



Presented by:



2026 Hopkinton Sizzler
Baseball Summer League Rules

Summer League Directors

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HLL Directors

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Fields

All games are in Hopkinton at EMC Park, Carrigan Park, and Pyne Field, with some games being played at neighboring town fields and at Hopkinton High School (HHS) when make-up games are required.

Player Age Eligibility Requirements

The Summer League follows Little League cutoff dates for age eligibility ([Little League Ages](#)):

Division	Players Born Between
8U	9/1/2016 – 8/31/2017
9U	9/1/2015 – 8/31/2016
10U	9/1/2014 – 8/31/2015
11U	9/1/2013 – 8/31/2014
12U	9/1/2012 – 8/31/2013

Players may “play up” (i.e., a younger player **can** participate in the immediately older age division); however, players may **NOT** “play down” (i.e., an older player **cannot** participate in a younger age division).

Exception: Exceptions may be made on a per-case basis to accommodate special conditions/requests and will be disclosed at the coaches’ meeting (e.g., Sizzler honors Cal Ripken ages for Nipmuc, who utilize the old Little League 30-APR cut-off date rather than the current 31-AUG date).

Other Player Eligibility Requirements

The Summer League is open to players **who reside in the registered team’s community** (e.g., all Hopkinton teams are comprised entirely of residents of Hopkinton, all Nipmuc teams are comprised entirely of residents of Upton and Mendon, etc.) and who are **NOT** partaking in **ANY OTHER** tournament play during the Summer Sizzler season.

Exception 1: AAU players who played in their town’s spring baseball season may participate, provided **they are not elite players**.

Exception 2: Towns unable to enter a full roster of non-elite players may be allowed to combine with other towns or augment their roster with non-elite players from neighboring towns with prior consent from the Sizzler committee (also communicated at coaches’ meeting).

If a team is found to have "elite" players and/or players participating in another tournament, that team will be removed from the Sizzler season at the time of discovery without reimbursement.

Rosters

Rosters are limited to a **maximum** of fourteen (14) players and may be comprised of up to eight (8) players from the immediately younger age division. Each team is allowed one (1) head coach, two (2) assistant coaches, and one (1) scorekeeper.

Rosters must be submitted prior to the team's first game. Once submitted, the roster is final.

Exception: If injury drops a team below the 8-player minimum, a League Director will coordinate with the team to find a suitable replacement player, who **must** fulfill the above requirements.

All players and coaches are **required** to submit a signed Code of Conduct form.

Call-Ups

Call-ups temporarily augment teams that fall below the minimum roster requirements and are permissible from registered Sizzler teams from the immediately younger age division (e.g., 10U players can be called up to an 11U team). For 8U teams and Sizzler teams unable to call up from their own immediately younger age division, call-ups can come from the general town playing pool for that team/town, provided they meet all of the Player Eligibility Requirements above.

Call-ups shall be noted in the team line-up and brought to the attention of the opposing coach prior to commencing play. **Failure to comply will result in immediate loss of call-up privileges.**

An individual call-up player shall be utilized a **maximum** of three (3) times.

Note: **Call-ups CANNOT be used as pitchers and CANNOT be used during the playoffs.**

Schedule

The regular season shall consist of up to ten (10) games, followed by a single-elimination playoff consisting of up to three (3) games, each depending on the number of teams in the division. Rainouts may further reduce the number of regular season games.

Playoffs

All teams qualify for the single-elimination post-season playoff. Regular season standings shall determine the seeding, based on the following system:

1. Number of Wins
2. Total Points (Win = 2 Points, Tie = 1 Point)
3. Head-to-Head Competition
4. Runs Allowed in Head-to-Head
5. Runs Allowed Per Game
6. Coin Flip

Seeds will determine playoff matchups, with the higher seed (1 being the highest) designated the home team. The highest seed shall play the lowest seed in each round (e.g., in a 4-team division, 1v4 and 2v3). Higher-seeded teams may receive bye(s) in the playoffs, depending on the number of teams in the division.

