warm-up pitches) constitutes one inning played for the catcher.
- 5.3.4. A catcher who has caught for three innings or less, who moves to the Pitchers position at any point during the game and delivers 21 pitches or more, may not return to the catcher's position.

5.4. No inning may start after 10:00 PM. No inning may start after 2 hours of playing time. An inning starts after the 3rd out is recorded in the previous inning. If a game is tied at the time limit, AND THERE IS NO GAME SCHEDULED ON THAT FIELD AFTER THE CURRENT GAME, the game may be completed to determine a winner. Any inning started after the time limit is considered an extra innings situation**.**

5.5. No manager or coach will manage or coach any other team in the same division but his own without the permission of the League President.

5.6. Pitch count is governed by the Official Regulations and Playing Rules of Little League Baseball. Confirm pitch counts with opposing coach between each ½ inning.

5.7. Decisions involving rules of play resulting in protest must be rendered prior to the next pitch. The Officer of the Day, in consultation with the E-Board member on-call (if necessary), will be responsible for rendering the decision.

5.8. No game will start with less than 9 players. If a team has less than 9 players, the game will be postponed. The Executive Board will decide whether to complete the game later.

5.9. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded.

5.10. Play may not continue if there are less than 9 players on either team. In this case, the game becomes suspended. The Executive Board will decide whether to complete the game at a later date, declare a winner (if an official game), or leave it as a suspended game.

5.11. No slash bunts. Any batter who attempts a slash bunt will be called out. (Slash bunt: batter shows bunt, then pulls the bat back after the pitch and takes a full swing).

5.12. The uncaught third strike rule will be enforced.

- 5.12.1. This rule may be suspended at the discretion of the league's executive board.

5.13. The "stay in the box" rule will be enforced.

5.14. The first-place team shall receive trophies for the regular season.

Playoff Tournament Rules – Major League

5.15. All teams will qualify for postseason play.
5.16. Teams will be seeded according to the final regular season standings.
5.17. Standings will be determined by points… 3 points for a win, 2 points for a tie, 1 point for a loss.
5.18. For seeding purposes, ties in the regular season standings will be decided according to the following rules:
- 1st tiebreaker: Head to head
- 2nd tiebreaker: Fewest regular season runs against in head to head play
- 3rd tiebreaker: Fewest regular season runs against overall
- 4th tiebreaker: Coin flip

5.19. If more than two teams are tied, once one team is designated as the higher seed, remaining teams will start back at 1st tiebreaker. This process will continue until all seeds are determined.
5.20. The playoff format will be as follows:
- In a six-team division, the 3 seed will play the 6 seed and the 4 seed will play the 5 seed. The top two teams will receive byes in the first round. In the second round, the 1 seed will play the lowest remaining seed, and the 2 seed will play the other remaining team.
- In a five-team division, the 4 seed will play the 5 seed in a play in the game. The winner of that game will play the 1 seed. The 2 seed will play the 3 seed.
- In a four-team division, the 4 seed will play the 1 seed. The 2 seed will play the 3 seed. The winners will play for the division championship. The losers will play a consolation game, weather permitting.
- In a division with three-teams or less, the President will decide the best structure for playoffs given the time remaining in the regular season, weather permitting.

5.21. All regular season rules apply, except for time limit.
5.22. There will be a time limit of 2 hours when there is a second game to follow on the same field. No inning may start after the time limit has been reached. Early games will be scheduled to begin at 5:30. Playoff games will not start after 8:00 pm.
5.23. No game will start with less than 9 players. If a team has less than 9 players, the Executive Board will decide whether the game can be rescheduled or becomes a forfeit.
5.24. Championship games will be full 6 innings unless the “10-run rule” comes into play.
5.25. Individual 1st place trophies will be presented to players on the playoff Championship team.

6. Intermediate 50-70

Regular Season Rules – Intermediate Division

6.1. Each player must play a minimum of 3 defensive innings or 1/2 of the innings played whichever is greater. (2 innings in a 5-inning game). This requirement must be met for each game provided the player is physically able to play, and the player is not being disciplined.

