

HAMILTON TOWNSHIP RECREATIONAL BASEBALL ASSOCIATION  
**LEAGUE HANDBOOK**



## LEAGUE OBJECTIVES

HTRBA is dedicated to providing the children of Hamilton Township and surrounding communities with a safe, fun, and educational environment to learn and enjoy the game of baseball.

The health, safety, and well-being of every player is the highest priority for all league officers, managers, coaches, and volunteers. Beyond teaching the fundamentals of baseball, HTRBA strives to encourage each player to succeed both on and off the field—emphasizing teamwork, respect, and good sportsmanship at all times.

All league play shall be governed by the **Official Regulations and Playing Rules of Cal Ripken Baseball**, as published by Babe Ruth League, Inc., for the current season, along with any local modifications outlined in this handbook.

## DIVISION OBJECTIVES

### T-Ball Division (Ages 4–6)

The T-Ball Division introduces baseball to young players in a fun, safe, and supportive environment. The focus is on **fun and fundamentals** – teaching players the very basics of the game while fostering teamwork and sportsmanship.

All players will have the opportunity to play multiple positions appropriate to their individual skill level. Safety remains the top priority; players are taught how to protect themselves at bat and in the field. A **safety ball** is used for all play.

Competition between teams is not emphasized, and **no team standings are kept**. Instead, the goal is for every player to learn, improve, and enjoy the experience.

#### **Core Skills Developed:**

- Good sportsmanship
- Understanding of basic baseball rules, positions, and terminology
- Introduction to hitting, fielding, and throwing
- Baserunning fundamentals

### Rookie Division (Coach Pitch, Ages 6–8)

The Rookie Division provides a solid foundation for young players to continue developing their baseball skills in a fun and instructional environment. Coaches pitch to all players to promote proper hitting mechanics, consistent contact, and confidence at the plate.

At this level, **instruction takes priority over winning**. Players will have opportunities to experience multiple positions. Player safety and enjoyment are essential – no player should be placed in a position where they cannot safely defend themselves.

As the season progresses, **older or more advanced players may be introduced to pitching in limited, coach-supervised situations**. This gradual transition helps prepare them for player pitch divisions while maintaining safety and an emphasis on proper throwing mechanics.

Competition between teams is not emphasized. The focus remains on growth, learning, and teamwork.

**Core Skills Developed:**

- Good sportsmanship and respect for others
- Understanding of basic baseball rules, positions, and terminology
- Team play concepts (“calling” for the ball, cutoff man, etc.)
- Fundamentals of hitting, fielding, and throwing
- Baserunning and sliding fundamentals

**Minor Division (Player Pitch, Ages 8–11)**

The Minor Division introduces player pitching and a more competitive style of baseball while maintaining a focus on instruction, sportsmanship, and skill development. Players begin to experience all aspects of the game, including pitching, base stealing, and situational play.

Coaches continue to emphasize fundamentals and teamwork over winning. Players will rotate positions early in the season, but may begin to specialize as their skills develop. Safety, respect, and enjoyment remain priorities, and no player should be placed in a position they cannot safely play.

Stealing is permitted at this level and serves as an opportunity to teach base awareness, anticipation, and defensive response. Coaches are encouraged to use these game situations as learning experiences rather than to create a competitive imbalance.

While game results and standings may be recorded, the **primary goal remains player development** and preparation for the Major Division.

**Core Skills Developed:**

- Proper pitching mechanics and control
- Advanced throwing, fielding, and catching techniques
- Situational hitting and baserunning, including safe sliding and stealing
- Defensive positioning and awareness
- Sportsmanship, teamwork, and communication on the field

**Major Division (50/70 Field, Ages 10–12)**

The Major Division represents the highest level of play within HTRBA’s Cal Ripken Baseball program. Games are played on a **50/70 field**, allowing players to experience a more advanced and realistic version of baseball while still focusing on development and sportsmanship.