Note: **To be eligible for participation in the playoffs, players must participate in at least one-half of the respective team's regular season games.**

Umpires

Hopkinton shall furnish umpires for all games scheduled at EMC Park, Carrigan Park, Pyne Field, and HHS. In the event that a game is suspended/rescheduled due to weather/darkness/other by the Umpire or League Director and the resumption or make-up game is played on a field outside of Hopkinton, the towns involved shall work with a League Director to arrange for Hopkinton Umpires to be provided or utilize local Umpires on a reimbursement basis (\$65/game). If a game is rescheduled for any reason other than an HLL-mandated weather cancellation or an on-site assessment during the attempt to play the scheduled game, the towns involved shall be responsible for furnishing the umpires and covering all associated fees.

Umpires must be a minimum of 13 years old. Most games are scheduled to have both a home plate and base umpire, but games can and will be played or continued with only a home plate umpire. All playoff and championship games will have at least two (2) umpires.

Awards

A first and second place team trophy, as well as individual player awards for up to 12 rostered players, shall be distributed immediately following the Championship Game in each age division, as determined by the single-elimination playoff.

Pre-Game Warm-Ups and Practice Area

There is no pre-game infield allowed. Pre-game warm-ups (stretching and light tossing) are limited to the park-like areas bordering the fields. Soft toss against any fence or backstop is prohibited, as these may be near spectator areas. At no time shall batting practice or batted balls be permitted in spectator areas.

Pitchers may warm up (throw to a catcher) in the designated bullpen areas at EMC or in the outfield at all other fields.

Batting practice is permitted in batting cages only. There are three cages at EMC Park (one each for Egan, McIntyre, and Colella Fields), two at Carrigan Park (one each for Carrigan Fields 1 and 2), one at Pyne Field, and one next to HHS Field 4. Two people are allowed in the cage at any time, a helmeted Tournament player and an adult. Cages are reserved for the **home** team for 60-30 minutes before the game's scheduled start time and for the **away** team for the final 30 minutes before the start time.

Note: Due to a noise ordinance, batting practice is NOT allowed in the EMC Park batting cages before 11:00 am on Sundays.

Dugout Personnel and Coach Restrictions

Besides rostered players and coaches, **NOBODY** is permitted in or around the dugouts during a game (e.g., **no** batboys, siblings, parents, or other fans).

Coaches are restricted to the dugout or immediate proximity to the dugout entrance, unless coaching first or third base in the assigned boxes. Base coaches must remain in the coaches' boxes unless an umpire allows a called time-out. Teams are permitted to use two (2) adult **or** one (1) adult and one (1) uniformed and helmeted player as base coaches.

Reporting Scores and Pitching

Head coaches are required to report final scores (**home team in ALL age divisions**) and pitch counts (**both home and away teams**) for their games **within 12 hours of the game's completion** to the Sizzler website (detailed instructions provided in the [HLL Web Site User Guide](#)). Scores and pitch counts can also be reported directly to a Summer League Director on-site before leaving the field or via e-mail (hopkintonsizzler@gmail.com) or text message to a Director following the game. When reporting by any means other than via the web site, be sure to provide your team name and age division. **Failure to report scores and pitch counts within the 12-hour period from the game's conclusion will result in immediate forfeiture of the offending team's next scheduled game.**

Rain-Outs/Cancellations

All coaches must check the [Hopkinton Little League Website](#) for cancellation. If subscribed, coaches and player families will receive automated email notifications when the Sizzler Committee decides in advance to cancel all games for the day (by 3:30PM on weekdays and by 7:30AM on weekends). If this notification is not issued, teams must report to the field for their scheduled game's start time, even if the weather appears inclement, and determination of conditions will be made on-site. Once a game has begun, it is the decision of the on-site Director, in conjunction with the Umpire(s), to suspend the game because of weather or field conditions, with player safety always the deciding factor.

PLAYING RULES

The Little League Rule Book, not the Tournament Rules section, is the guide for all rules not specifically addressed in this document. Situations not covered by this document or the Little League Rule Book will be decided by the Sizzler Committee, with all decisions being final and not subject to appeal.