6.2. All teams will adhere to the policy of a continuous batting order. This means every rostered player present will bat in the line-up.

- 6.2.1. Players who arrive late to the game will be added to the bottom of the batting order.
- 6.2.2. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded. If they return, they are inserted into their original spot in the batting order.
- 6.2.3. If a player cannot finish an at-bat due to illness or injury, the next player in the batting order will assume the ill or injured player's at-bat and retain the count of the ill or injured player.

6.3. Free substitution is permitted, with certain exceptions for the pitchers and catchers.

- 6.3.1. Once the pitcher is removed from the game, he or she may not re-enter the game as a pitcher.
- 6.3.2. A pitcher who has thrown more than 40 pitches may not re-enter as a catcher on that calendar day.
- 6.3.3. A catcher who has caught for four innings may not enter as a pitcher. NOTE: One live pitch caught (does not include warm-up pitches) constitutes one inning played for the catcher.
- 6.3.4. A catcher who has caught for three innings or less, who moves to the Pitchers position at any point during the game and delivers 21 pitches or more, may not return to the catcher's position.

6.4. Game Length / Time Limit.

- 6.4.1. All games shall be seven (7) innings duration, unless shortened due to the time limit rules discussed below.
- 6.4.2. No inning will begin after 2 hours of play, but an inning must be completed if started prior to this time limit. Once an inning is completed, the next inning officially begins.
- 6.4.3. All games MUST complete at least five (5) innings (or home team is ahead after 4 ½ innings of play) to be considered complete. Games called in the top of the 6th inning because of weather - score reverts to the last completed inning (5th) and the game is complete. Rule 4.11
- 6.4.4. In the event a game is suspended prior to being complete, the home team manager shall contact the league president for rescheduling. The game shall resume where it left off (including batter's counts) or become final in accordance with the 2020 Little League Baseball Official Regulations, Playing Rules, and Policies. To the extent possible, team rosters should be the same as during the original game. Pitch counts shall carry over to the continuation game.
- 6.4.5. No inning may start after 10:30 PM.
- 6.4.6. No inning may start after 2 hours and 15 minutes of playing time. An inning starts after the 3rd out is recorded in the previous inning. If a game is tied at the time limit, AND THERE IS NO GAME SCHEDULED ON THAT FIELD AFTER THE CURRENT GAME, the game may be completed to determine a winner. Any inning started after the time limit is considered an extra innings situation**.**

6.5. SCORING:

- 6.5.1. Score and standings will be kept with all teams involved.
- 6.5.2. "Mercy Rule" – if either team has a lead of 15 or mor runs after four (4) innings (3/12 if the home team is leading by 15 or more runs), or 10 or more runs after five (5) innings (4 ½ if the home team is leading by 10 or more runs), the game will be considered complete.
- 6.5.3. All games will be included in the regular season standings – no exceptions.

6.6. PITCHING:

- 6.6.1. Balks by pitchers will be called and enforced, but each pitcher shall be provided one warning without penalty for the purposes of player development.
- 6.6.2. Intentional walks are permitted. The pitcher will not be required to throw any actual pitches, but will be assessed four (4) pitches against their pitch count.
- 6.6.3. In the case of a double-header, a pitcher cannot pitch in two games in a single day.
- 6.6.4. Pitcher's undershirt sleeves, if exposed, cannot be white or grey.

6.7. No manager or coach will manage or coach any other team in the same division but his own without the permission of the League President.

6.8. Pitch count is governed by the Official Regulations and Playing Rules of Little League Baseball. Confirm pitch counts with opposing coach between each ½ inning.

6.9. Decisions involving rules of play resulting in protest must be rendered prior to the next pitch. The Officer of the Day, in consultation with the E-Board member on-call (if necessary), will be responsible for rendering the decision.

