



2010 Baseball Rulebook

This Rulebook Belongs to:

HOWELL AREA JUNIOR BASEBALL ASSOCIATION GENERAL RULES

1.0 PURPOSE

1.01 THE PURPOSE OF THE HAJBA PROGRAM IS TO PROVIDE THE HOWELL AREA YOUTH, AGES 5-15, AN OPPORTUNITY TO PLAY ORGANIZED BASEBALL, SOFTBALL, AND T-BALL WITH EMPHASIS ON GOOD SPORTSMANSHIP, CITIZENSHIP, FELLOWSHIP, AND THE DEVELOPMENT OF BASEBALL AND SOFTBALL SKILLS.

1.02 UNDER ARTICLE 7.1.1 OF THE BYLAWS OF THE HOWELL AREA JUNIOR BASEBALL ASSOCIATION, INC., "THE BOARD OF DIRECTORS RESERVES THE RIGHT TO CHANGE ANY RULE AT ANY TIME."

2.0 TEAM SELECTION - DRAFT AND DRAW PROCEDURES

2.01 AGE GROUPS - (AS OF APRIL 30th OF THE CURRENT SEASON/YEAR)

T-BALL BASEBALL 5 - 6 YEARS OLD
BANTAM BASEBALL 7 - 8 YEARS OLD
MIDGET BASEBALL 9 - 10 YEARS OLD
MINOR BASEBALL 11 - 12 YEARS OLD
MAJOR BASEBALL 13 - 15 YEARS OLD

2.02 TEAMS WILL BE FORMED BY MEANS OF AN OPEN DRAFT, (MIDGET BASEBALL, MINOR BASEBALL, MAJOR BASEBALL), OR BLIND DRAW, (T-BALL, BANTAM BASEBALL), WHEREBY MANAGERS WILL SELECT PLAYERS ON A ROTATING BASIS.

2.03 MANAGERS OR COACHES RETURNING TO THE SAME DIVISION WILL RETAIN PLAYERS FROM THE PREVIOUS SEASON THAT ARE STILL ELIGIBLE FOR THAT DIVISION. THESE TEAMS WILL DRAFT OR DRAW THE AMOUNT OF PLAYERS TO FILL THEIR ROSTERS.

2.04 MANAGERS WILL BE SUPPLIED A COMPLETE LISTING OF PLAYERS NAMES FOR THEIR LEAGUE.

2.05 PRIOR TO THE OPEN DRAFT MIDGET BASEBALL, MINOR, MAJOR, AND SENIOR LEAGUE MANAGERS WILL BE PROVIDED SUFFICIENT OPPORTUNITY TO OBSERVE PLAYERS DURING EVALUATION.

2.06 MANAGERS WILL BE ALLOWED TO PROTECT A MAXIMUM OF THREE PLAYERS. PROTECTED PLAYERS MUST BE THE CHILDREN OF THE MANAGER AND COACH, MANAGER AND SPONSOR OR, THE MANAGER, COACH AND SPONSOR. PROTECTED PLAYERS MUST BE USED BY THE FOURTH ROUND AND MUST BE DESIGNATED PRIOR TO EVALUATIONS. PROTECTED PLAYERS CANNOT BE LATE REGISTRATIONS.

2.07 THE TRADING OF PLAYERS OR DRAFT/DRAW POSITION IS STRICTLY PROHIBITED.

2.08 MANAGERS WILL DRAW NUMBERS TO DETERMINE THEIR POSITION IN THE DRAFT/DRAW. THE FOLLOWING IS AN EXAMPLE OF THE FIRST THREE ROUNDS OF A FOUR-TEAM LEAGUE DRAFT/DRAW.

	ROUND 1	ROUND 2	ROUND 3
TEAM 1	1	8	9
TEAM 2	2	7	10
TEAM 3	3	6	11
TEAM 4	4	5	12

2.09 AFTER THE LAST "FULL" ROUND OF DRAFTEES IS COMPLETED, ANY REMAINING DRAFT SELECTIONS MUST BE ENTERED INTO A "BLIND DRAW" WITH PLAYERS WHO DID NOT ATTEND LEAGUE EVALUATIONS.

2.10 IN ATTENDANCE AT THE DRAFT/DRAW MEETING WILL BE MANAGERS, COACHES, COMMISSIONERS, AND OTHER LEAGUE OFFICIALS INVOLVED IN ADMINISTERING THE DRAFT/DRAW PROCEDURE. PLAYERS ARE NOT ALLOWED TO ATTEND DRAFT MEETINGS UNDER ANY CIRCUMSTANCES. NO EXCEPTIONS.

3.0 TEAMS

3.01 ALL LEAGUE TEAMS WILL HAVE A MAXIMUM OF FOURTEEN, (14), PLAYERS PER TEAM EXCEPT T-BALL, WHICH WILL HAVE A MAXIMUM OF TWELVE (12) PLAYERS PER TEAM.

3.02 PLAYERS ISSUED UNIFORMS MUST BE IN COMPLETE UNIFORM, INCLUDING HAT AND SOCKS DURING THEIR GAMES. SHIRTS MUST BE TUCKED IN DURING THE GAME. PENALTY: THE PLAYER WILL NOT BE ALLOWED TO PLAY. MANAGERS AND COACHES ARE NOT REQUIRED TO WEAR UNIFORMS.

4.0 PLAYERS

4.01 ALL REGISTRANTS MUST PRESENT A BIRTH CERTIFICATE AT THE TIME OF REGISTRATION OR THEY WILL NOT BE PLACED ON A TEAM.

4.02 T-BALL, BANTAM BASEBALL, MIDGET BASEBALL, BANTAM SOFTBALL AND MIDGET SOFTBALL TEAMS WILL BE FORMED UTILIZING A BLIND DRAW SELECTION PROCEDURE. MINOR BASEBALL, MAJOR BASEBALL AND MINOR SOFTBALL TEAMS WILL BE FORMED UTILIZING AN EVALUATION AND DRAFT SELECTION PROCEDURE.