The following rules are **Exceptions/Clarifications** that are adopted in an attempt to enhance play in the Sizzler Summer League.

1. Official Game:

It is at the discretion of an on-site League Official and/or the Umpire to suspend a game for any reason (e.g., weather, darkness, field conditions, etc.). If a game in progress is suspended for any reason, it is an official game when:

- four (4) full innings have been completed,
- the home team is leading after 3½ innings have been completed,
- the visiting team (8U/9U/10U **only**) is leading by >5 runs in the 4th inning, or
- the home team has at least tied the score during the uncompleted bottom of the 4th inning.

If a **regular season game** is called after the 4th inning has completed, the score at of the end of the last completed inning shall be submitted as the official score, which **CAN** be a tie.

If **any** game is called prior to one (1) full inning being completed, the game is unofficial and shall be replayed in its entirety, if the schedule permits, and no pitch counts are recorded.

If **any** game is called after one (1) or more innings have been played, but before it becomes an official game, it shall be resumed on another day exactly where it left off, if the schedule permits. Pitch counts are recorded, and rest rules must be respected even if the game is resumed within the window of rest for the active pitchers (e.g., if a pitcher has thrown 21+ pitches and the game is suspended after 1+ innings until the next day, that pitcher is ineligible for the resumed game and cannot be used).

Exception: **Playoff games** suspended during/after the 4th inning that otherwise might be deemed official shall be resumed following these rules and played to completion.

If the schedule is unable to accommodate continuation of a suspended regular season game, the game shall be declared “no game”; however, the recorded pitch counts for the innings played still count towards the rest rules for those pitchers.

2. **Mercy Rule:**

A twelve (12) run mercy rule shall be enforced for all Official Games during both the regular season and playoffs in all age divisions. Should a 12-run differential occur **before** the game is official, the two head coaches may agree to call the game early or play until the game becomes official.

Example 1: Home team up by 12+ entering bottom of 4 - official game, home team wins.

Example 2: Visiting team up by 12+ entering bottom of 4 - NOT an official game, home team gets at-bat. Visiting team wins if home team does not score enough to get within 12, as it is an official game, otherwise the game proceeds to the 5th.

Example 3: Home team up by 11 entering bottom of 4 – game becomes official win for home team as soon as they score the run to make it a 12-run differential.

Example 4: Either team up by 11 in 5th inning and beyond - the game is already official and ends immediately as soon as the 12-run differential is met, regardless of which team scores it.

3. **Game Duration/Clock:**

The plate Umpire is the official timekeeper and will start the game clock immediately before the first pitch is thrown, not necessarily at the game’s scheduled start time. Be sure to confirm the official start time to avoid confusion as to when the below time limits will be enforced.

No new inning shall begin after 1 hour and 45 minutes of play nor after 7:45PM on unlit fields. The plate Umpire shall announce “**last batter**” to both teams as the time limit is reached, at which point the batter shall finish the at-bat. Should a game reach the 2-hour limit, it is subject to the Official Game rules.

Games are limited to six (6) innings or two (2) hours (including any rain delays or any other delays), whichever occurs first. Official regular season games **CAN** end in a tie and **shall** proceed to extra innings only if there is time to the 1:45 rule for beginning a new inning.

Note: Playoff games shall be 6 innings, unless shortened due to the Mercy Rule, with extra innings being played as needed until a winner is decided.

4. **Playing Time Requirements and Substitutions:**

Teams are allowed to substitute from the bench at inning breaks only (including pitchers), not during an inning, unless required to by injury/illness. Injured players may be temporarily removed from the game and later reinserted in the same spot in the lineup without penalty. When a pitcher is removed during an inning, she/he must remain in the game defensively (see Pitching Rules).

All attending players shall play defensively in each game for a **minimum** of three (3) innings.

All players shall play a **minimum** of one (1) inning per game in the infield and one (1) inning per game in the outfield. For the minimum requirement, an “inning” is three consecutive outs at the position.

All players shall play a **maximum** of three (3) innings defensively at any position.