At this level, players pitch to batters, lead off bases, and attempt steals under full baseball rules. Instruction continues to emphasize proper mechanics, game awareness, and respect for teammates, opponents, and officials. Coaches are expected to balance competition with continued teaching and to provide opportunities for all players to contribute meaningfully throughout the season.

The season may include league standings, playoffs, and All-Star selections in accordance with Cal Ripken Baseball regulations.

**Core Skills Developed:**

- Advanced pitching mechanics, strategy, and control
- Hitting approach and situational awareness
- Base stealing, leading, and pickoff fundamentals
- Defensive positioning, cutoffs, and double-play execution
- Mental approach to the game, teamwork, and leadership

- Understanding and application of full baseball rules

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

## MANAGER GUIDELINES

### Manager Selection

Managers and coaches are vital to the success of HTRBA and are expected to uphold the league's values of safety, sportsmanship, and player development.

All candidates will be evaluated based on their qualifications, experience, and commitment to fostering a positive learning environment for players. By accepting a managerial or coaching position, each individual agrees to follow all league guidelines, policies, and required responsibilities.

Failure to substantially meet these expectations or to perform assigned duties may result in removal from the position and/or ineligibility for reappointment in future seasons.

All manager appointments are made by the **League President** and are subject to **approval by the Board of Directors**.

### GENERAL

- Have a satisfactory background check completed.
- Ability to work with children ages 4-12
- 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 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 Safety Plan

### RECOMMENDED EXPERIENCE

- **T-Ball:** 1 year as a coach or manager, or a child in this division.
- **Rookie Coach Pitch:** 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 Division.

**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 are required to attend league-sponsored training sessions prior to the start of each season. These sessions are designed to ensure that all coaches understand current rules, safety protocols, player development standards, and league expectations. Training may include on-field instruction, safety certification, and administrative procedures such as game reporting and communication guidelines. Attendance demonstrates a manager's commitment to providing a safe, consistent, and high-quality experience for all players. Failure to attend required training may result in ineligibility to manage or coach for that season. **Managers may be excused from this only with prior approval from the League President.**

### MANAGER RESPONSIBILITIES & RULES

- Enforce and abide by all HTRBA and Cal Ripken 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 who is **ejected from a game** must leave **Van Horn Park immediately**. If the ejected individual is responsible for a child currently participating in the game, they may remain in the batting cage area until the game concludes. Once the game is complete, they must leave the park without further delay.

An ejected manager or coach will receive an **automatic two(2) game suspension** in the division from which they were ejected. The **Executive Board** will review the incident and may impose additional disciplinary action if deemed necessary. There is **no appeal process**, and the suspension cannot be reduced.

Furthermore, any manager or coach who is observed by a Board member to be **excessively arguing or improperly questioning an umpire's decision** may be subject to disciplinary action – up to and including **removal from their position for the remainder of the season**, pending Executive Board review.

- 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 Chairperson 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 completed.
- 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 postseason 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

**Rookie/Coach Pitch:** 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 1.5 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.

**Majors:** Minimum of 1.5 hours per week during the pre-season (weather and field availability permitting). 1.5 hours during the season and the use of the batting facility as assigned.