5.0 MANAGERS AND COACHES

5.01 THE MANAGER MUST REPORT TO A LEAGUE BOARD MEMBER BEFORE ANY DISCIPLINE WILL BE HANDED OUT TO A PLAYER. THIS ACTION MUST BE REPORTED TO THE OPPOSING MANAGER AND THE UMPIRE BEFORE THE START OF THE GAME.

5.02 APPLICATION OF RELEASE MUST BE APPROVED BY THE HAJBA BOARD OF DIRECTORS BEFORE A PLAYER CAN BE RELEASED BY THE TEAM MANAGER FOR INSUBORDINATION, MISCONDUCT, AND ETC.

5.03 ONLY THE MANAGER OR COACH IS PERMITTED TO DISCUSS CALLS BY THE UMPIRE. THERE WILL BE ABSOLUTELY NO DISCUSSION REGARDING JUDGEMENT CALLS. THE UMPIRES ARE INSTRUCTED TO EJECT FROM THE GAME ANYONE WHO DOES NOT CONDUCT HIM OR HERSELF PROPERLY. IF A MANAGER OR COACH INSISTS ON ARGUING A JUDGEMENT CALL WITH AN UMPIRE, AFTER

ONE (1) WARNING, THAT MANAGER OR COACH WILL BE EXPELLED FOR THE REMAINDER OF THE GAME. IF A MANAGER OR COACH IS EXPELLED MORE THAN ONCE DURING THE SEASON, THE HAJBA BOARD OF DIRECTORS WILL REVIEW HIS/HER POSITION.

5.04 MANAGERS AND COACHES WILL REFRAIN FROM ACTING OUT A ROLE AS AN UMPIRE ON THE PLAYING FIELD FOR THE PURPOSE OF SWAYING AN UMPIRE'S DECISION.

5.05 MANAGERS AND COACHES MUST SET A GOOD EXAMPLE FOR ALL YOUTH TO FOLLOW.

6.0 SCHEDULES

6.01 A SCHEDULE OF PRACTICES, REGULAR SEASON GAMES, AND POST SEASON INHOUSE TOURNAMENTS WILL BE PREPARED BY THE ASSOCIATION. THERE WILL BE NO UNAUTHORIZED REVISIONS OF THESE SCHEDULES.

6.02 THE REGULAR SCHEDULE WILL PROVIDE FOR NOT LESS THAN ONE (1) GAME PER TEAM PER WEEK.

6.03 CANCELLATION OF GAMES SHALL NOT BE MADE PRIOR TO OFFICIAL GAME TIME. TEAMS ARE TO REPORT TO THEIR SCHEDULED FIELD BY GAME TIME OR RISK LOSS BY FORFEIT.

6.04 RAINED OUT, POSTPONED, OR SUSPENDED GAMES WILL AUTOMATICALLY BE RESCHEDULED TO PLAY ON THE SAME FIELD AS FOLLOWS:

MONDAY GAMES SATURDAY 9:00 a.m.
TUESDAY GAMES SATURDAY 11:00 a.m.
WEDNESDAY GAMES SATURDAY 1:00 p.m.
THURSDAY GAMES SATURDAY 3:00 p.m.
FRIDAY GAMES SATURDAY 5:00 p.m.

RE-SCHEDULED GAME STARTING TIMES WILL MOVE FORWARD AS THE WEEK'S REGULAR SEASON GAMES ARE COMPLETED. EXAMPLES: MONDAY'S GAMES ARE PLAYED BUT TUESDAY'S GAMES ARE RAINED OUT. TUESDAY'S GAMES WILL START AT 9:00 a.m., SATURDAY. MONDAY'S AND WEDNESDAY'S GAMES ARE PLAYED BUT TUESDAY'S AND THURSDAY'S GAMES ARE RAINED OUT. TUESDAY'S GAMES WILL START AT 9:00 a.m., SATURDAY, AND THURSDAY'S GAMES WILL START AT 11:00 a.m., SATURDAY. IF A RESCHEDULED GAME IS RAINED OUT, THE GAME WILL MOVE TO THE NEXT OPEN SATURDAY AND TIME NOT IN CONFLICT WITH NORMAL RE-SCHEDULED GAMES.

7.0 GAMES, FORFEITS, AND SUSPENSIONS

7.01 ALL GAMES WILL START AT 6:00 p.m. UNLESS OTHERWISE SCHEDULED. TIE GAMES WILL BE PLAYED TO COMPLETION, (SEE RULE 7.06), DAYLIGHT AND WEATHER PERMITTING.

7.02 THE FIRST TEAM LISTED IN THE SCHEDULED GAME WILL BE THE VISITING TEAM AND WILL UTILIZE THE FIRST BASE DUGOUT. THE SECOND TEAM LISTED WILL BE THE HOME TEAM AND WILL UTILIZE THE THIRD BASE DUGOUT. (HOME TEAM IS RESPONSIBLE FOR BASES; VISITING TEAM IS RESPONSIBLE FOR DRAGGING THE FIELD AFTER THE GAME.)

7.03 IF A PRE-GAME PRACTICE IS DESIRED THE FOLLOWING SCHEDULE WILL BE USED:

THE VISITING TEAM WILL HAVE THE FIELD FOR 15 MINUTES BEGINNING 35 MINUTES BEFORE GAME TIME.

THE HOME TEAM WILL HAVE THE FIELD FOR 15 MINUTES BEGINNING 20 MINUTES BEFORE GAME TIME.

THE FIELD WILL BE VACATED BY ALL TEAM 5 MINUTES BEFORE GAME TIME.

UPON AGREEMENT OF BOTH MANAGERS, PRE-GAME PRACTICE MAY VARY.

7.04 IF EITHER OR BOTH TEAMS ARE NOT PREPARED TO PLAY FIFTEEN (15) MINUTES AFTER THE SCHEDULED STARTING TIME, THE GAME WILL BE DECLARED A FORFEIT FOR ONE OR BOTH TEAMS.

