#### The Official Rules of Little League Baseball are used with the following exceptions:

1. Divisional placement is based on grade level:

6U Kindergarten or 5 years old on or before May 1<sup>st</sup>

8U 1<sup>st</sup> & 2<sup>nd</sup> grade
 10U 3<sup>rd</sup> & 4<sup>th</sup> grade
 12U 5<sup>th</sup> & 6<sup>th</sup> grade

- 2. Any requests to move a child up a level shall be reviewed and voted on by the H.A.K. Youth Baseball Board.
- 3. Games are six (6) innings long. In case of a tie at the end of six (6) innings, the game will continue until one team has scored more runs than the other team in an equal number of innings.
- 4. Games that are cancelled due to rain or adverse weather conditions will be rescheduled at the discretion of the local director. After four (4) innings a game is officially completed. Otherwise, it shall be resumed at the exact point at which it was stopped. The game is also over after three and a half (3 ½) innings if the home team is leading. A called game ends at the moment the umpire terminates play. If the game is called during an incomplete inning, the game ends at the end of the previous completed inning. (See Little League Baseball Rule 4.11 for examples)
- 5. A game will be declared a forfeit due to a shortage of players. The game must be started with nine (9) or more players and may end with eight (8) due to injury or illness.
- 6. Mercy Rule If a team is winning by ten (10) or more runs after the 4<sup>th</sup> or 5<sup>th</sup> inning, the game is over.
- 7. Every player on the roster must play at least two (2) complete innings in the field each game (Note: a full inning in the field will consist of three (3) outs or five (5) run limit if applicable). Games shortened by weather or mercy rule are exempt. If the home team does not have to bat in the last inning, players playing the first half of the inning will be considered to have played a full inning. Before the start of the fifth inning, the managers may consult to make sure every player present has played or will play their two (2) innings and have batted or will bat at least once. Violation of this rule will result in a forfeit of the game.
- 8. The team's entire roster will be placed in the batting order and remain in their spot in the batting order for the entire game. Each player will bat in that order for the entire game (continuous batting order), but only nine (9) defensive players are allowed on the field at a time.
- Spectators are not permitted on the playing field or behind the backstop at any time during the game. Only players, managers, assistant coaches and scorekeepers are permitted on the benches.
- 10. Coaches and the home plate umpire shall verify the score between innings. Each game shall have a pregame meeting between the head coaches and the umpires. One to introduce themselves and to discuss ground rules and policies before the beginning of the game. Decisions by the home plate umpire shall be final.
- 11. There is **NO** must slide rule. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. The runner must not deliberately or maliciously contact the fielder, but he is not required to slide. The runner may not jump over a defensive player. If, in the judgment of the umpire(s), the action is a flagrant act, the player may be disqualified from the game. The runner cannot slide head first when advancing to a base. The runner is out. This does not apply when returning to a base.
- 12. Full protective helmets (covering both ears) must be worn and used properly while at bat or on base. This does not include facemasks.
- 13. In all divisions except 12U, there will be a run limit of five (5) runs per inning or three (3) outs, except in the sixth inning, when three outs are required. 12U will have no run limit per inning.
- 14. The H.A.K. Youth Baseball Board will settle any protested game. That ruling is final.
- 15. All teams at all levels from each area will be divided equally. Teams at each level will be redrafted every year to insure that they are as even as possible. Only guarantee of being on the same team will be siblings. It is essential that every team in the league is divided as even as possible.

- 16. All Defensive coaches must remain inside the dugout when your team is in the field. A defensive coach can only enter the field of play when a time out has been called and granted by the umpire. The only exception is in 8U when the defensive team will have one coach behind second base and one coach behind home plate.
- 17. If a fourth defensive outfielder is used, then he or she must play normal Left, Left Center, Right Center and Right Field position (depth). No short fielders are permitted.
- 18. Each bat must have a USABAT label. Wood Bats without a USA label are allowed. Softball bats are not eligible for game use.
- 19. All Head Coaches must complete Concussion Training and Lindsay's Law training. Both on line courses must be completed before practices begin. Each league town will be responsible to collect verification of course completion.
- 20. Players deemed to have a possible concussion or symptoms of sudden cardiac arrest shall be referred to their family doctor for further diagnosis. These players will need cleared by their doctor before they can resume practice and/or games. Clearance by their doctor will be evidenced by a written statement from their doctor. A copy of this statement will need to be turned into your town director and/or head coach prior to resuming practice and/or play. Players with other serious injuries, ex: broken bones, torn muscles ect., will also need a written statement of clearing them for practice and/or play.
- 21. Coach, Fan and Player conduct and discipline will follow the guidelines listed in appendix A.
- 22. All games will be played with 60 foot bases and 46 foot pitching mound.
- 23. League approved baseballs will be Rawlings Little League baseballs. This will be for both regular season and tournament play. Home teams will supply game balls.
- 24. Liability and Hazard insurance shall be the responsibility of each town.
- 25. Minimum age of an umpire shall be 14 years old. An umpire must be at least 2 years older than the players in the game. One umpire is allowed if a second cannot be found, home plate umpire must be experienced if this happens.
- 26. The cost of each end of year tournament shall be split equally by the number of teams in the tournament.
- 27. We will follow our League Rules listed here. If a specific baseball rule is not addressed in our League Rules, we will then follow the rules listed the official Little League Rule Book. If a Head Coach protests any rule interpretation during any game, he will have 5 minutes to locate the rule in question in the little league rule book to prove his point. Only the Head Coach can question any umpire calls or rulings. If the Head Coach is still in disagreement, he can then follow the procedures to protest the game if he so chooses.