6.10. No game will start with less than 9 players. If a team has less than 9 players, the game will be postponed. The Executive Board will decide whether to complete the game later.
6.11. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded.
6.12. Play may not continue if there are less than 9 players on either team. In this case, the game becomes suspended. The Executive Board will decide whether to complete the game at a later date, declare a winner (if an official game), or leave it as a suspended game.
6.13. No slash bunts. Any batter who attempts a slash bunt will be called out. (Slash bunt: batter shows bunt, then pulls the bat back after the pitch and takes a full swing).
6.14. The uncaught third strike rule will be enforced.
6.15. The "stay in the box" rule will be enforced.
6.16. Players may "lead" off bases and attempt to steal at their own risk
  6.16.1. Head first sliding into first, second and third base is allowed.
  6.16.2. No head first sliding into home plate.
  6.16.3. No must slide rule. "Slide or Avoid" rule is in effect.
6.17. The first-place team shall receive trophies for the regular season.

Playoff Tournament Rules – Intermediate Division

6.18. All teams will qualify for postseason play.
6.19. Teams will be seeded according to the final regular season standings.
6.20. Standings will be determined by points… 3 points for a win, 2 points for a tie, 1 point for a loss.
6.21. For seeding purposes, ties in the regular season standings will be decided according to the following rules:
- 1st tiebreaker: Head to head
- 2nd tiebreaker: Fewest regular season runs against in head to head play
- 3rd tiebreaker: Fewest regular season runs against overall
- 4th tiebreaker: Coin flip

6.22. If more than two teams are tied, once one team is designated as the higher seed, remaining teams will start back at 1st tiebreaker. This process will continue until all seeds are determined.
6.23. The playoff format will be as follows:
- In a six-team division, the 3 seed will play the 6 seed and the 4 seed will play the 5 seed. The top two teams will receive byes in the first round. In the second round, the 1 seed will play the lowest remaining seed, and the 2 seed will play the other remaining team.
- In a five-team division, the 4 seed will play the 5 seed in a play in the game. The winner of that game will play the 1 seed. The 2 seed will play the 3 seed.
- In a four-team division, the 4 seed will play the 1 seed. The 2 seed will play the 3 seed. The winners will play for the division championship. The losers will play a consolation game, weather permitting.
- In a division with three-teams or less, the President will decide the best structure for playoffs given the time remaining in the regular season, weather permitting.

6.24. All regular season rules apply.
6.25. No game will start with less than 9 players. If a team has less than 9 players, the Executive Board will decide whether the game can be rescheduled or becomes a forfeit.
6.26. Championship games will be full 7 innings unless the "10-run rule" comes into play.

Individual 1st place trophies will be presented to players on the playoff Championship team.

7. ROSTER / DRAFT RULES

7.1. All players will be notified by mail of tryout dates. Information for Tryouts will also be posted on the league website (www.HTRBA.com).

7.2. All players eligible for Intermediate, Majors and Minors must tryout. Instructional Division players do not tryout.

7.3. Players will be placed and selected according to age and skill level. Requests for division/league placement will be noted on the tryout form but are not binding.

7.4. All teams shall be selected new each year.

7.5. All 12-year-old players are required to play in the Intermediate or Major League.

7.6. All 10 and 11-year-olds are eligible to be selected in the Major League Division unless specifically requested by the parents.

7.7. All 9-year-olds not selected for a Majors Division team, must be placed on a Minors team

7.8. All 6, 7 and 8-year-olds are eligible to be assigned to a Minors team.

7.9. 6-year-old players, with at least 1 year of Instructional or Tee Ball experience, are eligible to be placed on a Minors Division team.

7.10. All 6-year-olds not placed on a Minors Division team will be placed on an Instructional Division team

7.11. All 4-year-olds will be placed on an Instructional Division team.

7.12. Instructional Division teams will be assembled by the League President and/or Player Agent.

7.13. 50-70 managers will assemble teams using the alternate Redraft method of one draft that includes all returning division players and eligible players, until the number of returning players left in the draft equals the number of remaining picks in the draft.

7.14. Major Division managers will assemble teams using the alternate Redraft method of one draft that includes all returning major division players and major eligible players, until the number of returning players left in the draft equals the number of remaining picks in the draft.