Exception 1: The catcher may play a **maximum** of four (4) innings defensively.

Exception 2: The pitcher may play as many innings defensively as eligible to pitch. If removed prior to the game’s conclusion, the pitcher

must be placed in the outfield or otherwise be scheduled to appear there by the 6th inning.

Note: Extra innings do NOT count towards these maximums.

Players may be moved on defense according to the “free substitution” rule at any time during an inning. **When a player is moved during an inning, that inning is counted towards the imposed single-game maximums for ALL positions played in the inning.**

For rosters of 12 or less, position requirements must be satisfied by **the end of the 4th inning**, with the exception of the pitcher, who may pitch a full game.

For rosters of 13 to 15, position requirements must be satisfied by **the end of the 5th inning**, with the exception of the pitcher, who may pitch a full game.

The position requirement does not apply when games end early (Mercy Rule, 2-hour time limit, or decision to suspend/terminate by the Umpire and on-site Sizzler Director).

Head coaches should document this participation. Should a violation of these playing time rules occur, a team must notify the Umpire **before** leaving the field, such that league officials can be notified and a ruling on such violations can be made prior to the offending team’s next game. If a team is found in violation of the playing time rules, it will forfeit the game in question, and the head coach will be subject to suspension for the remainder of the Sizzler Summer League.

The 8U and 9U divisions are allowed to field four (4) outfielders / ten (10) total players to minimize bench time for these age groups. The outfielders must be evenly placed across the outfield (left field, left-center field, right-center field, and right field, respectively). Teams may not employ the fourth outfielder as a “rover.”

5. Batting Rules:

Only wooden bats and non-wooden bats having the USA logo are permitted.

For all regular season and playoff games, teams shall use a continuous batting order. Players arriving after the game has begun shall be inserted last in the batting order, provided that spot in the batting order has not already passed. Once the lineup wraps, no additional players may be added.

Coaches **must** provide their batting order, with each player’s name and jersey number, to the opposing coach prior to the start of the game.

No player is allowed to handle a bat prior to batting (no on-deck batters). An offending team’s head coach may be removed from the game if this rule is violated, as **this is a major safety concern!!!**

Throwing of bats is forbidden. The Umpire will issue one team warning on the first occurrence of a thrown bat, after which any subsequent occurrence will result in the batter being called out.

Bunting is permitted, except during coach pitch for 8U. Slash bunting, where the batter draws the infielders in by showing bunt and then swings away, is **NOT** permitted. Any player who attempts or executes a slash bunt shall be called out without a team warning.

5.1. Maximum Scoring per Inning:

There shall be a **maximum** of five (5) runs allowed to score per inning during the innings identified below for the various age divisions. Umpires can declare the last inning if the game is close to the time limit:

Division	5-Run Limit In Innings
8U	1 – 5
9U/10U	1 – 4
11U/12U	None

Note: During the playoffs, all extra innings have unlimited scoring.

6. Pitching Rules

Any non-call-up player may pitch.

A pitcher must be removed immediately after a second hit by pitch in a single game.

A pitcher shall be removed on the 3rd mound visit in any inning or on the 4th mound visit in the game.

If substituted during an inning, the removed pitcher shall remain in the game defensively at another position. Regardless of when the substitution occurs, the removed pitcher may not return as a pitcher later in the same game.

An ineligible pitcher violation shall only occur if the pitcher in question delivers a pitch to a batter. A pitcher can be announced, take warm-up tosses, and be withdrawn without penalty up to that point.

A pitcher who delivers **41** or more pitches in a game **cannot** subsequently play the position of catcher (from the Little League International rulebook). Similarly, if a player plays the position of catcher for four (4) innings, that player **cannot** subsequently pitch.

There is no breaking of the wrist allowed. If, at the Umpire's discretion, a pitch is deemed a breaking ball, the pitch shall be ruled a ball, and the Umpire will issue a warning on the first offense. The Umpire may then force a coach to remove a pitcher who continues to violate the rule.

Dropped 3rd strike is **ONLY** enforced in 12U. It does **NOT** apply to 8U/9U/10U/11U.