7.05 UMPIRES, MANAGERS, COACHES, AND TEAM CAPTAINS, (IF APPLICABLE), WILL MEET AT HOME PLATE FIVE (5) MINUTES BEFORE GAME TIME TO REVIEW THE GROUND RULES OF THE GAME. THE UMPIRES, MANAGERS, OR COACHES CAN MAKE NO CHANGES OF THIS RULEBOOK.

7.06 IN THE EVENT OF A TIED SCORE AT THE END OF REGULATION PLAY (COMPLETE INNINGS OR TIME LIMIT) THE UMPIRE WILL INFORM THE MANAGER OF EACH TEAM THAT THE TIE BREAKER RULE WILL BE INVOKED AS FOLLOWS: EACH TEAM SHALL BEGIN THEIR OFFENSIVE HALF OF THE NEXT INNING WITH A RUNNER ON SECOND BASE AND ONE (1) OUT. THIS RUNNER WILL BE THE LAST PLAYER TO BAT IN THE OFFENSIVE TEAMS PREVIOUS INNING. THE SAME SITUATION SHALL BE USED EACH INNING UNTIL THE TIE IS BROKEN AND THE INNING IS COMPLETE.

7.07 IN THE EVENT OF INCLEMENT WEATHER, ONLY THE BOARD MEMBER OF THE DAY CAN CANCEL GAMES AND COMPLETION WILL FOLLOW SECTION 6.04.

7.08 HOME TEAM SCOREBOOK IS THE OFFICIAL SCOREBOOK.

7.09 UMPIRE CARDS WILL BE USED TO REGISTER WINS, SCORES AND INNINGS PITCHED.

8.0 FIELD DECORUM

8.01 PLAYERS, MANAGERS, COACHES, UMPIRES, SPECTATORS, AND LEAGUE OFFICIALS MUST CONDUCT THEMSELVES WITH DIGNITY AT ALL TIMES.

8.02 IF A DISPUTE ARISES DURING THE GAME, THE MANAGER AND THE UMPIRE WILL MEET IN FRONT OF HOME PLATE TO DISCUSS AND RESOLVE THE MATTER.

8.03 ONLY UNIFORMED PLAYERS, MANAGERS, COACHES, AND UMPIRES WILL BE PERMITTED WITHIN THE CONFINES OF THE PLAYING FIELD DURING GAMES. DURING THE GAME, ALL PLAYERS, MANAGERS, AND COACHES MUST REMAIN IN THE DUGOUT UNLESS ACTIVE IN THE COURSE OF THE GAME.

8.04 SMOKING OR ANY USE OF TOBACCO WILL NOT BE PERMITTED ON PROPERTY WHICH ANY HAJBA JUNIOR BASEBALL OR JUNIOR SOFTBALL GAMES ARE TAKING

PLACE.

8.05 ANYONE ARRIVING AT ANY HAJBA PRACTICE, GAME, OR FUNCTION, WHO IS CONSIDERED TO BE INTOXICATED, WILL BE EXPELLED AND ESCORTED FROM THE PROPERTY.

8.06 ALCOHOLIC BEVERAGES AND ANY BEVERAGES THAT RESEMBLE AN ALCOHOLIC BEVERAGE ARE NOT PERMITTED ON THE FACILITIES! VIOLATORS WILL BE REPORTED TO THE HOWELL POLICE DEPARTMENT.

8.07 FOR SAFETY REASONS, DOGS, CATS, OR OTHER PETS ARE NOT ALLOWED ON THE FACILITIES AT ANYTIME.

8.08 MANAGERS AND COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF HIS OR HER TEAMS PARENTS IN ATTENDANCE AT HIS OR HER GAME.

9.0 EQUIPMENT

9.01 TEAM MEMBERS MUST WEAR UNIFORMS PROVIDED BY THE HAJBA. PLAYERS ARE RESPONSIBLE FOR THEIR OWN UNIFORMS.

9.02 EACH TEAM MUST PROVIDE FIVE (5) BATTING HELMETS FURNISHED BY THE HAJBA.

9.03 THE BATTER, ON-DECK BATTER, AND ALL BASE RUNNERS MUST WEAR A BATTING HELMET.

9.04 CATCHERS MUST WEAR CATCHING HELMETS AND MASKS WITH A THROAT PROTECTOR PROPERLY SECURED, CHEST PROTECTOR, AND SHIN GUARDS. ALL MALE CATCHERS MUST WEAR AN ATHELETIC SUPPORTER WITH A PROTECTIVE CUP THAT IS FURNISHED BY THE PLAYER.

9.05 THE ASSOCIATION STRONGLY RECOMMENDS THAT ALL MALE PLAYERS WEAR AN ATHELETIC SUPPORTER WITH A CUP.

9.06 PLAYERS MAY WEAR ATHELETIC SHOES OR SHOES WITH MOLDED RUBBER CLEATES ONLY. SHOES WITH METAL CLEATS ARE PROHIBITED.

9.07 IF A PROBLEM ARISES WHERE ONE TEAM IS NOT PROPERLY EQUIPPED, THE OPPOSING TEAM MUST SHARE THEIR EQUIPMENT.

9.08 ANY PLAYER, MANAGER, OR COACH ABUSING THE EQUIPMENT OR ANY PROPERTY OWNED OR USED BY THE HAJBA IS SUBJECT TO SUSPENSION.

9.09 BASEBALL PLAYERS IN EACH DIVISION ARE NOT LIMITED TO USING BATS WITH DROPS OF -3 OR SMALLER. BIG BARREL BATS, UP TO 2 3/4", ARE ALLOWED TO BE USED IN ANY OF OUR BASEBALL DIVISIONS.

10.0 PROTESTS

10.01 PROTESTS WILL BE CONSIDERED ONLY WHEN BASED ON A VIOLATION OR INTERPRETATION OF A PLAYING RULE OR THE USE OF AN INELIGIBLE PLAYER. NO PROTESTS PERTAINING TO JUDGEMENT CALLS WILL BE CONSIDERED. EQUIPMENT WHICH DOES NOT MEET SPECIFICATIONS MUST BE REMOVED FROM THE GAME AND WILL NOT BE A BASIS FOR PROTEST BASED UPON THE

PRIOR USE OF SUCH EQUIPMENT.