7.15. Minor Divisions managers, the Player Agent, and the President will assemble competitively balanced teams.

7.15.1. The following criteria should be taken into consideration when assembling teams:

7.15.1.1. Potential pitchers

7.15.1.2. Potential catchers

7.15.1.3. Experience in division being drafted for

7.15.1.4. Potential coaches

7.15.1.5. Siblings

7.15.1.6. Age balance

7.15.1.7. Potential team parents

7.15.1.8. Team requests

7.15.2. Players will be ranked by round

7.15.3. Once it is agreed that the teams are as competitively balanced as possible, managers' names are drawn and assigned to teams

7.15.3.1. If necessary, the manager's child(ren) will be moved to the manager's team by swapping places with a player of a similar ranking

7.15.3.2. Managers may then make trades with other teams if the players being traded have a similar ranking

7.15.3.3. The League President and Player Agent (or their designee if at least one is not present) may veto any trade

7.16. Only team managers, and those invited by the League President may be present at team selections.

7.17. A Major League team may have no more than 6 players of any age group. (Exception: there may be more than six 12-year-olds if dictated by the number of 12-year-olds in the draft.

7.18. Under special circumstances, the Player Agent, after discussion and approval by the entire Executive Board, can suggest to a parent that a player moves to a more appropriate division regardless of age.

7.19. Players registering after team selections are complete will be placed in a division according to their age and ability.

7.19.1. The specific team will be determined by a draw from a hat. Only teams that have fewer rostered players than another team will be eligible.

7.19.1.1. The Player Agent and President have the right to place a new player on a specific team, regardless of the number of rostered players, to maintain a competitive balance.

8. ALL-STAR TEAM SELECTION

8.1. HTRBA may sponsor ALL-STAR teams for each of the following age groups:
- 7-year-old
- 8-year-old
- 9-year-old
- 9 and 10-year-old (District Team)
- 10 and 11-year-old (District Team)
- 11 and 12-year-old (District Team)
- 50/70 Intermediate (District Team)
- 11 and 12-year-old (Tournament Team)
- 13, 14, 15, 16-year-old if available

8.2. All-Star teams will be selected by the All-Star Team manager and League President

8.3. For District Teams, the following process will be applied:
- All 11 and 12-year-olds are eligible for the 11/12 District Team.
- All 10 and 11-year-olds are eligible for the 10/11 District Team.
- All 9 and 10-year-olds are eligible for the 9/10 District Team.
- The 11/12 District Team, if being assembled, will be selected and announced prior to the 10/11 District Team.
- The 10/11 District Team if being assembled, will be selected and announced prior to the 9/10 District Team.
- The 9/10 District Team if being assembled, will be selected and announced prior to the 9-year-old All-Star Team.
- A player may play on only one District / All-Star team per season.

8.4. The League President, with the approval of the HTRBA Board of Directors, will appoint the District / All-Star Team Managers. The Team Manager, with the approval of the League President, will then select the coaching staff.

8.5. At the discretion of the Executive Board, a second All-Star team may be formed for any or all age groups

8.6. Each All-Star team shall consist of a minimum of 12 players and a maximum of 14. Each District Team shall carry a minimum of 12 players. In extraordinary circumstances, an All-Star Manager may request to carry less than 12 players. Such request must then be approved by the League President.

8.7. If a manager needs to take disciplinary action against a player, the manager has the right to suspend a player for one game without approval from the Executive Board. Any disciplinary action beyond that must have the approval of the Executive Board.

9. INDOOR TRAINING FACILITY RULES

9.1. No food, soda, liquid containers, gum, or sunflower seeds are permitted past the entry gate in the facility. Water is available at the facility.

9.2. Facilities are to be kept neat and clean always. Managers are responsible for ensuring that the facility is clean at the end of every practice.

9.3. There must be a minimum of 1 adult for every 5 players using the facility.

9.4. Parents should be strongly discouraged from bringing small children (under the age of 4) to the facility.

9.5. Equipment provided for use in the Indoor Training Facility is to remain in the facility. EQUIPMENT MUST NOT BE REMOVED FROM THE BUILDING.