## GENERAL PLAYING RULES

### 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 Babe Ruth League, Inc. Cal Ripken Baseball League, as published 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, Rookie, T-Ball) for disciplinary reasons.
- 1.3. Only a team manager or coach will be permitted on the field during a game. 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 except: medical alerts. Taping over jewelry is not permitted.
- 1.6. No food (hot dogs, hamburgers, chips, etc.) is permitted in the dugout area. Sunflower seeds and gum are permitted at the discretion of the manager. The Dugout area must be cleaned after each game.
- 1.7. 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.
- 1.8. THERE WILL BE NO “ON DECK AREA” PERMITTED. The batter may take practice swings as he/she approaches the batter’s box.
- 1.9. All players are required to wear a complete standard league-issued uniform or equivalent.
- 1.10. No painting of protective equipment is permitted. Decals shall not cover more than 60% of the exterior of any equipment. Equipment shall be factory-finished only.
- 1.11. Soft toss batting practice is not permitted on the fields, against fences, or in other unapproved areas. Soft toss batting practice is only permitted in the Indoor Training Facility or the outdoor batting cage.
- 1.12. 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 15 to 30-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.
- 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 will be provided by the league before every game.
- 2.6. For the first four games of the season (as designated in the schedule), all players MUST hit off a tee. For the second half of the season, at the coach's discretion, the ball may either be placed on a tee or the coach may pitch the ball to the batter. If the player is unable to put the ball into play after 3 coach pitches, the tee must be used.
- 2.7. The coach may position the player in the batter's box.
- 2.8. Bunting is not allowed. A 10-ft arc rule will be in effect. A ball will not be considered fair unless it has passed the 10-ft. arc.
- 2.9. 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.
- 2.10. Each half inning shall consist of the entire lineup batting. Once the last batter puts the ball in play, that half of the inning is complete.
- 2.11. Base runners may only advance 1 base per batter, except for the last batter.
- 2.12. No score or standings shall be kept for any game. All players shall receive a participation trophy at the end of the season.
- 2.13. Coaches are permitted on the defensive playing field but should position themselves behind the defensive players.
- 2.14. The defensive player in the "Pitcher" position must stand behind the pitching rubber and will wear a batting helmet.
- 2.15. Any coach may call a timeout whenever he or she feels it necessary to instruct a player.
- 2.16. There will be no catcher's position in this division.
- 2.17. Coaching Points of Emphasis for Defensive Play
  - 2.17.1. 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.
  - 2.17.2. 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.

### 3. ROOKIE - COACH PITCH DIVISION RULES (Ages 6-8)

#### General Rules

- 3.1. All teams will adhere to the policy of a continuous batting order. This means every rostered player present will bat in the line-up.
  - 3.1.1. Players who arrive late to the game will be added to the bottom of the batting order.
  - 3.1.2. 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.
  - 3.1.3. 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.
- 3.2. 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.
- 3.3. Players shall play no more than 2 innings in a row in the same defensive position.
  - 3.3.1. The catcher position is exempt from this rule
- 3.4. Games will be a maximum of 6 innings with a 1-hour and 45-minute time limit from ACTUAL start time (no inning shall start after the time limit). An inning starts after the 3rd out is recorded in the previous inning.
- 3.5. The player in the pitcher's position must be standing behind the pitching rubber and within 5 feet of the rubber on either side. The player may not advance past the pitching rubber until the ball is hit.
- 3.6. The player in the pitcher's position shall wear a batting helmet while in the field.
- 3.7. 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.
- 3.8. All teams will adhere to the policy of a continuous batting order. This means every rostered player present will bat in the line-up.
  - 3.8.1. Players who arrive late to the game will be added to the bottom of the batting order.
  - 3.8.2. 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.
- 3.9. All players are required to play at least 3 defensive innings or half of the innings played if the game is less than 6 innings, per game, if the player is physically able to play.
- 3.10. No player shall play the same defensive position for more than two innings
- 3.11. Bunting is allowed only off player pitch. This must be announced by the coach prior to the at bat. Only one bunt per inning is allowed per team.
  - 3.11.1. Players are not permitted to bunt off of coach pitch
- 3.12. An inning ends when there are 3 outs, 5 runs are scored, or when all players present have batted.
  - 3.12.1. The final inning will be unlimited runs allowed. The final inning is determined and announced by the umpire
- 3.13. 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.
- 3.14. Pitching will be split between players pitching and coaches pitching to batters.

