

# H.A.C.

Baseball Rules

2026



**HOWLAND ATHLETIC CLUB  
2026 BASEBALL RULES  
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## **INTRODUCTION**

The purpose of this organization is to help contribute to the emotional and physical maturity of the youth in our community within an athletic environment. It will offer the facilities, equipment and coaching guidance needed to assist in their development. The opportunity to learn baseball skills, have fun and be part of a team is what baseball “on the hill” is all about.

### **I. DRAFT PROCEDURE**

#### **A. MANAGERS/ASSISTANT MANAGERS**

- 1.) Each team must have a Manager prior to the draft or the draft will be postponed until a Manager is found.
- 2.) All returning Managers will be given the option to retain their team name.
- 3.) The Managers will appoint all Assistant Managers at the draft and will be allowed up to 1 Assistant Manager of their choosing before the draft begins.
- 4.) Only the Manager or his appointed representative, approved by the President or Baseball Commissioner, may be present at the draft. No person selecting players for a team shall receive assistance in the selection process from anyone during the draft.
- 5.) No children are permitted to attend the draft.

#### **B. PLAYER SELECTION**

- 1.) On the day of evaluations, the teams will choose their positions in the draft with the last place team choosing their position, then the next to the last team choosing their position, etc. until all teams have their drafting position picked. Managers may not trade positions.
- 2.) In Pinto, Mustang and Bronco, Managers rate all players 1-3 with 1 being the highest rating. All 1's must be distributed on teams first before 2's, etc. Once there aren't enough players of the current rating to complete a full round, a player in the next rating may be selected.
- 3.) After each round is finished, the following round will return in the reverse order (snake drafting order).
- 4.) The last round will be drawn from the hat. If there are not enough players for all teams in the final round, blanks will be put in the hat for the number of players short.
- 5.) The name of any player who does not attend tryouts will be placed in a hat. Any team may draw from the hat in any round after the fourth round.
- 6.) If a player is known by the majority of the Managers present, he will be placed in the draft.
- 7.) There will be no trading of players after the draft. Hardships must be made known prior to the draft. When a hardship occurs, the round of the draft will be determined by a consensus of the Managers.

- 8.) Manager's son(s) draft ROUND will be determined during the Player Rating Section of the draft, prior to the beginning of the draft, by a consensus of the Managers in that league.
- 9.) When brothers are both eligible in the same league, they will be put on the same team. Managers will draft the first brother with the normal draft process. Prior to the beginning of the draft, the Managers, by consensus, will determine which ROUND the 2<sup>nd</sup> (and 3<sup>rd</sup> if applicable) brother will be assigned to in their respective age group.
- 10.) If there is a conflict in a round where a player can be drafted in a position which has already been assigned that pick is moved up one round (not down).

### **C. REDRAFT PROCEDURE**

- 1.) Coaches will draw a number from a hat, the number they draw will be their position in the draft order.
- 2.) Whenever a league redrafts, each age group will be drafted separately, with the older age group drafted first.
- 3.) The order of draft will be reversed for the younger age group.  
Example: Team drafting first in older age group will draft last in the younger age group.

### **D. TEAMS**

- 1.) Prior to the draft, each League Director will evaluate the number of players in the league.
- 2.) The League Director, with the approval of the Commissioner, will determine how many total teams will be required.
- 3.) The League Director must then secure assignment of a team Manager from the Commissioner and the HAC Manager Selection Committee.

## **II. EQUIPMENT**

### **A. PLAYING EQUIPMENT**

- 1.) All catchers must wear athletic supporters with cups. This Equipment will be supplied by the HAC.
- 2.) All catchers must wear helmet, face guard, throat guard, shin guards and chest protector. Catchers will not be allowed to play without this equipment.
- 3.) Metal cleats are not permitted.
- 4.) As of January 1, 2018, the new USA Baseball Bat Standard was implemented. Little League-approved baseball bats that were approved for use for the 2017 season will no longer be acceptable for use in any Little League game. All bats shall bear the USA Baseball logo and shall not be more than 33 inches in length; nor more than 2<sup>5</sup>/<sub>8</sub> inches in diameter