9.6. During batting practice, no player will be permitted outside the waiting area without a batting helmet. The outside lanes should NEVER be used for batting practice. Hitting from a tee or soft toss into the net on the inside of the lane is permitted.

9.7. Only coaches and managers who have been instructed on the use of the Pitching Machines may use the machines. AT NO TIME ARE PARENTS OR PLAYERS TO USE THE PITCHING MACHINES.

9.8. Baseball cleats are not permitted in the facility. Players using the facility before or after games or during practice must bring sneakers. Players must always have on shoes.

9.9. Nets, safety screens, and pitching machines may not be moved by players.

9.10. Strict adherence to the schedule is expected. The training area should be cleaned up and all equipment returned to its proper place prior to the end of your time. Failure to do so may result in your loss of training facility time. This includes the nets, pitching machines, balls, and catching equipment.

9.11. Only HTRBA players and staff may use the facility. Other Little League teams using the facility while participating in a tournament hosted by HTRBA are covered under Little League insurance.

9.12. No person given an access code or key by HTRBA should open the facility up to someone outside of the league unless authorized to do so directly by the President.

9.13. Outside organizations requesting use of the facility must submit proof of insurance, a signed “Hold Harmless Agreement” and pay agreed upon fees approved by the Executive Board.

9.14. All spectators must remain behind the fence always. Only players, managers, coaches, and League Officials are permitted beyond the fence.

9.15. The rear door is for EMERGENCY USE ONLY and should not be opened for any other reason.

9.16. The pitching screen will be used always. No coach may pitch to a player or use the pitching machine without the screen in place. Players may not pitch batting practice.

9.17. Players must be supervised always. Care should be taken to ensure that balls and bats are not bounced on the tile floor as this could damage it.

9.18. Balls are not to be thrown at or bounced off any wall, especially the bathroom walls.

9.19. If you are the last user of the facility for the day, please see that all lights are off and the building is secure. Set the alarm system prior to you leaving the building.

9.20. A member of the Board will be assigned the responsibility for the scheduling the facility. IF ANY COACH OR MANAGER WISHES TO USE THE FACILITY AT OTHER THAN HIS SCHEDULED TIME, THE ASSIGNED EXECUTIVE BOARD MEMBER MUST BE NOTIFIED. For this season, this will be Dan Sammons, he can be reached via e-mail at dsammons2515@gmail.com.

9.21. The facility is closed between the hours of 11:00 PM and 8:00 AM.

9.22. Failure to adhere to the above rules may result in the offending Manager, Coach, Player, or Visitor being asked to leave the facility and his or her privilege of using the facility suspended.

Please refer to the Indoor Training Facility Emergency Information page in this Handbook for the location of Utilities, Water, etc. In the event of an emergency, please contact an Executive Board member for information or instructions (see Board Directory at the back of the Handbook).

10. RESERVATION RULES FOR REGULAR SEASON AND SUMMER HTRBA TEAMS

General Rules

10.1. The team reserving the cage or fields is responsible for all clean up after their practice has concluded.
- 10.1.1. Equipment put away in cage.
- 10.1.2. Fields raked and all equipment (bases, L-screens, etc.) stored and locked.
- 10.1.3. All garbage (water bottles, etc.) picked up and thrown away.

10.2. Practices should end promptly to allow any teams that have a reservation after your own to start on time.

10.3. Teams that hold a reservation on any day that they also have a schedule game may be bumped.

10.4. It is the manager's responsibility to check the Facility Reservation calendar and the League Game calendar to ensure that the slot they are requesting is open.

10.5. If a team has reserved the cage or a field and no longer needs that reservation, the individual responsible for scheduling the fields should be promptly notified so your reservation can be cancelled and opened for another team to use.

Preseason Policies

10.6. Each team will have one (1) standing reservation per week for one (1) hour.

10.7. Each team will be able to reserve one (1) addition one (1) hour slot during the week.

10.8. Once the addition reservation ends, the team manager may request an additional one (1) hour reservation slot for practice.