- 3.14.1. 1<sup>st</sup> and 2<sup>nd</sup> innings: Coach will pitch
- 3.14.2. 3<sup>rd</sup> and 4<sup>th</sup> innings: Players will pitch
- 3.14.3. 5<sup>th</sup>, 6<sup>th</sup>, and any extra innings: Coach will pitch
- 3.15. Coach Pitch Rules
  - 3.15.1. The manager or coach of a team will pitch to their own team.
  - 3.15.2. The batter is allowed a maximum of 8 pitches. If the 8th pitch is a foul ball, the batter gets additional pitches until they either hit the ball fair or do not swing at a pitch. Fouled balls before reaching the 8-pitch count towards the total number of pitches thrown by the coach. If the batter does not swing after 8 pitches, they are considered out.
  - 3.15.3. Coaches must pitch from a minimum of 36 feet from home plate. Which is also 10 feet in front of the pitching rubber.
  - 3.15.4. Coach pitches deemed unhittable (e.g., excessive height, outside reasonable hitting range) shall not count toward the 8-pitch limit, at the discretion of the umpire. A Coach pitcher can appeal to the umpire for an unhittable pitch.
- 3.16. Player Pitch Rules
  - 3.16.1. Player pitch count must be recorded and reported to the Player Agent. Confirm pitch counts with the opposing coach between each ½ inning.
  - 3.16.2. Player pitches until: The ball is put in play or the pitcher reaches four (4) pitches.
  - 3.16.3. When the pitcher reaches four (4) pitches, the coach pitches until: The ball is put in play, or the coach throws 4 pitches.
  - 3.16.4. The umpire shall call balls and strikes during the Player pitch. An out will only be counted when the player reaches the maximum number of pitches.
  - 3.16.5. Player pitching distance will be set at 40 feet. The player will be permitted to move up at the request of a manager and at the discretion of the umpire. This must be a minimum of 30 feet and a maximum of 46 feet.
- 3.17. There will be no walks.
- 3.18. Coaches will be responsible for keeping track of the number of pitches thrown to each batter.
- 3.19. Two defensive coaches will be allowed in the outfield.
- 3.20. One coach is permitted to back up the catcher.
- 3.21. Stealing is prohibited.
- 3.22. Free substitutions if the minimum play requirements are met.
- 3.23. No infield fly rule.
- 3.24. Runners may not advance to any base on an overthrow.
- 3.25. On any ball hit to the outfield, the play is dead when the ball is controlled by an infielder. Runners can continue to a base if they have already passed the midway point. They can be put out. Midway point is at the discretion of the umpire.
- 3.26. If a batted ball hits the coach pitching, the ball is in play. It is the equivalent of hitting the pitching rubber.
- 3.27. Playoff games will have a 2:00-time limit or when the 5-runs per inning limit does not allow for a team to come back from a deficit.
  - 3.27.1.

- 3.28. The championship game will have a 2:15-time limit or when the 5-runs per inning limit does not allow for a team to come back from a deficit.
- 3.29. Individual 1<sup>st</sup> place trophies will be presented to players on the playoff Championship team.

#### **4. MINORS - PLAYER PITCH DIVISION RULES (Ages 8-11)**

##### Regular Season Rules

- 4.1. Games will be a maximum of 6 innings with a 1-hour and 45-minute time limit from ACTUAL start time (no inning shall start after the time limit). An inning starts after the 3rd out is recorded in the previous inning.
- 4.2. 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. Exceptions are made for Pitchers and Catchers as long as they meet Pitcher/Catcher eligibility requirements.
- 4.3. All teams will adhere to the policy of a continuous batting order. This means every rostered player present will bat in the line-up.
  - 4.3.1. Players who arrive late to the game will be added to the bottom of the batting order.
  - 4.3.2. 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.
  - 4.3.3. 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.
- 4.4. Free substitution is permitted, with certain exceptions for the pitchers and catchers.
  - 4.4.1. Once the pitcher is removed from the game, he or she may not re-enter the game as a pitcher.
  - 4.4.2. A pitcher who has thrown more than 40 pitches may not re-enter as a catcher on that calendar day.
  - 4.4.3. 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.
  - 4.4.4. A catcher who has caught for three innings or less, who moves to the pitcher's position at any point during the game and delivers 21 pitches or more, may not return to the catcher's position.
- 4.5. No inning may start after 10:00 pm. 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.
- 4.6. An inning ends when there are 3 outs or when all players present have batted.
- 4.7. Innings 1, 2, and 3 can end when 5 runs have been scored
- 4.8. No game will start with fewer than 8 players. If a team has fewer 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.
- 4.9. 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 who 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.