- 5.) All players shall be in full HAC issued uniform to play; Including Competitive and Tournament Teams. Players may be granted permission to wear something other than HAC issued uniform with the approval of the League Director or Baseball Commissioner.
- 6.) All uniform must be issued to players. Registration fee must be collected prior to issuing uniform. Hardships will be accommodated.
- 7.) No tampering with any equipment for the purpose of enhancing a player's ability.
- 8.) Managers will be held accountable for use of illegal equipment by any player on his team.
- 9.) Equipment is to be picked up and returned at designated times.
- 10.) Players and Coaches who have not turned in uniforms/equipment from the previous year will be withheld from the draft until said uniforms/equipment is turned in or paid for.
- 11.) Pinto League pitchers must wear a batting helmet with a facemask.
- 12.) Protective mouth guards are recommended for all players.
- 13.) The HAC may require, at their discretion, any or all leagues to wear batting helmets w/facemasks. If applicable, this would be mandatory for all participants in said league.
- 14.) Batting Helmets with facemasks are required in the Pinto & Mustang divisions. Helmets with facemasks are recommended in all other divisions.

### **III. SCHEDULES**

#### **A. REGULAR SEASON**

- 1.) Pinto, Mustang and Bronco Leagues will follow the schedule format described below.
- 2.) All team schedules will be prepared by the HAC and implemented by the League Director.
- 3.) Schedule position will be determined by draw of the hat.
- 4.) A minimum of 14 games must be played in all leagues.
- 5.) A tournament separate from the regular season will be played to determine a tournament champion. Any tournament and tournament format must be approved by the Baseball Commissioner and HAC President.
- 6.) School Activity Rule: If 3 or more players from the same team are not present due to a school function, the game will be rescheduled at the discretion of the Commissioner and the League Director. Managers should give notice and the names to the League Director at least one week prior to the function (sooner when possible).

## **B. SCHEDULE FORMAT**

- 1.) Teams are placed in a single division with each team playing each other team at least once and some teams twice (or more).
- 2.) The League Champion and Runner-Up will be determined by the best won-loss record. A tie is  $\frac{1}{2}$  win and a game played to determine win %. A single game playoff will be used to break first place or runner-up ties.
- 3.) An end-of-season tournament will be held in each league. The tournament will begin on a designated date; the date will be set prior to the beginning of the season. Available formats include single elimination, double-elimination, and round robin.
  - a) Pinto - seeding will be based on a blind draw.
  - b) Mustang and Bronco - seeding will be based on regular season standings. Ties will be broken by head to head comparison, number of wins and/or total season runs scored in that order.

## **C. GAME TIMES**

- 1.) Weekdays at 6:00 p.m. (5:15 pm except Pinto & Shetland when 29 games are scheduled)
- 2.) Saturdays between 9:00 a.m. and 4:00 p.m. at the Commissioner's and President's approval.(Optional regular season game or makeup)
- 3.) Sundays: NO Games (Except Post Season, Competitive League, or extreme weather make-ups with the approval of the Commissioner and President) No Sunday games to begin prior to 1:00pm.
- 4.) Regular season games will be forfeited after 10 minute grace period. No grace period for tournament games.

## **D. PRACTICE SCHEDULES**

- 1.) During the school year, only two team events permitted Monday through Thursday, and no more than 4 team events per week.
- 2.) Sunday Practices, which CANNOT be Mandatory and cannot be held before 1:00 p.m.
- 3.) No practices will be permitted on the Middle School Football or Soccer Fields.
- 4.) Pre-season scrimmages scheduled by the League Director are mandatory. Any conflicts will be resolved by the League Director.

## **E. LENGTH OF GAMES**

- 1.) Regulation games shall be 6 innings for Pinto, Mustang and Bronco.

- 2.) Game Time Limit: On Monday through Thursday during the school year, no inning can *start after 8:00pm*. An inning start time is defined as the time of the last out of the previous inning. There is no Game Time Limit on weekend games or on games after school is out or during the In House Tournaments.