10.9. A team can never hold more than two (2) slots at a time.

10.10. Additional reservations will be reserved on a first-come, first-served basis.

Regular Season Policies

10.11. Each team will be able to reserve on (1) reservation slot for the cage or one (1) reservation for a field per week.

10.12. Fields
- 10.12.1. It is the manager's responsibility to check the league calendar to make sure no game is being played on the field they wish to reserve. This includes rescheduled games.

10.13. Cage
- 10.13.1. All teams scheduled to play a game have priority over the cage to use for pre-game batting practice. Games on B or C field have use of the indoor cage for practice. Games on A field use the outdoor cage.
- 10.13.2. It is the manager's responsibility to check the league schedule and understand who will have a need of the cage for pre-game batting practice and at what time.

Summer Tournament Season

10.14. Each team will be able to reserve as many practices as they want based on the following priority.
- 10.14.1. Teams playing in a tournament game hosted at HTRBA
- 10.14.2. 11-12 y/o District Team
- 10.14.3. 9-10 y/o District Team (while involved in their District Tournament)
- 10.14.4. 10-11 y/o District team (takes priority over the 12 and/or 10 y/o old teams once either one of those teams is eliminated from their Little League® International Tournament)
- 10.14.5. 9 y/o All Star Team
- 10.14.6. 8 y/o All Star Team
- 10.14.7. 7 y/o All Star Team
- 10.14.8. 6 y/o All Star Team

10.15. A team, higher on the priority list will be able to bump an already scheduled practice for a team. It is expected that the higher priority extends the courtesy of giving the other manager as much notice as possible and attempt to work out a solution that does not result in a team canceling practice if possible.

10.16. Teams may not be able to schedule field or cage time before or during a tournament hosted by HTRBA. Regular Season rules 10.12 and 10.13 apply during a tournament.

INDOOR TRAINING FACILITY EMERGENCY INFORMATION

ELECTRICAL
The circuit breakers are located on the rear wall of the building. Each row of lights is controlled by a separate breaker. Should power fail, the building is equipped with a battery-operated Emergency Lighting and Exit Signs.
WATER
The shut-off valve for the building is located behind the access panel in the front wall of the building.
FIRE EXTINGUISHER
There are 2 extinguishers located in the facility. One extinguisher is located near the rear exit. The second is located on the side wall behind the bathroom.

IN THE EVENT OF AN EMERGENCY
LEAVE THE BUILDING AND CALL THE FIRE DEPARTMENT FROM OUTSIDE THE FACILITY.

FIRE EMERGENCY PHONE NUMBER
911

Provide the address:
10 FERNDALE AVE.

HEAT
The thermostat is located on the front wall of the building. It is set and should not be changed. If the thermostat becomes damaged, please notify an Executive Board member. In the event of a malfunction, there are Emergency Shut Off Switches located below the heater.
GAS
The heater is fueled by natural gas. In the event of a gas smell, evacuate the building and notify an Executive Board member and PSE&G immediately.
ALARM SYSTEM
In the event, the alarm system will not arm when you are trying to leave, DO NOT LEAVE WITHOUT NOTIFYING A MEMBER OF THE EXECUTIVE BOARD (see Board Directory at the back of the handbook).

GENERAL INFORMATION

Each manager will be provided an information pack at the start of the season. The items mentioned below are for your information. The schedules, contact people, and other information will be distributed as soon as they become available.

TOBACCO

HTRBA IS A TOBACCO FREE FACILITY. THE USE OF WHICH IN ANY FORM IS NOT PERMITTED anywhere on HTRBA grounds, including the main parking area and wooded areas surrounding the fields.

INSURANCE

All players, managers, and coaches are covered by accident insurance while participating in all league activities. League insurance is supplied through LITTLE LEAGUE BASEBALL. It is SUPPLEMENTAL TO ANY PERSONAL MEDICAL INSURANCE POLICY THE PLAYER. MANAGER OR COACH MAY BE COVERED BY. ALL ACCIDENTS MUST BE REPORTED IMMEDIATELY TO YOUR LEAGUE AGENT AND THE SAFETY OFFICER. You must file an accident report form (sample located in information pack) with the Safety Officer. An additional copy of the form must be sent to the League President. The Safety Officer will inform Little League Baseball in Williamsport to establish a claim. Failure to do so may result in a claim being denied by the insurance carrier.