10.02 THE MANAGER OR HIS/HER COACH IN HIS/HER ABSENCE WILL HAVE THE RIGHT TO PROTEST A GAME.

10.03 PROTESTS WILL BE MADE AS FOLLOWS:

THE PROTESTING MANAGER MUST IMMEDIATELY, AND BEFORE ANY SUCCEEDING PLAY BEGINS, NOTIFY THE UMPIRE THAT THE GAME IS BEING PLAYED UNDER PROTEST AND WHY.

FOLLOWING SUCH NOTICE, THE UMPIRE WILL CONSULT WITH THE ASSOCIATION UMPIRE-IN-CHIEF FOR THE DIVISION, OR HIGHER-RANKING UMPIRE, OR LEAGUE OFFICIAL. IF CONVINCED THAT THE DECISION IS IN CONFLICT WITH THE RULES, THE UMPIRE WILL REVERSE THE DECISION. IF HOWEVER, THE UMPIRE IS CONVINCED THAT HIS DECISION IS NOT IN CONFLICT WITH THE RULES, SAID UMPIRE WILL ANNOUNCE THAT THE GAME IS BEING PLAYED UNDER PROTEST. FAILURE OF THE UMPIRE TO MAKE SUCH AN ANNOUNCEMENT WILL NOT AFFECT THE VALIDITY OF THE PROTEST.

10.04 PROTESTS MADE DUE TO THE USE OF AN INELIGIBLE PLAYER MUST BE CONSIDERED ONLY IF MADE KNOWN TO THE UMPIRE BEFORE THE FINAL OUT OF THE GAME. IF EVER IT IS FOUND THAT AN INELIGIBLE PLAYER IS BEING USED, SAID PLAYER WILL BE REMOVED FROM THE GAME AND THE GAME WILL CONTINUE UNDER PROTEST.

10.05 ALL PROTESTS, FOR ANY REASON, MUST BE SUBMITTED BY THE MANAGER TO THE UMPIRE ON THE FIELD AND THEN IN WRITING TO THE HAJBA PRESIDENT WITHIN TWENTY-FOUR (24) HOURS FROM THE END OF THE GAME BEING PROTESTED.

10.06 A COMMITTEE COMPOSED OF THE PRESIDENT AND ONE (1) OR MORE OTHER OFFICERS OR DIRECTORS THAT ARE NOT MANAGERS OR COACHES OF THE TEAMS INVOLVED, OR UMPIRE OF SAID GAME, WILL HEAR AND RESOLVE ANY SUCH PROTESTS. IF THE PROTEST IS ALLOWED, THE PROTEST BOARD MAY ORDER THE GAME TO RESUME FROM THE POINT AT WHICH THE INFRACTION OCCURRED OR THE GAME MAY BE AWARDED TO THE OFFENDED TEAM.

10.07 PROTESTS DO NOT PERTAIN TO INFRACTIONS OR REGULATIONS SUCH AS FIELD DECORUM OR ACTIONS OF LEAGUE PERSONNEL OR SPECTATORS, ALTHOUGH THESE MUST BE CONSIDERED AND RESOLVED BY THE HAJBA BOARD OF DIRECTORS.

10.08 PRECAUTIONS SHOULD BE TAKEN TO PREVENT PROTESTS. WHEN A PROTEST SITUATION IS IMMINENT, THE POTENTIAL OFFENDER SHOULD BE NOTIFIED IMMEDIATELY. (EXAMPLE: SHOULD A LEAGUE OFFICIAL, MANAGER, SCORE KEEPER, OR UMPIRE DISCOVER A PITCHER IS INELIGIBLE AT THE BEGINNING OF A GAME, OR WILL BECOME INELIGIBLE DURING THE GAME, OR AT THE START OF THE NEXT INNING OF PLAY, IT SHOULD BE BROUGHT TO THE ATTENTION OF THE MANAGER OF THE TEAM INVOLVED. SUCH ACTION SHOULD NOT BE DELAYED UNTIL THE INFRACTION HAS OCCURRED.) MANAGERS SHOULD TAKE PRECAUTIONS TO INSURE THAT VIOLATIONS DO NOT OCCUR. MANAGERS AND COACHES MUST REMEMBER THAT THEY ARE RESPONSIBLE TO SET A GOOD EXAMPLE FOR THE YOUTH.

11.0 CALL-UP PROCEDURE RULES

- 11.01 TEAMS MAY CALL-UP A MAXIMUM OF THREE PLAYERS FROM THE IMMEDIATE LOWER LEAGUE FOR THE PURPOSE OF FIELDING A TEAM OF TEN (10) PLAYERS.
- 11.02 THE LEAGUE COMMISSIONER MUST BE NOTIFIED OF THE NEED FOR CALL-UPS TWENTY-FOUR (24) HOURS PRIOR TO THE SCHEDULED GAME.
- 11.03 CALL-UP PLAYERS CANNOT PITCH.
- 11.04 THE LEAGUE COMMISSIONER OF THE NEXT LOWER LEAGUE MUST ASSIGN ALL CALL-UPS.
- 11.05 THE LEAGUE COMMISSIONER IS REQUIRED TO ABIDE BY AND UTILIZE THE CALLUP PROCEDURE.
- 11.06 CALL-UP PLAYERS WILL HAVE THE SAME RIGHTS TO PLAY IN THE FIELD AND BE INCLUDED IN THE BATTING ORDER AS THE REGULAR PLAYERS.
- 11.07 A PLAYER MAY BE UTILIZED AS A CALL-UP NO MORE THAN ONCE PER WEEK IF THEY HAVE TWO (2) REGULARLY SCHEDULED GAMES DURING THE SAME WEEK. THEY MAY BE UTILIZED AS A CALL-UP TWICE IN A WEEK IF THEY HAVE ONLY ONE (1) REGULARLY SCHEDULED GAME.
- 11.08 WHEN REQUESTING CALL-UP PLAYERS, THE REQUESTING MANAGER MUST NOTIFY HIS COMMISSIONER WITH THE NAMES OF THE REGULAR PLAYERS WHO WILL BE ABSENT. THOSE REGULAR PLAYERS WILL BE CONSIDERED ABSENT AND WILL BE INELIGIBLE TO PLAY IN THAT GAME.
- 11.09 ANY VIOLATION OF THE CALL-UP PROCEDURE RULES, OR RULES GOVERNING THE USE OF CALL-UPS, WILL RESULT IN FORFEITURE OF THE GAME.
- 11.10 EMERGENCY CALL-UP -- WAIVES THE 24-HOUR TIME LIMIT. THIS WAIVER MAY BE USED NOT SOONER THAN TEN (10) MINUTES PRIOR TO GAME TIME AND NO LATER THAN FIFTEEN (15) MINUTES AFTER GAME TIME. A TEAM MAY CALL-UP A MAXIMUM OF TWO (2) ELIGIBLE PLAYERS FROM THE LOWER LEAGUE WHO ARE ON THE PROPERTY AT THE TIME OF NEED. THE UMPIRE ASSIGNED TO THAT GAME MUST WRITE THE NAMES OF THE PLAYERS USED ON THE BACK OF THE SCORECARD.