## F. GAME CANCELLATIONS & SUSPENDED GAMES

1.) Regular season suspended or canceled games will not be rescheduled unless an entire Saturday is lost. If a Saturday is lost, we may utilize the 1<sup>st</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Sunday in May and the 1<sup>st</sup> and 2<sup>nd</sup> Sundays in June depending on the particular calendar year. A regular season game may be made up if the cancelled game prevents a team from meeting the requirements of the schedule format (playing each team at least once or meeting the minimum game requirements).

2.) In the event of a delayed start due to bad weather on Saturdays, the first game will be moved to after the last regularly scheduled game.

Example: 10 a.m. game would move to 4 p.m., the 12 p.m. and 2 p.m. games would play as schedule.

3.) Regular season games that are suspended due to weather or darkness will be considered complete when:

- a. Pinto Mustang and Bronco: The visiting team and/or the losing team have 4 complete turns at bat. b. If the game is called during an incomplete inning, yet the game meets the minimum inning Requirements for an official game, the score at the end of the last completed inning will determine the outcome of the contest.
- c. Weather/darkness shortened games that are tied after 4 innings will be considered a tie game.

4.) Managers involved with suspended games will assure that all relevant data is provided to the League Director and each other so that play may be resumed at the exact point of suspension. All pitching rules must be followed.

5.) When continuing suspended games, any player not on the original batting order must be placed at the bottom of the batting order rotation. If the last batter in the original batting order has just batted and the game was suspended, then any new player(s) who participates in the continued portion of the game will bat last after the full batting cycle has been completed.

## V. PLAYING RULES

### A. LOCAL PLAYING RULES

**Note: If it is not outlined in these rules, Little League Rules WILL apply. Pony/Colt Leagues will comply with their appropriate league rules, Pony, Colt or Continental Rules.**

- 1.) All leagues will bat their full roster in continuous order, except Pony/Colt.
- 2.) All leagues, except Pony/Colt, will use free substitution rules.

- 3.) Pinto, Mustang and Bronco Leagues must play ALL players at least 50% of the game in the field.
- 4.) Ten run rule will apply to all games played. Example: Team winning by 10 runs or more after 4 innings of play, the game is over.
- 5.) PINTO & MUSTANG will attempt to field 10 players. A minimum of 9 players per team must be present to play the game. BRONCO must field 9 players the entire game. Any player arriving after the game has started will be placed at the bottom of the batting order and will bat when his turn comes up in the order.
- 6.) No team will be allowed on the field prior to 4:30 p.m. for pre-game warm-up. (5:00 p.m. during the school year) and exception is made to this rule for the PINTO league, when two games are scheduled. The time available will be shared equally by both teams.
- 7.) Home team uses first base dugout and is responsible for getting the bases before and after the games. Home team will supply the ball.
- 8.) Winning team must report scores to the League Director after each game; who then will report the scores to the Commissioner at the end of each week. Pitching leagues will include record of pitchers used, and innings pitched/pitch count. The League director may suspend a manager for one game for repeated failure to report their game results within 18 hours from the end of the game.
- 9.) Injured runner rule: In the event a runner is injured during the game, the player who made the last out prior to the injury will be the substitute runner.
- 10.) If any defensive player is attempting to field the ball and is about to make a play at home plate, the base runner must slide to avoid a collision. If, in the **UMPIRE'S JUDGMENT**, contact occurs, the runner will be called out, if he does NOT slide. ***If the runner doesn't slide, yet no contact occurs, the runner will not be called out.*** If the runner doesn't slide, and in the Umpire's judgment the runner deliberately or intentionally runs into the defensive player in a viscous manner, the runner will be called out and ejected from game. The player will also serve a minimum one game suspension, with a maximum suspension of three games, starting with the next game played. The player suspended will not be permitted to be on the baseball grounds during the suspension period. A second ejection from the second game and the player will serve an additional two game suspension. A third ejection means suspension for the rest of the season including playoffs/championships. Person ejected is not allowed in the complex.
- 11.) 2 PINTO defensive coaches are allowed in the outfield BEHIND all outfield players until Memorial Day. After Memorial Day, no defensive coaches allowed on the field.
- 12.) Managers, Coaches, Scorekeepers, non-participating players and batboys must stay behind the dugout fence. All equipment must be behind the dugout fence. Exceptions: Shetland coaches are allowed on the field during play to instruct defensive players. PINTO coaches are allowed outside of, but not in front of their dugout fence. (Except Catcher helper)
- 13.) The Manager is responsible for his behavior, the behavior of his team and the behavior of his team's fans. If necessary, the Chief Umpire may call time out to warn a Manager and/or fans. If warranted, he has the right to stop play and clear the stands before play is resumed. He will also report any unsportsmanlike conduct of a Manager, Coach, Player or Team to the League Director or Commissioner.