SAFETY

Basic Safety Equipment as required by Little League is provided. If parents wish to have their player use additional Safety Equipment, it is their responsibility to provide the additional equipment. The Team Manager should support this decision and encourage the child to use the equipment. All Safety Equipment, whether provided by the League or Parent must comply with all required specifications.

MEDICAL INFORMATION

Each player must provide their Manager with a completed “Little League Medical Approval and Release” form. The purpose of this form is to provide their Manager with emergency information regarding the player and any medical conditions that might affect the player. It is not necessary for the parent to have it filled out by their physician.

TEAM PARENT

Every team must have a Team Parent. (Managers may not serve as Team Parent). The Team Parent is responsible for scheduling of parents to work in the Snack Stand. The Team Parent may also be asked to make phone calls, collect fundraising money, call in game results to newspapers, and any other additional administrative duties. Each Team Parent is responsible for 8 hours of snack stand duty (when their child is not playing). They should arrive 30 minutes prior to their earliest scheduled game.

SNACK STAND

Every team is responsible to provide a parent for each game to work in the Snack Stand. Your Team Parent will be provided with a schedule at the start of the season. Failure to have your assigned parent in the Snack Stand will result in the game being stopped until the offending team complies. Parents are required to be in the Snack Stand 15 minutes prior to the start of the first game of the day. Parents are also required to stay until the Snack Stand is cleaned up after the last game of the day. Children are not permitted in the Snack Stand at any time. Open toe shoes are not permitted to be worn.

FIELD DUTY

Each manager will be provided with a schedule for “FIELD DUTY”. The duties and responsibilities of field duty are in the Snack Stand and on the league website (www.HTRBA.com). You are responsible for the following:

1. Opening the facility at the start of the day.
2. Closing the facility after the last game of the day.
3. Making sure the games start on time and that the time limits are enforced.
4. Selling 50-50’s
5. Picking up trash and emptying all trash containers.
6. Additional duties may be assigned.

THIS IS A TEAM RESPONSIBILITY. EACH TEAM MANAGER SHOULD STRONGLY ENCOURAGE EVERY PARENT AND COACH TO BE INVOLVED IN FIELD DUTY.

The Home team is responsible for preparing the field and raking the field at the conclusion of each game. To be discussed.

WINTER SALE FUNDRAISER

Each manager will be given a list of players on his team indicating their status with regard the winter sale fundraiser. The team manager will be responsible to collect "Buy Out" money that has not been paid and of all winter sale money. ALL PLAYERS ON THE TEAM ARE RESPONSIBLE TO FULFILL THE OBLIGATION. A PLAYER MAY ELECT TO BUY-OUT THIS OBLIGATION FOR A FEE OF $50.00. ALL PLAYER OBLIGATIONS MUST BE FULFILLED BEFORE THE TEAM WILL BE ISSUED UNIFORMS.

LOTTERY TICKET SALES

Each player will be assigned the same number of "Lottery Tickets". ALL TEAMS MUST PARTICIPATE! Failure to fulfill this obligation will result in disciplinary action by the Executive Board.

TAG DAY

Each player will be assigned a time and location. Failure to fulfill this obligation will result in disciplinary action by the Executive Board. A player may elect to buy-out this obligation for a fee of $40.00. Families with multiple players may request their children be assigned to the same location, but the assignment is not guaranteed.

LATE FEES

Late fees may apply for late notification of buyouts.

USE OF FIELDS

HTRBA fields may be made available for team practices as available. All field practices must be held at local school fields. It is the responsibility of the manager to secure a permit through the Hamilton Township, Recreation Department.

Permits to use Practice Fields are available from the HAMILTON TOWNSHIP RECREATION DEPARTMENT. The information, as well as the phone numbers necessary to reserve a field, will be distributed as soon as it becomes available.