12.0 SPORTSMANSHIP

- 12.01 MANAGERS OR COACHES WILL NOT PARTICIPATE IN OR ALLOW ANY ARGUING WITH UMPIRES, OR HARASSMENT OF THE OPPOSING TEAM.
- 12.02 THE OBJECT OF THE HAJBA IS TO INSTILL IN OUR YOUTH THE VALUE OF GOOD SPORTSMANSHIP PROVIDING FUNDAMENTAL INSTRUCTION IN THE GAME OF BASEBALL AND SOFTBALL.
- 12.03 ANY ADULT INTERFERENCE IN THE PROGRESSION OF THE GAME WILL NOT BE TOLERATED. IT IS THE RESPONSIBILITY OF THE TEAM MANAGER AFFILIATED WITH THE OFFENDING ADULT TO BRING THIS RULE TO THE OFFENDER'S ATTENTION. WE MUST PROMOTE A STANDARD OF FAIR PLAY AND GOOD SPORTSMANSHIP FOR THE YOUTH TO FOLLOW.

13.0 PARENTS ROLE

13.01 PARENTS ARE ENCOURAGED TO ACCEPT RESPONSIBILITY AND TAKE INITIATIVE TO ENSURE THE SUCCESS OF THE PROGRAM. THE HAJBA IS A NONPROFIT VOLUNTARY EFFORT SUPERVISED AND ASSISTED BY PARENTS. WE MUST ALL BECOME INVOLVED.

14.0 SAFETY CODE

14.01 IF A GAME IS CANCELLED DUE TO INCLEMENT WEATHER OR UNSAFE PLAYING CONDITIONS, NO PRACTICE MAY BE HELD ON THAT FIELD.

14.02 ONLY MANAGERS, COACHES, PLAYERS, AND UMPIRES ARE ALLOWED ON THE PLAYING FIELD DURING GAMES OR PRACTICES.

14.03 EQUIPMENT MUST BE INSPECTED REGULARLY TO ENSURE PROPER FIT AND REPAIR.

14.04 BATTERS, ON-DECK BATTERS, AND BASE RUNNERS MUST WEAR PROTECTIVE HELMETS BOTH DURING GAMES AND PRACTICES.

14.05 HORSEPLAY IS ABSOLUTELY PROHIBITED.

14.06 PLAYERS WHO MUST WEAR GLASSES ARE ENCOURAGED TO WEAR SAFETY GLASSES.

14.07 PLAYERS ARE NOT PERMITTED TO WEAR JEWELRY. NO EXCEPTIONS.

14.08 CATCHERS MUST WEAR FACE MASKS WHILE WARMING UP PITCHERS BOTH BETWEEN INNINGS AND IN BULLPEN PRACTICES.

14.09 MOTOR VEHICLE DRIVERS MUST USE EXTREME CAUTION WHEN DRIVING NEAR THE FACILITIES. ABSOLUTELY NO MOTOR VEHICLES ARE ALLOWED ON THE FACILITY. (EXCEPTIONS: HAJBA PRESIDENT, EQUIPMENT MANAGER, CONCESSIONS SUPERVISOR, OR SPECIAL PROJECTS VEHICLES.)

14.10 PLAYERS MUST BE TAUGHT TO EXERCISE CAUTION AND ABIDE BY THE RULES DURING PRACTICES AND GAMES. SPECIAL ATTENTION SHOULD BE PAID TO THE SWINGING OF BATS AND THE THROWING OF BALLS TO AVOID INJURY TO OTHER PLAYERS OR SPECTATORS.

14.11 THE HAJBA STRONGLY DISCOURAGES MANAGERS AND COACHES FROM TEACHING PLAYERS TO THROW "JUNK" PITCHES OR "SIDEARM". FURTHERMORE, IT IS RECOMMENDED THAT WE TEACH ALL PLAYERS TO THROW OVERHAND. (EXCEPTION: SOFTBALL PITCHERS)

14.12 THE LEAGUE WILL MAKE NO TRANSPORTATION ARRANGEMENTS.

14.13 NO PLAYERS MAY WARM-UP OUTSIDE THE CONFINES OF THE PLAYING AREA. (EXCEPTION: WHERE BULLPENS FOR WARMING-UP PITCHERS ARE ASSIGNED UNDER PARTICULAR LEAGUE RULES.)

14.14 IF A GAME IS SUSPENDED FOR ANY PURPOSE AND A PITCHER HAS PITCHED THE MAXIMUM NUMBER OF OUTS ALLOWED PER GAME. HE/SHE WILL NOT BE

ALLOWED TO PITCH DURING THE RESUMPTION OF THE GAME. IF A PITCHER HAS NOT PITCHED THE MAXIMUM NUMBER OF OUTS ALLOWED, HE/SHE MAY RESUME PITCHING UNTIL REACHING THE MAXIMUM NUMBER.