- 4.10. If a team drops to 8 players during a game, the opposing team will lend the short-sided team a defensive player who 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.
- 4.11. 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.
- 4.12. Decisions involving rules of play resulting in a 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.
- 4.13. Pitch count is governed by the Official Regulations and Playing Rules of HTRBA. Confirm pitch counts with the opposing coach between each ½ inning.
- 4.14. 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.
- 4.15. If, at the discretion of the Umpire, any player is performing in an unsafe manner or to the detriment of himself or other players, the umpire shall remove the offending player from that position, or the game.
- 4.16. There shall be no Illegal Pitches called and no Infield Fly Rules.
- 4.17. 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).
- 4.18. Stealing of 2<sup>nd</sup> and 3<sup>rd</sup> base is permitted.
- 4.19. “Steals” of home are prohibited. A player must score on a batted ball, walk, or hit by pitch.
- 4.20. Runners may advance to 2<sup>nd</sup> or 3<sup>rd</sup> base on an overthrow. Runners advance at their own risk and can be put out in their attempt to advance. A runner cannot advance past 3<sup>rd</sup> base on an overthrow. A runner may not advance to home on an overthrow

#### Playoff Tournament Rules – Minors - Player Pitch

- 4.21. Every team in the division will participate in the playoffs.
- 4.22. Teams will be seeded according to the final regular-season standings.
- 4.23. Standings will be determined by points... 3 points for a win, 2 points for a tie, 1 point for a loss.
- 4.24. 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
- 4.25. If more than two teams are tied, once one team is designated as the higher seed, the remaining teams will start back at 1st tiebreaker. This process will continue until all seeds are determined.
- 4.26. 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 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 fewer, the President will decide the best structure for playoffs given the time remaining in the regular season. Weather permitting.
- 4.27. All regular season rules apply, except for the time limit and playing with fewer than 9 players.
- 4.28. No game will start with fewer than 9 players. If a team has fewer than 9 players, the Executive Board will decide whether the game can be rescheduled or becomes a forfeit.
- 4.29. 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.
- 4.30. Play may not continue if there are fewer than 9 players on either team. The Executive Board will decide whether to complete the game later or declare a winner (if an official game).
- 4.31. Playoff games will have a 2:00 time limit
- 4.32. Championship games will be full 6 innings with no limit
- 4.33. Individual 1<sup>st</sup> place trophies will be presented to players on the playoff Championship team.

## 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. Starting pitchers will only be able to re-enter a game as a pitcher ONE time only but not if the pitcher was removed on the 2nd defensive conference in the same inning.
- 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 1:50 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 HTRBA. 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 (“drop third”) rule will be enforced.
- 5.13. Stealing of all bases, including home, is permitted.
- 5.14. Balk Rule will be enforced. Each pitcher will be allowed 1 warning per game.
  - 5.14.1. The following constitutes a balk:
    - 5.14.1.1. Failure to Stop: Not coming to a complete, discernible stop when moving from the stretch to the set position.
    - 5.14.1.2. Illegal Throws: Faking a throw to first base while on the rubber or throwing to an unoccupied base.
    - 5.14.1.3. Start/Stop Motion: Starting the pitching motion and then stopping without completing the delivery.
    - 5.14.1.4. Deceptive Positioning: Standing on or straddling the pitcher's rubber without having the ball.
    - 5.14.1.5. Illegal Delivery: Quick pitching the batter before they are ready or delivering the ball while not in contact with the rubber.
- 5.15. Headfirst sliding is only permitted when returning to a base
- 5.16. The infield fly rule is in effect and will be called at the discretion of the umpire.
- 5.17. Intentional walk will be declared by the batting team’s manager. The batter will be awarded first base and no pitches will be thrown by the pitcher.
- 5.18. The first-place team shall receive trophies for the regular season.