No hidden ball tricks allowed.

No balks shall not be called.

A pitcher shall be removed when the age-based daily pitch limit is reached, as follows:

Age	Pitches Per Day
8U	50
9U-10U	75
11U-12U	85
Note:	The 50-pitch 8U daily limit supersedes the 2-inning limit in the 8U division. These limits may be exceeded <u>ONLY</u> to complete the at-bat in progress when the limit is hit.

All pitchers shall observe rest requirements, based on the number of pitches thrown in a given day:

Pitches Thrown	Days of Rest
> 65	4
51 – 65	3
36 – 50	2
21 – 35	1
< 21	0

Note: Rest requirements **DO NOT** reset entering the playoffs.

The pitch limit note to complete the at-bat in progress **does not apply** to rest requirements. For example, if a Tuesday pitcher reaches 35 pitches while facing a batter and continues to pitch to that batter, the number of rest days increases from 1 to 2 (the pitcher cannot pitch until Friday). If eligibility on Thursday is desired, the pitcher **must** be removed before delivering the 36th pitch. Similarly, if an 8U pitcher reaches 50 pitches and then throws more pitches to complete the at-bat relative to the daily limit, the number of days of rest still increases from 2 to 3.

Head coaches must agree on pitch counts. It is strongly suggested that pitch counts be aligned after each half inning. Pitch counts shall be logged on the HLL website or otherwise reported to a Sizzler Director within 12 hours of game completion. See the Reporting Scores and Pitching section for further details.

The official pitch count recorder shall provide the current pitch count for any pitcher when requested by either head coach or any Umpire; however, the head coach is responsible for knowing when his/her pitcher must be removed. The official pitch count recorder should inform the plate Umpire when a pitcher has reached the daily pitch limit, at which point the Umpire shall inform the pitcher's head coach that the pitcher must be removed; however, the failure by the pitch count recorder to notify the Umpire and/or the failure of the Umpire to notify the head coach does not relieve the head coach of the responsibility to remove a pitcher when that pitcher is no longer eligible.

In suspended games resumed on another day, the pitchers of record when the game was halted may pitch in the resumed game to the extent of their eligibility that day, provided said pitcher has observed the required rest days since his/her last appearance, whether that was the start of the halted game or another game that occurred since the halted game was suspended. For example, Team A and Team B play one full inning before the game is suspended. Team A's pitcher has thrown 19 pitches, while Team B's pitcher has thrown 21. If the game were resumed the following day, Team A's pitcher **is eligible** to continue pitching (but not required to do so), as the 19 pitches the previous day require no rest. That pitcher can throw up to the daily pitch limit for his/her age in the resumed game, as it is a new day. If the pitcher does NOT resume the game on the mound, he/she is then also **ineligible** to pitch the remainder of the game, as this would be considered an elective pitching substitution within a single game, even though it spanned multiple days. Meanwhile, Team B's pitcher **is not eligible** to pitch in the resumed game, as the 21 pitches the previous day requires one (1) day of rest.

Note: Violation of any section of this regulation shall result in a forfeit.

6.1.8U Division Exceptions

The pitching distance is reduced from regulation 46' to 43', and the distance can be reduced further (to no less than 40') based on pitcher performance, if it increases the percentage of hittable pitches.

A pitcher must be removed immediately after a second hit by pitch in a single game.

A pitcher must be removed when the 50-pitch daily limit defined above is reached or after two (2) innings pitched, **whichever comes first**. One pitch thrown in an inning constitutes an inning pitched (i.e., if Pitcher A begins the 2nd inning and is replaced during the inning by Pitcher B, Pitcher B can finish the 2nd inning and also pitch the 3rd, no more).

A pitcher must be removed after walking consecutive batters (back-to-back walks) or walking three (3) total batters in one inning. The batting team's coach shall pitch for the remainder of the inning in both instances. The player pitcher must stand in the mound area to the right or left of the coach pitcher and defend any batted ball.

A batted ball that hits the coach pitcher is live.