15.0 TEAM MANAGER AND COACHES SELECTION

15.01 THE COMMISSIONER OF EACH LEAGUE MUST SUBMIT THE NAME OF EACH PERSON THAT HAS VOLUNTEERED TO MANAGE A TEAM FOR BOARD APPROVAL. EACH YEAR ALL MANAGERS MUST BE APPROVED BY THE BOARD OF DIRECTORS. THE BOARD RESERVES THE RIGHT TO ACCEPT, REJECT, OR REMOVE ANY PERSON AS MANAGER.

15.02 BOARD CONSIDERATIONS SHALL BE BASED ON HONESTY, INTEGRITY, FAIRNESS, SPORTSMANSHIP, KNOWLEDGE OF AND ABILITY TO TEACH BASEBALL AND SOFTBALL.

15.03 EACH TEAM MANAGER MAY SELECT ONE (1) COACH. EACH COACH'S NAME MUST BE GIVEN TO THE LEAGUE COMMISSIONER. THE COMMISSIONER WILL SUBMIT ALL COACH'S NAMES FOR BOARD APPROVAL BEFORE PLAYER EVALUATIONS AND PLAYER DRAWS.

15.04 IT WILL BE THE RESPONSIBILITY OF EACH LEAGUE COMMISSIONER TO ALERT THE BOARD OF ANY MANAGER OR COACH THAT DOES NOT MEET ANY OF THE ABOVE. THE BOARD WILL THEN DETERMINE, BY MAJORITY OF THE TOTAL BOARD MEMBERS, ONE (1) OF THE FOLLOWING COURSES OF ACTION:

THE MANAGER/COACH WILL BE REMOVED FOR ONE (1) YEAR FROM PARTICIPATING IN ANY CAPACITY.

THE MANAGER/COACH WILL BE SUBJECT TO OTHER ACTION TO BE DETERMINED BY THE BOARD.

16.0 REGULAR SEASON STANDINGS

16.01 ALL FIRST, SECOND, AND THIRD PLACE TIES IN THE FINAL STANDINGS WILL BE BROKEN BY APPLICATION OF THE FOLLOWING FORMAT:

WINNER OF HEAD-TO-HEAD COMPETITION GETS THE HIGHER STANDING.

THE TEAM THAT ALLOWED THE LEAST RUNS IN HEAD-TO-HEAD COMPETITION GETS THE HIGHER STANDING.

THE TEAM THAT SCORES THE MOST RUNS IN HEAD-TO-HEAD COMPETITION GETS THE HIGHER STANDING.

THE WINNER OF A COIN TOSS BY THE LEAGUE COMMISSIONER GETS THE HIGHER STANDING.

16.02 NO STANDINGS WILL BE KEPT IN T-BALL.

16.03 TROPHIES WILL BE PROVIDED TO THE FIRST, SECOND, AND THIRD PLACE TEAMS IN EACH DIVISION OF EVERY LEAGUE EXCEPT T-BALL. EXCEPTIONS TO THIS WILL BE MADE IN LEAGUES WHERE TWO DIVISIONS EXIST. IN THIS CASE, EACH 1ST AND 2ND PLACE TEAM FROM EACH DIVISION WILL RECEIVE A TROPHY.

16.04 TROPHIES WILL BE PROVIDED FOR ALL PLAYERS IN T-BALL.

17.0 POST SEASON TOURNAMENT

17.01 AFTER THE COMPLETION OF THE REGULAR SEASON SCHEDULE, A POST SEASON, SINGLE GAME ELIMINATION TOURNAMENT MAY BE CONDUCTED FOR ALL TEAMS IN ALL LEAGUES EXCEPT T-BALL.

18.0 EJECTION RULES

18.01 WHEN A PLAYER IS EJECTED DURING A GAME FOR UNSPORTSMANLIKE CONDUCT, THAT PLAYER SHALL BE WITHHELD BY HIS/HER MANAGER/COACH FROM PARTICIPATING IN THAT TEAM'S NEXT GAME.

18.02 WHEN A MANAGER OR COACH IS EJECTED DURING A GAME FOR UNSPORTSMANLIKE CONDUCT, THAT MANAGER/COACH SHALL BE PROHIBITED BY THE HAJBA FROM COACHING OR ATTENDING AT LEAST THAT TEAM'S NEXT GAME.

18.03 FAILURE TO COMPLY WITH RULES 18a.01 AND 18a.02 MAY RESULT IN FORFEITURE OF THAT TEAM'S GAME OR THE EJECTED INDIVIDUAL'S DISMISSAL FOR THE SEASON, OR BOTH.

19.0 EJECTION PROCEDURE

19.01 THE UMPIRE SHALL ANNOUNCE THE EJECTION OF A PLAYER BY NUMBER. THE UMPIRE SHALL NOT MAKE PHYSICAL CONTACT WITH THE PLAYER BUT SHALL ATTEMPT EYE CONTACT AT A DISTANCE NOT CLOSER THAN SIX (6) FEET FROM THE INDIVIDUAL.

19.02 THE EJECTED PLAYER SHALL GO IMMEDIATELY TO THE BENCH AND TO THE MANAGER.

19.03 ONE (1) GAME UMPIRE WILL GO TO THE BASELINE NEAREST THE EJECTED PLAYER'S DUGOUT, MAKE EYE CONTACT WITH THE MANAGER, AND ANNOUNCE THAT THE PLAYER, (IDENTIFIED BY NUMBER), HAS BEEN EJECTED FROM THE GAME AND STATE THE REASON.

19.04 UNLESS THE EJECTED PLAYER CREATES A DISTURBANCE, THEY MAY REMAIN ON THE BENCH.

19.05 THE EJECTION OF A MANAGER OR COACH REQUIRES THAT THE UMPIRE APPROACH THE MANAGER/COACH, ANNOUNCE THE EJECTION TO THE MANAGER/COACH, AND REQUEST THAT THE MANAGER/COACH LEAVE THE COMPETITION AREA. AN EJECTED MANAGER/COACH WILL NOT BE ALLOWED TO BECOME A SPECTATOR.