#### Playoff Tournament Rules – Major League

- 5.19. All teams will qualify for postseason play.

- 5.20. Teams will be seeded according to the final regular season standings.
- 5.21. Standings will be determined by points... 3 points for a win, 2 points for a tie, 1 point for a loss.
- 5.22. 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
- 5.23. 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.
- 5.24. 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.
- 5.25. All regular season rules apply, except for time limit.
- 5.26. 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.
- 5.27. 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.
- 5.28. Championship games will be full 6 innings unless the “10-run rule” comes into play.
- 5.29. Individual 1<sup>st</sup> place trophies will be presented to players on the playoff Championship team.

## 6. ROSTER / DRAFT RULES

- 6.1. The purpose of the player draft is to create balanced and competitive teams within each division while providing every player a fair opportunity to develop and contribute. The draft process shall be conducted in a transparent and organized manner under the supervision of the Player Agent and Division Coordinator.
- 6.2. All players will be notified by mail of Player Evaluation dates.
- 6.3. All players eligible for Majors, Minors, and Rookies must try out. Instructional Division players do not try out.
- 6.4. 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.
- 6.5. All teams shall be selected new each year.
- 6.6. All 12-year-old players are required to play in the Major League unless specifically requested by the parents to play in the Minors Division and the request is approved by the Executive Board.
- 6.7. All 10 and 11-year-olds are eligible to be selected in the Major League Division unless specifically requested by the parents to play in the Minors Division.
- 6.8. All 10 and 11-year-old players not selected for the Majors must be placed on a Minors Division team.
- 6.9. All 8 and 9-year-old players are eligible to be placed on a Minors Division team.
- 6.10. All 8-year-olds not selected for a Minors Division team must be placed on a Rookie Coach Pitch team
- 6.11. All 7 and 8-year-olds are eligible to be assigned to a Rookie Coach Pitch Division team.
- 6.12. All 5 and 6-year-old players, with at least 1 year of Instructional or Tee Ball experience, are eligible to be placed on a Rookie Coach Pitch Division team.
- 6.13. All 5 and 6-year-olds not placed on a Rookie Coach Pitch Division team will be placed on an Instructional Division team
- 6.14. All 4-year-olds will be placed on an Instructional Division team.
- 6.15. Instructional Division teams will be assembled by the League President, Player Agent, and/or a designated League President-approved Instructional representative.

### 6.16. Baseball Draft Process

- 6.16.1. Only Team Managers/Coaches, the Player Agent and the League President will be present during the draft process.
- 6.16.2. The Player Agent will compile player evaluation data and distribute it to all approved managers before the draft
- 6.16.3. Any player who does not attend evaluations will be placed in the draft pool, but their placement shall be determined at the discretion of the Player Agent and Division Coordinator to maintain competitive balance.
- 6.16.4. Siblings in the same division will automatically be placed on the same team unless otherwise requested by the parents prior to the draft.
- 6.16.5. Managers will draw numbers to determine the draft order prior to the start of the draft.
- 6.16.6. The draft shall follow a snake format:
  - 6.16.6.1. Round 1 proceeds in numerical order
  - 6.16.6.2. Round 2 proceeds in reverse order
  - 6.16.6.3. Pattern continues until all players are selected