#### 12U / 10U division Bylaws

- 1. If you play two (2) games per week, a pitcher is allowed to pitch a maximum of three (3) innings per game. However, a pitcher may only pitch a maximum of five (5) innings per calendar week. If you play three (3) games per week, a pitcher is allowed to pitch a maximum of three (3) innings per game. However, a pitcher may only pitch a maximum of eight (8) innings per week. If a pitcher throws one pitch in an inning then that is considered an inning pitched for that player. Every player that pitches in an inning will be charged with an inning pitched. When a pitcher is removed he/she may not re-enter as a pitcher in that game.
- Players warming up a pitcher between innings must wear a protective mask.
- 3. Innings played at the position of catcher will have no bearing on playing the position of pitcher nor shall innings played at the position of pitcher have any bearing on playing the position of catcher.
- 4. A player may be called up a division to play for a team that has less than nine (9) players. Teams may not use a called up player in a game if they have nine (9) or more of their roster players available for the game. Players may play up for a maximum of five (5) games per season which included end of year tournaments.
- 5. At 10U Batters may not advance on a third strike that is not caught in flight by the catcher
- 6. At 12U level only we will use the uncaught third strike rule. A catch is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground. If a pitched ball bounces into the catcher's mitt it can never be caught. With that in mind: The batter becomes a runner when the third strike called by an umpire is not

caught, providing (1) first base in unoccupied or (2) first base is occupied with two out. (Note: a batter forfeits his opportunity to advance to first base when he enters the dugout or other dead ball area.)

- 7. 10U may have four outfielders if both coaches agree to this prior to the start of the game. In Tournaments, teams are only allowed (3) outfielders.
- 8. 10U runner on 3<sup>rd</sup> base can not steal home. They can only advance home on a walk, passed ball or an errant throw back to the pitcher.

#### 8U division Bylaws

- 1. There is a six (6) pitch limit per batter (Batter gets another pitch if the ball is fouled or tipped on the 6<sup>th</sup> pitch and again if the next pitch is fouled off and so on).
- 2. No Walks shall be issued.
- 3. Hit batters shall not advance to first base, but shall continue the at bat. A hit-by-pitch shall not count as a pitch.
- 4. The defensive team shall field ten (10) players. If there are only nine (9) players on their roster, they may field just nine (9).
- 5. Defensive Team must field a pitcher that must stand with at least one foot inside the circle, which will have a diameter of ten (10) feet around pitcher's mound, to start play. Play will stop when an infielder (not an outfielder) who has control of the ball in the infield stops pursuing the play. An infielder with control of the ball in the infield can make a play on a baserunner if he decides to make the play. The infield is the area inside the base paths. Base runners at that time (when the infielder stops pursuing the play) will be frozen. Runners will be awarded the base that they are closest to starting with the base runner that is closest to home plate. This will be based on the lines that are marked half way between 1st & 2nd base, 2nd & 3rd base and 3rd base & home plate. If the runner is past the line, then he/she will advance to the next base. If the runner is not past the line, then he/she must return to their previous base. The lines between 1st & 2nd and between 2nd & 3rd will be in the shape of a cross. One line will mark the half way point between the bases. The other line is to identify where the infield starts. This small line, if continued, would be a straight line to each base. Beginning in 2020 we will make a 30 foot line from home plate, in line with the pitchers rubber. Coach pitchers will pitch behind this line.
- 6. When making a defensive play on a base runner, if the ball is over thrown, the base runner will only have the ability to attempt to advance to the next base (and only the next base) and play is ruled dead.
- 7. All games will keep score and count towards Win-Loss record.
- 8. If a batted ball hits the coach that is pitching, it shall be ruled a dead ball and shall be replayed
- 9. Two (2) defensive coaches are to be on the field. One behind second base and one behind the catcher. Two (2) offensive coaches will also be on the field. One at first base and one at third base. These coaches are also the umpires responsible for the calls at their base in games where there are no official umpires. The pitcher (coach) will make the calls that pertain to the runners and where they are in relation to the lines between bases when the play is stopped. All coaches will work together to ensure the calls are correct and fair.
- 10. No new inning will begin after 90 minutes if there is a game played afterwards on the same field or if the 8U game starts at the later (7:30) time slot.