19.06 FOLLOWING THE GAME, THE UMPIRE SHALL CONTACT THE HAJBA PRESIDENT, OR VICE-PRESIDENT, OR LEAGUE COMMISSIONER, OR UMPIRE-IN-CHIEF, TO ADVISE THE LEAGUE OF THE EJECTION. CONTACT MAY BE MADE AFTER THE GAME IF ONE (1) OF THE MENTIONED LEAGUE ADMINISTRATORS IS PRESENT OR BY PHONE WITHIN TWENTY-FOUR (24) HOURS.

19.07 THE UMPIRE SHALL FILE A WRITTEN REPORT OF THE EJECTION USING THE EJECTION FORM AVAILABLE AT CONCESSION BUILDING.

19.08 REPORTS MAY CONTAIN MORE THAN ONE (1) INCIDENT FROM THE SAME GAME FOR PLAYERS, MANAGERS, AND COACHES OF THE SAME TEAM. A SEPARATE REPORT MUST BE MADE FOR EACH TEAM FOR WHICH A REPORT IS BEING WRITTEN.

HOWELL AREA JUNIOR BASEBALL ASSOCIATION T-BALL LEAGUE RULES

30.0 T-BALL PLAYING RULES

30.01 CURRENT FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS APPLY.

30.02 AN OFFICIAL T-BALL GAME SHALL CONSIST OF THREE (3) INNINGS FOR FIVE (5) YEAR OLDS AND FOUR (4) INNINGS FOR SIX (6) YEAR OLDS. NO NEW INNING MAY BEGIN AFTER ONE HOUR FOR FIVE (5) YEAR OLDS AND ONE AND ONE-HALF (1 1/2) HOURS FROM THE START OF THE GAME. THERE WILL BE NO SCORE KEEPING.

30.03 THERE WILL BE A MAXIMUM OF TWELVE (12) PLAYERS PER TEAM.

30.04 EVERY PLAYER ON THE TEAM WHO IS PRESENT FOR THE GAME WILL PLAY EVERY INNING DEFENSIVELY OF AN OFFICIAL THREE (3) OR FOUR (4) INNING GAME. EACH PLAYER MUST PLAY THE INFIELD FOR A MINIMUM OF (2) TWO INNINGS PER GAME. THE PITCHER AND CATCHER, ALONG WITH THE FIRST, SECOND, AND THIRD BASEMEN, AND THE SHORTSTOP SHALL BE CONSIDERED INFIELD POSITIONS. A PLAYER CAN PLAY THE PITCHER'S POSITION FOR A MAXIMUM OF TWO (2) INNINGS PER GAME.

30.05 TEAMS WILL PLAY ALL PLAYERS DEFENSIVELY EACH INNING. TEAMS WILL CONSIST OF A MAXIMUM OF SIX (6) INFIELDRS AND THE BALANCE IN THE OUTFIELD. OUTFIELDRS MUST BE POSITIONED IN THE OUTFIELD GRASS OR AREA MARKED OFF AS THE OUTFIELD.

30.06 EVERY PLAYER ON THE TEAM WHO IS PRESENT FOR THE GAME WILL BE INCLUDED IN THE BATTING ORDER AND TAKE THEIR TURN AT BAT FOR THE ENTIRE GAME.

30.07 ALL PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME. NO CHANGES WILL BE MADE IN THE LINE-UP AFTER THE LINE-UP CARD IS TURNED IN. A TARDY PLAYER WILL BE ADDED TO THE END OF THE LINE-UP.

30.08 TWO (2) COACHES ON THE DEFENSIVE TEAM MUST BE PLACED IN THE OUTFIELD TO INSTRUCT PLAYERS. THE DEFENSIVE COACHES MUST REMAIN ON THE OUTFIELD GRASS AT ALL TIMES WHEN THE BALL IS ALIVE. THE DEFENSIVE COACHES MAY NOT ASSIST THE PLAYER BY PHYSICALLY DIRECTING THE PLAYER OR TOUCHING THE BALL IN ANY MANNER.

30.09 NO TEAM WILL PLAY EXTRA GAMES OUTSIDE THE LEAGUE.

30.10 NO BATTING PRACTICE IS ALLOWED BEFORE THE GAME.

30.11 THE ONLY PLAYERS SWINGING A BAT WILL BE THE BATTER AND THE PLAYER IN THE ON-DECK CIRCLE. IN THE EVENT THAT A PLAYER ILLEGALLY SWINGS A BAT WITHIN THE CONFINES OF THE PLAYING FIELD, HE/SHE WILL BE WARNED ONCE. THE SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

30.12 SWINGING A BAT OUTSIDE THE CONFINES OF THE PLAYING FIELD IS ABSOLUTELY PROHIBITED. PENALTY: FIRST TEAM OFFENSE - AUTOMATIC OUT. SECOND TEAM OFFENSE – PLAYER IS EJECTED FROM THE GAME.

30.13 THROWING THE BAT AFTER ONE (1) WARNING BY THE MANAGER WILL RESULT IN THE BATTER BEING CALLED OUT. ALL RUNNERS MUST RETURN TO THEIR ORIGINAL BASES.

30.14 INTENTIONAL THROWING OF A BAT IS AUTOMATIC EJECTION FROM THE GAME.

30.15 THE DESIGNATED HITTER RULE DOES NOT APPLY.

30.16 THE RUNNER MUST STAY ON THE BASE UNTIL THE BATTER HAS HIT THE BALL OFF OF THE TEE. IF THE RUNNER LEAVES THE BASE EARLY, THE RUNNER IS OUT AND PLAY CONTINUES. STEALING IS NOT ALLOWED.

30.17 THE INFIELD FLY RULE DOES NOT APPLY.

30.18 IF A BATTER FAILS TO HIT A FAIR BALL AFTER SIX (6) SWINGS, THE BATTER IS OUT.

30.19 DURING THE COURSE OF THE GAME, ONE (1) OFFENSIVE COACH WILL BE ALLOWED IN THE BATTING AREA TO COACH THE BATTER AND ADJUST THE HEIGHT OF THE TEE ANY TIME DURING A PLAYER'S AT-BAT. THE OFFENSIVE COACH MUST PLACE THE BALL ON THE TEE BEFORE A PLAYER BATS AND REMOVE THE TEE FROM THE PLATE IF A PLAY IS ATTEMPTED AT HOME PLATE. FOR SAFETY REASONS THE DEFENSIVE CATCHER MAY NOT DO EITHER OF THESE TASKS.