- 6.16.7. Each team will select one player per round until all eligible players are drafted.
- 6.16.8. Team Managers must agree on any draft trades prior to the finalization of the draft.
- 6.16.9. Each manager's child shall automatically be assigned to their parent's team in the round consistent with their player evaluation ranking.  
Example: If a manager's child is rated as a 3rd-round player based on evaluations, that child will count as the manager's 3rd-round selection.
- 6.16.10. The Player Agent and Division Coordinator will review and confirm the round placement of all managers' children prior to the draft. Any disagreement regarding the evaluation or round assignment of a manager's child must be raised and resolved **before** the draft begins. Once the draft has started, no disputes will be entertained.
- 6.17. Assistant Coaches should not be finalized until after the draft is complete.
- 6.17.1. Once rosters are finalized, managers may submit the name of a proposed assistant coach to the Player Agent for approval.
- 6.17.2. If a Manager wishes to have a specific assistant coach, that player must be selected during the draft like any other player.
- 6.17.3. In limited cases, a Manager may request approval from the Player Agent prior to the draft to pair with a specific assistant. In these cases, the assistant coach's child will be automatically assigned to the manager's team in the round corresponding with that player's evaluation ranking, and that pick will count as the team's selection for that round.
- 6.17.4. Any other alterations to this draft process must be voted on unanimously by all of the Managers and agreed upon by the Player Agent and League President
- 6.18. Under special circumstances, the Player Agent, after discussion and approval by the entire Executive Board, can suggest to a parent that a player move to a more appropriate division regardless of age.
- 6.19. Players registering after team selections are complete will be placed in a division according to their age and ability.
- 6.19.1. The specific team will be determined by who would fall next in the original Draft order.
- 6.19.1.1. 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.

## 7. ALL-STAR TEAM SELECTION

- 7.1. HTRBA may sponsor ALL-STAR teams for each of the following age groups:
- 8-year-old
  - 9-year-old
  - 10-year-old
  - 11-year-old
  - 12-year-old
  - All-Star teams will be selected by the All-Star Team manager and the League President
- 7.2. 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 only play on more than one tournament team if approved by the Board of Directors.
- 7.3. 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.
- 7.4. All-Star team uniforms, including jerseys, hats, pants, and any related apparel or accessories, must be approved by the League President.
- 7.5. At the discretion of the Executive Board, a second All-Star team may be formed for any or all age groups
- 7.6. 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.
- 7.7. 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.

## 8. INDOOR TRAINING FACILITY RULES

- 8.1. No food, soda, liquid containers, gum, or sunflower seeds are permitted past the entry gate in the facility. Water is available at the facility.
- 8.2. 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.
- 8.3. There must be a minimum of 1 adult for every 5 players using the facility.
- 8.4. Parents should be strongly discouraged from bringing small children (under the age of 4) to the facility.
- 8.5. Equipment provided for use in the Indoor Training Facility is to remain in the facility. **EQUIPMENT MUST NOT BE REMOVED FROM THE BUILDING.**
- 8.6. 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.
- 8.7. 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.**
- 8.8. 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.
- 8.9. Nets, safety screens, and pitching machines may not be moved by players.
- 8.10. 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.
- 8.11. 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.
- 8.12. 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.
- 8.13. All spectators must remain behind the fence always. Only players, managers, coaches, and League Officials are permitted beyond the fence.
- 8.14. The rear door is for **EMERGENCY USE ONLY** and should not be opened for any other reason.
- 8.15. The pitching screen will always be used. No coach may pitch to a player or use the pitching machine without the screen in place. Players may not pitch batting practice.
- 8.16. Players must always be supervised. Care should be taken to ensure that balls and bats are not bounced on the tile floor, as this could damage it.
- 8.17. Balls are not to be thrown at or bounced off any wall, especially the bathroom walls.
- 8.18. 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.
- 8.19. A member of the Board will be assigned the responsibility for 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.**
- 8.20. The facility is closed between the hours of 11:00 PM and 8:00 AM.
- 8.21. 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).