14.) Players, Coaches and Managers may be suspended for continued displays of poor sportsmanship (including violation of LL Rule 4.06). Umpires may take the following actions to control fan abuse:

a) Any parent, fan, manager or coach who voices strong and persistent displeasure with an Umpire's decision or who loudly criticizes any player may be warned by the Umpire.

b) If such acts are flagrant or are repeated, the fan will be asked to leave the park.

c) If a parent refuses to comply with the Umpire's request, the umpire will suspend the duration of the game,

d) both the son or daughter he or she is supporting will be asked to leave the park.

e) In extreme cases, the Umpire may cause the game to be forfeited to the offended team.

16.) Catcher's mitt must be used behind the plate (except SHETLAND & PINTO LEAGUE). First baseman's mitt is optional; if used, it will be used at first base only.

17.) Any player who becomes unavailable to perform (for any reason) after the game has started may be removed from the lineup without penalty, but the player may not re-enter the game. If the player is left in the lineup but cannot bat, an out will be recorded each time his turn at bat occurs.

18.) In Shetland, Pinto, Mustang and Bronco Leagues, any batter attempting to reach first base after putting the ball in play shall not slide or dive into first base. If a batter slides or dives into first base the batter will be called out.

19.) When double safety bags are used, the orange portion should be placed in foul territory and the white portion in fair territory. A fielder may record an out by touching the white portion of the bag. If only the orange portion of the safety bag is touched no out has been recorded.

20.) **THERE ARE NO ON DECK BATTERS:** There is no swinging of the bat, soft toss, hit stick or tee work inside or outside the fence once the game has started.

21.) HAC may require, at their discretion, any or all leagues to wear batting helmets with facemasks. Helmets with facemasks are required in PINTO & MUSTANG divisions. If applicable, this would be mandatory for all participants in said league. Helmets with facemasks are recommended in all leagues.

22.) Only one team is allowed on the field at any time during warm up period. No outfield batting practice is allowed with hard balls, only wiffle type balls. Fences are not to be used for soft toss. Visiting team has the field from 5:20 to 5:40 pm. & Saturday 9:20-9:40am. Home team has the field from 5:40-6:00pm & Saturday 9:40 to 10:00 am. Saturday games after 10 am each team gets the field for 5 minutes.

23.) In MUSTANG and BRONCO Leagues, any batter who shows bunt may not swing at a pitched ball. Any batter who shows bunt and then swings at a pitched ball shall be called out.

## B. PINTO LEAGUE RULES

**PINTO League (6-8)** teaches the basic fundamentals of baseball. “Overhand coach pitch” will be used for the entire season; pitching machines will no longer be used during regular season or league tournament play.

### General Rules

- 1.) Each team will play 10 boys in the field (4 outfielders). If only 9 players are present 3 must be used as outfielders. Outfielders must start play in the outfield grass.
- 2.) An inning will be deemed complete when 3 defensive outs are made or 6 offensive runs are scored. 6<sup>th</sup> inning is unlimited
- 3.) Standings will not be recorded in the PINTO League. No trophies will be given out for regular season standings. Instead 1<sup>st</sup> and 2nd place trophies will be given for the In-House Tournament. Participation medals will be passed out for the teams that do not end up winning a 1<sup>st</sup> or 2nd place trophy.
- 4.) Coach Pitcher must start pitching motion with one foot on the pitching rubber.

### Batting Rules

- 1.) At the Umpire’s discretion, a player will be called out for throwing a bat after his team has been given one warning, whether strike or foul.
- 2.) A batter is out on any fair hit ball when one or both feet are entirely outside the lines of the batter’s box.
- 3.) A batter will have a maximum of six pitches. Additional pitches are pitched only if batter fouls off the sixth and subsequent pitches. The team batting will have a coach behind home plate to retrieve the balls.
- 4.) When a batted ball hits the coach pitcher, the ball becomes dead and considered a “no pitch” to the batter.
- 5.) Base stealing is not permitted.
- 6.) Bunting is not permitted.
- 7.) If a base runner overruns first base, he may return to first base whether he turns into fair or foul territory. If the runner makes or fakes an advance toward second base, he may be tagged out.