#### **6U division Bylaws**

- 1. All games start promptly at the scheduled game time.
- 2. Each team's entire Roster plays the field. If there is a shortage of players, remove the catcher followed by outfielders.
- 3. Games will consist of three (3) innings or be limited to one and a half (1 ½) hours.
- 4. Batters will get five (5) pitches from the coach and then hit it off the "Tee" for that at bat.
- 5. There will be no outs. All base runners will be allowed to continue on the base path.

- 6. Teams will bat through entire order each inning.
- 7. If a batter hits the ball to the outfield, they will be allowed to continue running until other team makes an attempt to get the ball back to the infield.

#### H.A.K. (Holmes Ashland Knox) Youth Baseball Board

- 1. The H.A.K. Youth Baseball Board shall be comprised of six (6) members: the director or designated member from Danville, Howard, Loudonville, Killbuck, Millersburg and Nashville.
- 2. The H.A.K. Youth Baseball Board shall work as a group and will not include a Director or President. The deciding vote in the event of a tie on all voting dealing with rules and gameplay for the 6U, 8U, 10U and 12U divisions shall be rotated between the board members from the (6) communities each year. Tie breaker vote will begin in 2018 with Killbuck, 2019 Danville, 2020 Nashville, 2021 Howard, 2022 Millersburg, and 2023 Loudonville. This rotation will then repeat itself continuously.
- 3. All meetings of the H.A.K. Youth Baseball Board are open to the public
- 4. The goal of the H.A.K. Youth Baseball Board is to help improve Baseball for our youth as a whole and to help the kids to play as much baseball as possible.
- 5. The H.A.K. Youth Baseball Board will not provide support or financial aid to any 'All-Star" or "Travel" teams unless every child in that division of play is given the opportunity to participate on said team.
- 6. The location/host of the end of year league tournament will rotate between each town. The rotation by age group will be as follows:

12U: 2024 Killbuck	10U:2024 Loudonville	8U: 2024 Danville
2025 Howard	2025 Nashville	2025 Millersburg
2026 Danville	2026 Killbuck	2026 Loudonville
2027 Millersburg	2027 Howard	2027 Nashville
2028 Loudonville	2028 Danville	2028 Killbuck
2029 Nashville	2029 Millersburg	2029 Howard

## Appendix A YOUTH BASEBALL DISCIPLINARY PROCESS

### **Coaches:**

Coaches and assistant coaches are approved by the Board before they are allowed to participate.

Coaches and assistant coaches will be disciplined by the Board with the following process:

- a. First offense: verbal warning
- b. Second offense: written warning
- c. Third offense: written warning and suspension. The suspension will be presented to the Board and the Board will determine if it is a limited suspension, (ex. 1 game to 1 week), season suspension, or lifetime suspension.

Depending on the nature of the offense, the Board reserves the right to go straight to b or c.

### Parents and players:

Incidents involving parents and players will follow the same discipline schedule as coaches and assistant coaches above.

### **Ejection of coach, parent or player:**

The first time a coach or assistant coach is ejected from a game they will be suspended from coaching at all levels of H.A.K. Youth Baseball for the remainder of the game and the next scheduled game(s). The second time a coach or assistant coach is ejected from a game they will be suspended from coaching H.A.K. Youth Baseball at all levels for the remainder of the season. If an ejection occurs during the last game of the season, suspensions will carry into the next season. The coach or assistant coach must leave the premises of the game or go sit in his vehicle.

A player ejected from a game will be suspended for the reminder of that game and the next scheduled game. A second ejection of a player will result in suspension for the rest of the season. If the ejection occurs during the last game of the season the suspension will carry into the next season.

If a parent or fan is ejected from a game by an umpire or asked to leave by a league representative; they have to leave the premises of the game or sit in his/her vehicle for the remainder of the game and cannot attend the next scheduled game. If a parent or fan is ejected by an umpire or asked to leave by a league representative a second time they will not be permitted to attend H.A.K. Youth Baseball games for the rest of the season.

All disciplinary matters are handled by the H.A.K. Board whose decisions are final.