## 9. RESERVATION RULES FOR REGULAR SEASON HTRBA TEAMS

### General Rules

- 9.1. The team reserving the cage or fields is responsible for all cleanup after their practice has concluded.
  - 9.1.1. Equipment is put away in the cage.
  - 9.1.2. Fields raked and all equipment (bases, L-screens, etc.) stored and locked.
  - 9.1.3. All garbage (water bottles, etc.) is picked up and thrown away.
- 9.2. Practices should end promptly to allow any teams that have a reservation after your own to start on time.
- 9.3. Teams that hold a reservation on any day that they also have a scheduled game may be bumped.
- 9.4. 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.
- 9.5. 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

- 9.6. Each team will have one (1) standing reservation per week for one (1) hour.
- 9.7. Each team will be able to reserve one (1) additional one (1) hour slot during the week.
- 9.8. Once the additional reservation ends, the team manager may request an additional one (1) hour reservation slot for practice.
- 9.9. A team can never hold more than two (2) slots at a time.
- 9.10. Additional reservations will be made on a first-come, first-served basis.

### Regular Season Policies

- 9.11. Each team will be able to reserve one (1) reservation slot for the cage or one (1) reservation for a field per week.
- 9.12. Fields
  - 9.12.1. 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.
- 9.13. Cage
  - 9.13.1. It is the manager's responsibility to check the league schedule and understand who will need the cage for pre-game batting practice and at what time.

### Summer Tournament Season

- 9.14. Each team will be able to reserve two (2) reservation slots for the cage or two (2) reservation slots for a field per week.
  - 9.14.1. Teams playing in a tournament game hosted at HTRBA
  - 9.14.2. 11-12 y/o District Team
  - 9.14.3. 10-11 y/o District team

9.14.4. 9-10 y/o District Team

9.14.5. 9 y/o All Star Team

9.14.6. 8 y/o All Star Team

- 9.15. A team, higher on the priority list, will be able to bump an already scheduled practice for a team outside the window of 24 hours. It is expected that the higher priority extends the courtesy of giving the other manager as much notice as possible and attempting to work out a solution that does not result in a team canceling practice if possible.
- 9.16. 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 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 with 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 K&K INSURANCE. It is SUPPLEMENTAL TO ANY PERSONAL MEDICAL INSURANCE POLICY OF 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 the information pack) with the Safety Officer. An additional copy of the form must be sent to the League President. Failure to do so may result in a claim being denied by the insurance carrier.

### ***SAFETY***

Basic Safety Equipment as required by HTRBA. 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 "HTRBA 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. The parent doesn't need to have it filled out by their physician.

### ***TEAM PARENT***

Every team must have a Team Parent. The Team Parent may also be asked to contact the parents, collect fundraising money, and perform 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 before their earliest scheduled game.

### ***SNACK STAND***

Every team is responsible for providing 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](http://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 before each game. The Away team is responsible for closing the field after each game.**

#### ***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.

#### ***SCHEDULES AND MAKE-UPS***

Team Schedules can be found on the league website ([www.HTRBA.com](http://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.**

## Board of Directors List

President	Jay Dugan	jay@radicalcreativeco.com	609-369-3494
Vice President	Brian Russ	brianl russ@gmail.com	
Past President	Mark Fisher	mfisher2525@yahoo.com	
Treasurer	Rob Bealer	rbealer49@yahoo.com	
Secretary	Lauren Gordon	laurgor510@gmail.com	
Player Agent	Jon Smith	kfojgs21@gmail.com	
Safety Officer	Mike Flynn	Mkeflynn@gmail.com	
Auxilliary President	Nicole Haggart	Nicole.haggart@gmail.com	
Director	Ralph Colon	Denoize2010@gmail.com	
Director	Melissa Feinen	melissafeinen@gmail.com	
Director	Justin Haggart	justin.haggart@gmail.com	
Director	Erik Johnson	erikjohnson8488@gmail.com	
Director	Lalani Lalsingh	lalani.ramcharan20@gmail.com	
Director	Rahul Pradhan	raprad@yahoo.com	
Director	Matt Pramberger	Mpramb7@gmail.com	
Director	Tim Ryan	timryan0105@gmail.com	
Director	Carrie Soffel	soffelcm@gmail.com	
Director	Scott Worland	scott.worland@gmail.com	