If the coach pitcher delivers a ball or hits the batter, it shall be considered a no-pitch.

If the coach pitcher must relieve the active player pitcher a 2nd time in the inning, the coach pitcher then completes the inning. If it is their first inning pitching, the player pitcher may return for their second inning as long as they stay within their pitch limit for the game.

There is no bunting nor stealing of bases during coach pitch.

Note: After the steal limit is reached, assistant coaches are encouraged to back up the catcher and return passed balls to the pitcher.

7. **Base Running Rules:**

Base runners shall not leave their bases until the pitched ball crosses the plate. If a runner leaves early and the pitch is put in play, it is ruled a no-pitch, all runners are returned to their original bases, and a team warning is issued. Subsequent offenses result in a no-pitch, and the offending runner is declared out, while any other runners are returned to their respective bases.

Exception: If the ball put in play is an over-the-fence home run **OR** the umpires rule that the runner leaving early had no impact on the ensuing play, the rule does not apply.

The **Infield Fly Rule** is enforced in **ALL** divisions **EXCEPT** for 8U.

7.1. **Sliding and Contact**

Sliding is required on close plays, which is any play, at the discretion of the Umpire, where a defender must be in position at any base to receive a potential throw that could reasonably get the runner out while attempting to advance or retreat to a base. Failure to slide on a close play shall result in the Umpire issuing a team warning on the first offense, and any subsequent offense shall result in the runner being declared out.

There is no headfirst sliding into any base, including home plate. The umpire shall call the player out without a warning. Base runners **can** dive headfirst back to a base that he/she has already made.

To avoid injury, all players **must** attempt to avoid collisions/contact:

- Defenders shall not block any base or base path when not actively trying to tag a runner out. Straddling the base/plate while awaiting a throw on a close play is allowed.
- Runners shall not interfere with a defender attempting to field a batted ball.

If contact is made between a runner and a defender, then it is the Umpire's discretion to call the runner out or safe based upon which player is found to be obstructing the other, whether the obstruction is deemed intentional or unintentional, and where to place the runner.

7.2. **Stealing Bases:**

A steal is any base advanced when the ball is not hit. A caught stealing does **NOT** count towards the limit. If the ball is overthrown on a steal, the runner is entitled to attempt to take additional bases as long as the team is under the steals per inning limit for its age division, as any additional bases taken on overthrows also count towards the number of steals allowed in an inning:

- 8U – cap of three (2) steals per inning and one (1) per individual player in that inning (i.e., overthrows on steal attempts incur no risk of further advancement by the runner).
- 9U – cap of four (4) steals per inning.
- 10U – cap of five (5) steals per inning.
- 11U/12U – unlimited steals per inning.

Stealing of home is allowed in **ALL** age divisions **EXCEPT** for 8U.

Monitoring steals is **NOT** the responsibility of the Umpire(s). If a team is believed to have exceeded the inning limit, the team scorekeepers should compare books and discuss the advanced bases to determine if the limit was surpassed. If so, the Umpire shall return the runner(s) in excess of the steal limit to the previously occupied base(s). A protest of this nature can occur at any point before any runner next advances; it does **NOT** have to come before the next pitch.

8. A. Termination of Play and Overthrows (9U – 12U):

Play terminates when the pitcher has control of the ball in the mound area. Runners must remain on their bases if not already attempting to take the next base.

Overthrows that remain in play after a ball is put in play by the batter shall result in any runners on base being allowed to attempt as many bases as possible until play terminates.

Overthrows that remain in play when a ball is **NOT** put in play by the batter shall result in any runners on base being allowed to attempt additional bases, provided that team has not reached its per-inning or per-player steal limit, as applicable.

8. B. Termination of Play and Overthrows (8U Only):

Play terminates when the ball comes into the possession of **any** infielder in the infield (including foul territory around home plate and up the foul lines to where the outfield grass begins). If a runner is advancing to a base when the defensive player gains possession of the ball, the runner may continue advancing to the base but can be thrown out.