## Fielding Rules

- 1.) If the catcher throws the ball to a fielder other than the pitcher, the ball is still live and runners may advance.
- 2.) On a batted ball, the ball is live and the runners on base may advance until any infielder:
  - a.) has control/possession of the baseball and is positioned on the infield dirt/grass.
  - b.) when the lead runner's progress is stopped and the umpire calls time.

The umpire will call time and position the base runners according to the position of the hash marks between the bases. Runners past the hash mark will be awarded the next base, runners before the hash mark will return to the previous base.

- 3.) There is NO Infield fly rule for this league.
  - 4.) The pitcher must have one foot within the circle to start play.
  - 5.) Batters, pitchers, catchers and base runners must wear protective helmets with facemasks
  - 6.) A catcher's mitt or first baseman's mitt is optional for the catcher.
- 7.) On over throws to any base, batter and base runners may advance only one (1) base, at your own risk. There is one base maximum that can be advanced on a play, irregardless of additional throws

## **C. MUSTANG LEAGUE RULES**

**MUSTANG LEAGUE (9-10)** begins the players training in the complete game of baseball. General Rules

- 1.) Each team will play 10 boys in the field (4 outfielders). If only 9 players are present, three must be used in the outfield.
- 2.) An inning will be deemed complete when 3 defensive outs are made or 6 offensive runs are scored. 6<sup>th</sup> inning is unlimited
- 3.) Time between innings—after last out of previous ½ inning, pitcher has 2 minutes to warm up. After 2 minutes, no more warm up pitches may be taken.
- 4.) No participation trophies will be passed out in this division.

## Batting & Fielding Rules

- 1.) At the Umpire's discretion, a player will be called out for throwing a bat after his team has been given one warning, whether strike or foul.
- 2.) Stealing is permitted. No leadoffs will be permitted. When a base runner leaves the base before the ball reaches the batter, runners will go back to the bases they last occupied on a steal, unless put out. A violation by one runner shall affect all other base runners. On a hit ball, play continues and outs are counted. If outs are not recorded, no runner may advance beyond the base they would have achieved had they not left early. Refer to LL rule 7.13 for the many examples and special circumstances.
- 3.) Delayed stealing is not permitted. If the runner's forward progress stops, he must return to the last safely touched base. In the case of an overthrow, the runner may continue an attempt to advance, even though his progress may have been stopped.
- 4.) Runner on 3<sup>rd</sup> base can only advance home on:
  - a) passed ball
  - b) hit ball
  - c) play to any base by catcher
  - d) catcher overthrow to the pitcher
- 5.) Catcher runner rule: if the catcher gets on base with two outs, the Manager, at his discretion, may use a substitute runner from the player that made the last out. The catcher/player being removed must be placed at the catcher position the next defensive inning.
- 6.) Pitcher-runner rule: If a pitcher gets on base with two (2) outs, the manager at his discretion, may use a substitute runner from the players that made the last out, in order to warm up the pitcher. The removed player must enter the game at the pitcher position.

## **D. BRONCO LEAGUE RULES**

**BRONCO league(11-12)** takes the developing young players into the full game of baseball.

### **General Rule**

- 1) No participation trophies will be given out for this division.

### Playing Rules

- 1.) Stealing is permitted. No leadoffs will be permitted. When a base runner leaves the base before the ball reaches the batter, runners will go back to the base they last occupied on a steal, unless put out. A violation by one base runner shall affect all other base runners. On a hit ball, play continues and outs are counted. If outs are not recorded, no runner may advance beyond the base they would have achieved had they not left early. Refer to LL rule 7.13 for the many examples and special circumstances.