PRE-GAME USE OF FACILITIES

Effective Opening Day, (first game) the pre-season schedule for the use of the Indoor Training Facility is suspended. Teams wishing to use the facility must call the designated League representative (Dan Sammons). Teams wishing to take pre-game batting practice may use the Indoor Training Center or Outdoor Batting Cage as per diagram on the next page.

Players using the Indoor Training Facility are not permitted to wear cleats. All players must wear sneakers in the Indoor Training Facility for Safety and Insurance reasons.

SCHEDULES AND MAKE-UPS

Team Schedules can be found on the league website (www.HTRBA.com). This is the only official schedule.

All make-up games will be scheduled as soon as possible. If your game must be rescheduled, you will be notified via email by a league representative and the schedule on the website will be updated. Every effort will be made to reschedule your game in the same week as the original game.

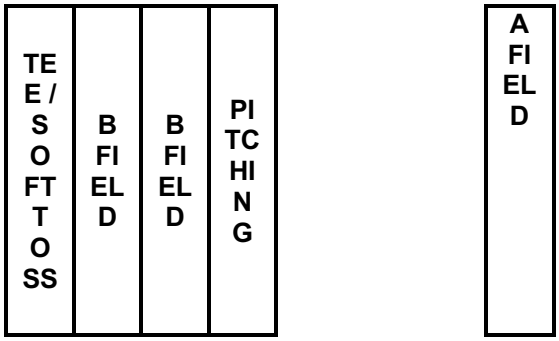
IT IS YOUR RESPONSIBILITY TO NOTIFY YOUR TEAM AND COACHES.

HTRBA BATTING FACILITY DIAGRAM

PREGAME PRACTICE

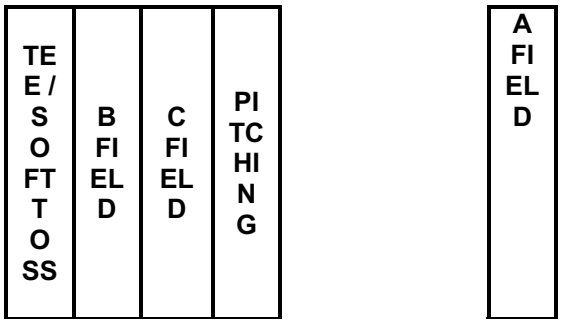
2 GAME LAYOUTS

INDOOR OUTDOOR



3 GAME LAYOUTS

INDOOR OUTDOOR



VISITING TEAMS 1 HOUR BEFORE GAME TIME
HOME TEAMS ½ HOUR BEFORE GAME TIME

2020-2021 Board of Directors

Executive Board			
President	Mark Fisher	609.731.0593	mfisher2525@yahoo.com
Past President	Gene Palazzi	609.712.0399	htrbapres@aol.com
Vice President	Dan Sammons	609-203-3197	Dsammons2515@gmail.com
Treasurer	Ryan Feeney	908.334.8523	rfeeney23@gmail.com
Player Agent	Wayne Hummel	609.575.4717	hummel.wayner@gmail.com
Safety Officer	Mike Flynn	609.802.4909	mkeflynn@gmail.com
Secretary	Patti Gerber	917.478.6938	Patti.m.gerber@gmail.com
Auxiliary President	April Olex	609.647.0011	april@stanj.net
Board of Directors			
Director	Shane Harrison	609.577.5222	tangotwo@optonline.net
Director	Jason Hood	609.954.5460	hoodjdmusic@aol.com
Director	Rachel Williams		williams1979@live.com
Director	Rob Allen	609-540-6173	robert.allen1016@gmail.com
Director	Matt Bryant	609.903.6259	matthewjbryant@mac.com
Director	Jay Dugan	609.369.3494	jay@radicalcreativeco.com
Director	Chris Brand	609.213.4450	Christopherbrand27@gmail.com
Director	Kevin McElroy	609.575.9267	Hockeygod12@aol.com
Director	Jack Caldwell	609.233.5478	jtcaldwell4447@aol.com
Director	Bryan Schnorbus	609.802.7745	bschnorbus@gmail.com