On a struck ball fielded by an infielder, one base will be allowed to be attempted by any baserunners on an overthrow. No additional bases will be allowed on that overthrow nor on any subsequent overthrows made on the same play, regardless of who collects the ball after the initial overthrow.

On a struck ball fielded by an outfielder, one base will be allowed to be attempted by any baserunners on an overthrow, only if the overthrown ball then comes into the possession of an infielder in the infield. If the overthrown ball is collected by any player that is **not** in the infield, then play is **not** terminated, and a subsequent overthrow can lead to another base being attempted by any baserunners on the same play.

Example: LF throws wildly trying to get a force at 2nd. On the overthrow, that runner heads to 3rd, and the batter heads to 2nd. The RF picks it up and throws wildly to 3rd. The runners can attempt to advance to home and 3rd, respectively, because an **infielder** has yet to possess the ball **in the infield** to terminate the play.

9. Injuries:

Injuries of any significance must be reported to the on-site Sizzler Director. Hopkinton Little League will always have at least one representative at Summer League games at all times.

10. Undermanned Teams (Forfeits):

At the official start time for each game, each team shall field a minimum of eight (8) players. If either team is below this minimum requirement, the game shall be deemed a forfeit by the undermanned team, and the official score shall be reported as 1-0, with the forfeit identified in the game notes.

In the event of a forfeit, the teams are encouraged to use the time allotted to practice and/or play baseball any way that they can arrange with the players that they have.

11. Baseballs:

One box of official baseballs shall be provided to each team at the coach's meeting or at their first game. The home team is expected to supply baseballs at all games. The Sizzler Committee will provide additional new baseballs for playoff games.

12. Rainouts/Cancellations/Rain Delays/Lightning:

There are no open dates set aside to accommodate makeup games; however, makeup games may be scheduled with a Sizzler Director on any available Hopkinton field, provided umpires can also be furnished. Alternatively, the participating teams may arrange to reschedule a game at a field local to either team at a mutually convenient date/time. Hopkinton may not be able to supply umpires for out-of-town games, but local umpires may be used on a reimbursement basis for approved makeup

games (\$65/game). **The only games to be rescheduled are those which have been canceled due to inclement weather or by the HLL/Sizzler Director.**

In the event of heavy rain, thunder, and/or lightning during a game, a delay may be incurred. During such delays, coaches are responsible for their players and fans. Do not allow any players or family members to remain outside of their vehicles or the Pavilion. **Ensure that all parties understand that remaining outside of designated areas after being instructed to vacate the fields may result in a forfeit by the offending team.**

Thirty (30) minutes since the last visible lightning or audible thunder are required to return to the playing field. If frequent lightning or thunder persists during the delay, the Umpire and Summer League Official may jointly decide to suspend/cancel the game.

Please instruct your players not to leave until the game has officially been terminated, so as to avoid forfeit should weather improve. Should a game be suspended after at least one full inning has been completed, coaches must sign each other's scorebooks acknowledging the score, pitch counts, lineup, and game situation at the time the game was suspended such that it can be resumed, per the [Official Game](#) rules.

13. Appeals/Protests:

Protests shall only be allowed for violation of the participation rules, which must be brought to the Home Plate Umpire before the field is cleared. Hopkinton Little League wants every player on the team to play baseball. Every team manager should be prepared to document his team's compliance with the participation rules. **No other protests will be considered.**

No appeal of a missed base can be made if a player hits a home run over the fence.

14. Behavior

HLL has a "zero tolerance" policy regarding the Code of Conduct. Coaches who exhibit inappropriate behavior, question balls and strikes, or are verbally abusive to the Umpires shall be given one warning from the Head of Umpiring, and a 2nd infraction shall result in that coach being ejected from the game and subject to further disciplinary action by the Sizzler Committee.

All coaches, players, and parents must exhibit the best of sportsmanship at all times. For example, chanting is **forbidden** from both dugouts during the game.

All teams are expected to make every fair effort to win individual games and the post-season tournament on the whole; but, more importantly, everyone in this Summer League is expected to realize the impact of their behavior on the league, players, umpires, and fans.