- 2.) Delayed stealing is not permitted. If the runner's forward progress stops, he must return to the last safely touched base. In the case of an overthrow, the runner may continue to attempt to advance, even though his progress may have stopped.
- 3.) Runner on 3<sup>rd</sup> base can only advance home on:
  - a) passed ball
  - b) hit ball
  - c) play to any base by catcher
  - d) catcher overthrow to the pitcher
- 4.) Catcher-Runner Rule: if the catcher gets on base with two outs, the Manager, at his discretion may use a substitute runner from the player that made the last out. The catcher/player being removed must be placed at the catcher position the next defensive inning.
- 5.) Pitcher-Runner Rule: If a pitcher gets on base with two (2) outs, the manager at this discretion, may use a substitute runner from the players that made the last out, in order to warm-up the pitcher. The removed player must enter the game at the pitcher position.
- 6.) Time between innings-After last out of previous ½ inning, pitcher has 2 minutes to warm up. After 2 minutes, no more warm up pitches may be taken.
- 7.) An inning will be deemed complete when 3 defensive outs are made or 6 offensive runs are scored.  
6<sup>th</sup> inning is unlimited

#### **E. MUSTANG & BRONCO PITCHING RULES**

##### **"Regulation VI - Pitchers" from LL Rules**

- a.) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.
- b.) Players once removed from the mound may not return as pitchers.
- c.) The manager must remove the pitcher when said pitcher reaches the limit for his/her age groups as noted below, but the pitcher may remain in the game at another position:

League Age:

9-10 = 75 pitches per day max

11-12 = 85 pitches per day max

- d.) Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:
  1. That batter reaches base;
  2. That batter is put out;
  3. The third out is made to complete the half inning

The Pitcher's pitch count for the game will be the count of pitches at the start of the last batter faced. Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Please see LL Rule VI (a) for pitcher/catcher rules.

Pitchers league age 14 and under must adhere to the following rest requirement:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day no (0) calendar days of rest must be observed.

Note: There is no "automatic" intentional walk. To intentional walk a batter the team must adhere to the rules of baseball and pitches are counted.

## **F. PROTEST PROCEDURE**

**The protest procedure outlined below is only to be used as a last resort. All participants are encouraged to resolve any issues surrounding a disputed play while on the field.**

- 1.) Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired.
- 2.) A protest must have basis in the rules; no protest may be submitted on an umpire's alleged error in judgment.
- 3.) Once a protest is recognized by the Umpire-In-Chief, both managers and the Umpire-In-Chief must sign the official scorebook to document the point in the game at which the protest occurs.
- 4.) A written protest must be filled within 24 hours of game end and delivered to the appropriate League Director.
- 5.) The League Director and/or Commissioner will investigate the protest's merit and at the very least, speak with the opposing manager and Umpire-In-Chief of the contest. A League Director from another league will be used if a conflict of interest exists.
- 6.) The League Director, Commissioner, and President will render a decision within 48 hours of protest submission. Local Playing Rules and The Sporting News Rules will be used as aides in the decision process. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the HAC President the violation affected the protesting team's chance of winning the game.

## **VI. POST SEASON**

### **A. TOURNAMENT TEAM MANAGERS (except Pony/Colt Leagues)**

- 1.) Tournament Manager Selection Committee comprised of the President, Commissioner, and Director, will nominate up to 3 potential candidates to be voted on by the respective league's Managers. This vote will be collected by the league director prior to the selection meeting and the results will not be announced within 3 days before the selection meeting. A tie of that vote will be broken by a revote of the tied candidates only. If a tie still exists, the Tournament Selection Committee will break the tie. If any committee person is a coach in the league and interested in managing the tournament team, the 1<sup>st</sup> VP will take his position on the committee. If a conflict still exists then the 2<sup>nd</sup> VP will be used. Traveling and tournament team entries will be subject to approval of the Board of Trustees
  - a.) Manager may only appoint 3 assistant coaches and 1 scorekeeper.
- 2.) The responsibility that comes with managing the Tournament Team goes beyond the playing field. Managers need to be involved in fieldwork, fundraisers, umpiring and the general welfare of the players. The Tournament Manager Selection Committee (consisting of the President, Commissioner & League Director) and Managers will take these guidelines into account along with League Standings in choosing Tournament Team Managers.
- 3.) Managers will meet with League Director, Commissioner and one HAC officer (not affiliated in that particular league) to vote and elect 9 players. Each team will be represented at this election by the Manager.
- 4.) The Tournament Manager Selection Committee may remove and replace the Manager and Coach at any time in accordance with the Little League Rules.