Fans of participating teams/players disrupting play will be given one (1) warning, and the coaches of the team will be notified. A second occurrence will result in game forfeiture and possible removal of the team from the Sizzler Summer League without reimbursement. Keep it friendly on the field and in the stands. Any decisions will be at the discretion of the Sizzler Committee and/or Hopkinton Little League Directors.

Coaches are responsible for their fans. We encourage you to either send a copy of this to all parents or print this and review it with them prior to the start of the Summer League. Having specific knowledge of the Sizzler Rules can help avoid many conflicts. We realize some situations during games can raise emotions and tensions...please keep them in check.

15. Other

Use of tobacco/marijuana or tobacco/marijuana products and consumption of alcohol are prohibited at Sizzler Summer League games on or near the fields. Local authorities will be called where applicable, and the offending team will forfeit the game.

No pets are allowed in EMC Park or Carrigan Park.

Parking

Carrigan Park: Marshall St. lot, located to the west of the announcing booth. There is also a large lot behind the Dog House (snack shack), accessible via the road next to the Fire Department from Main St. When parking in this lot, do not utilize the marked tenant spaces; rather, use the spots to the rear of the lot. **DO NOT park in the private 85 Main Street lot behind the Carrigan 1 3rd base bleachers, as these spots are reserved for tenants/businesses in the building, and you MAY be ticketed/towed.**

EMC Park: **DO NOT park in the NO PARKING areas, otherwise you MAY be ticketed/towed.** Overflow parking is in the neighboring Marathon Elementary School parking lot (on the other side of the EMC playground) and on the other side of Route 85 at Hopkinton High School (about a 5-minute walk). If the EMC Park lot is full, have your parents and coaches drop off players/equipment, park in one of the overflow lots, and walk back. **DO NOT park in the HCA parking lot just outside the EMC entrance.**

Pyne Field: there is ample parking in the lot adjacent to the field.

Hopkinton High School (HHS): use the Hopkins School entrance (Loop Rd.), bear right and park in Lot H (on left across from the turf field). The HHS6 field is to the left of the turf when walking from this lot. **Please DO NOT park on Loop Rd. itself.** Overflow parking is behind Hopkinton Middle School or in front of HHS.

Hopkinton Little League supports the Hopkinton Police Department in enforcing the no parking zones. If a player is hurt, emergency vehicles must have clear access, so this is a **MAJOR** safety concern.

Let's all work together to continue to make this a fun, yet competitive, event for the players, parents and fans! On behalf of HLL, we thank you for your participation.

The Sizzler Summer League Committee

Patrick Grucela

Heath Guay

Hopkinton Little League Sizzler Summer League - Field Ground Rules

All Fields

1. Tarps/Equipment by dugouts – if an overthrown ball or pitch gets stuck in the tarp or behind field equipment, players should raise their arms for umpires to call time. The ball is dead and runners advance to next base.

EMC Fields

1. Dugouts – if an overthrown ball hits the fence in front of the dugout, the ball remains in play. If the overthrow hits the wood supports above the fence line or the facing of the dugout roof and bounces back onto the field, it is a dead ball and runners will be placed accordingly.
2. If the ball gets through the gate entrance by either dugout, the ball is dead and runners will be placed.
3. If the ball bounces into the dugout, the ball is dead and runners will be placed.

Carrigan Field 1

1. If the ball gets through the gate in center field or the gaps in the fence in right field, have the fielder put their arms up to let umpires know the ball is dead. The runners will be placed accordingly.
2. If a batted ball hits the tree overhanging the 1st base line, it is a dead ball regardless of where it makes contact with the tree.

3. The dugout roof facings and wood supports above the fence are out of play.
4. The fence in front of and on the sides of the dugout is in play.

Carrigan Field 2

1. If a ball goes under or through the gate in center field or the entrances by the dugouts, the ball is dead.
2. The dugout roof facings and wood supports above the fence are out of play.
3. The fence in front of and on the sides of the dugout is in play.

Pyne Field

1. The tires along the first and third base line are out of play. If a ball goes through or gets stuck in the tires, it is a dead ball.