### **B. TEAMS**

- 1.) Selection of District Tournament teams as well as other tournament teams will be selected no earlier than 7 days prior to June 15. The date will be determined by the HAC Tournament Selection Committee.
- 2.) No tournament will be played prior to the end of the regular season, unless it is an HAC tournament.
- 3.) If a selected HAC Tournament Manager wants to take a team to a tournament above and beyond our tournament rule allotment, all money must be provided by the participating team with the permission of the President and Baseball Commissioner.
- 4.) No player may play on more than one tournament team.
- 5.) All teams must wear the same uniform.

### C. TEAMS & APPROVED TOURNAMENTS PAID for by HAC

HAC will pay for (2) tournaments for each approved age group per league where total players does not exceed 120. All HAC tournament teams are required to participate in all HAC sponsored tournaments for their age group. Teams will not be charged for HAC sponsored tournaments. They will not count toward the 2 tournaments the HAC pays for. **However, the HAC limits payment to no more than \$600 for those 2 tournaments.**

	<b>Teams</b>	<b>Tournaments</b>
<b>Pinto</b>	1-8yr Old	2 Per team
	1-Mix or 7 Only	2 Per Team (strive for more 7 yr olds than 8 yr olds)
<b>Mustang</b>	1-9yr Old	2 Per Team
	1-10yr Old	2 Per Team (This team will go to District Competition)
<b>Bronco</b>	1-11yr Old	2 Per Team (This team will go to District Competition)
	1-12yr Old	2 Per Team (This team will go to District Competition)
<b>Pony</b>	1-13yr Old	2 Per Team
	1-14yr Old	2 Per Team
<b>Colt</b>	2-15 thru 18yr	2 Per Team

### D. PLAYER SELECTION

- 1.) Number of players per team: Minimum of 12 and maximum of 14 players on each and every team.
- 2.) Players can only participate in their own age group, within their league. (Exceptions will be reviewed by the Policy Committee.)
- 3.) Managers will meet with League Director, Commissioner and one HAC Officer (not affiliated in that particular league) to vote and elect 9 players. Each team will be represented at this election by the Manager.
- 4.) Managers will make their nominations in their respective draft orders for each age group. (This decides which teams nominees appear on the top of the ballot for each age group.)

- 5.) Nominated players must make all vacation plans known before they can be nominated. Players who do not reveal vacation plans prior to selection meeting may be removed and replaced with an alternate player by the Manager Selection Committee.
  - a.) Nominated players must sign player nomination form (See Below) to be on the ballot. This form will be used by the player to declare:
    - i.) Vacation Time.
    - ii.) The player's understanding of the responsibilities of being selected.
    - iii.) Intention to return to HAC next year.
- 6.) Managers will vote for 9 players and each player will receive one (1) vote.
- 7.) All players are eligible for All-Star selection.
- 8.) When the voting has been completed and the final selections end in a tie, those players will be put to another vote.

Example: Managers vote for 9, and 7 players are voted on the team, but 4 players end in a tie for the final two roster spots. The Managers vote again for 2 players from the 4 that have tied. So you end up with 9 selected players through the Manager selection process.
- 9.) A minimum of 3 (LL requires 12) and maximum of 5 additional players will be selected by a committee of 3 people consisting of the All-Star team Manager, League Director and Baseball Commissioner, or appointee(s) by the Commissioner to assure the committee consists of 3 different people.
- 10.) All Managers votes will be tabulated in the presence of the Managers, Director, Commissioner and HAC officer (not affiliated in that particular league) at the night of the All-Star selection process and all ballots will be present for the Managers and Coaches to review.
- 11.) After all Managers have voted and no tie breakers are needed the Managers will be dismissed from the meeting. All Managers will be contacted later that night with the results. The Baseball Commissioner will keep ballots for at least 48 hours for review.

Forms can be found at [www.howlandac.com](http://www.howlandac.com)

Click on Baseball, then Rules, then All Star Nomination forms