30.20 IN THE EVENT THAT THE BALL IS HIT TO THE OUTFIELD, WHERE THE GRASS OR MARKED AREA STARTS, THE RUNNERS MAY ADVANCE BASES UNTIL THE BALL REACHES THE INFIELD PLAY AREA. WHEN THE BALL REACHES THE INFIELD PLAY AREA THE PLAY IS DEAD REGARDLESS IF IT IS THE POSSESSION OF AN OFFENSIVE PLAYER OR NOT. AT THIS POINT, ANY BASE RUNNER PAST THE HALFWAY MARK MAY ATTEMPT TO ADVANCE TO THE BASE; ANY RUNNER NOT PAST THE HALFWAY MARK MUST RETURN TO THE LAST BASE PASSED. WHEN THE BALL REACHES THE INFIELD PLAY AREA AND IS IN THE POSSESSION OF A DEFENSIVE PLAYER, AN ATTEMPT TO FORCE-OUT OR TAGOUT MAY BE MADE AGAINST ANY RUNNER PAST THE HALFWAY MARK. RUNNER POSITION DOES NOT INFLUENCE AN ATTEMPTED FORCEOUT. IN THE CASE OF A TAG-OUT, IF THE RUNNER IS NOT PAST THE HALFWAY MARK, THE RUNNER CANNOT BE MADE OUT AND MUST RETURN TO THE LAST BASE PASSED WITHOUT JEOPARDY. IF A CONFLICT SHOULD RESULT DUE TO TWO (2) OR MORE BASE RUNNERS REACHING OR NOT REACHING THE HALF-WAY MARK, ALL BASE RUNNERS IN

THE CONFLICT WILL ADVANCE OR RETURN TO A BASE COINCIDENT TO THE RESULTS OF THE FURTHEST BASE RUNNER.

30.21 PLAY WILL STOP IMMEDIATELY UPON INJURY TO ANY PLAYER THAT REQUIRES IMMEDIATE ATTENTION.

30.22 THE BATTER WILL BE AWARDED A HIT WHEN THE INJURY IS TO A DEFENSIVE PLAYER. THE BATTER WILL BE AWARDED A GROUND RULE SINGLE WHEN THE

INJURY IS TO A DEFENSIVE INFIELDER AND A GROUND RULE DOUBLE WHEN THE INJURY IS TO AN OUTFIELDER.

30.23 ONE-HALF (1/2) INNING IS BATTING A TEAM'S BATTING ORDER ONCE, REGARDLESS OF THE NUMBER OF OUTS. THE BALL IS DEAD AND THE HALF (1/2) INNING ENDS WHEN THE LAST BATTER'S PROGRESS CEASES.

30.24 A BATTED BALL THAT STAYS WITHIN THE EIGHT (8) FOOT ARC WILL BE DECLARED A FOUL BALL AND WILL BE COUNTED AS A SWING.

31.0 T-BALL PITCHING RULES

31.01 A PLAYER WILL BE DESIGNATED AS A PITCHER FOR THE PURPOSE OF FIELDING THAT POSITION. THE PITCHER MUST STAND IN A POSITION SO THAT HE/SHE CAN SEE THE BATTER AND MUST REMAIN WITHIN THE PITCHER'S CIRCLE UNTIL THE BATTER HITS THE BALL.

31.02 THE PLAYER DESIGNATED AS THE PITCHER MUST WEAR A BATTING HELMET WITH A PROTECTIVE FACE GUARD. IT IS RECOMMENDED THAT MALE PLAYERS PLAYING THE PITCHERS POSITION WEAR AN ATHELETIC SUPPORTER WITH A PROTECTIVE CUP.

31.03 IN THE T-BALL 5's DIVISION, THE BALL IS NOT PITCHED, BUT IS HIT OFF A BATTING TEE.

31.04 IN THE T-BALL 6's DIVISION, THE OFFENSIVE COACH SHALL PITCH TO HIS/HER OWN TEAM. THE COACH SHALL THROW A MAXIMUM OF THREE LOB PITCHES TO HIS/HER BATTER. THE PITCHES MAY BE THROWN UNDERHAND, FROM A STANDING POSITION, OR OVERHAND, FROM A KNEELING POSITION. IF THE BATTER IS UNABLE TO HIT ONE OF THE THREE PITCHES INTO PLAY HE/SHE GETS THREE ATTEMPTS TO HIT THE BALL FROM A BATTING TEE. IF THE BATTER FAILS TO HIT A FAIR BALL AFTER THREE PITCHES AND THREE SWINGS FROM THE TEE, THE BATTER IS OUT.

31.05 THE ADULT PITCHER MUST MAKE EVERY ATTEMPT TO AVOID INTERFERING WITH THE BALL. A BATTED BALL THAT STRIKES THE ADULT PITCHER, OR CANNOT BE FIELDED CLEANLY DUE TO INTERFERENCE BY THE ADULT PITCHER, IS CONSIDERED DEAD, NO PITCH.

32.0 T-BALL PLAYING FIELD

32.01 THE DISTANCE BETWEEN BASES IS FIFTY (50) FEET.

32.02 AN EIGHT (8) FOOT ARC WILL BE MADE IN FRONT OF HOME PLATE CONNECTING BOTH FIRST AND THIRD BASE FOUL LINES.

32.03 THE PITCHER'S CIRCLE, WHOSE FRONT EDGE IS TWENTY-FIVE (25) FEET FROM THE FRONT EDGE OF HOME PLATE, HAS A DIAMETER OF TWELVE (12) FEET.

HOWELL AREA JUNIOR BASEBALL ASSOCIATION BANTAM BASEBALL LEAGUE RULES

40.0 BANTAM BASEBALL PLAYING RULES

40.01 CURRENT NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS APPLY.

40.02 AN OFFICIAL BANTAM LEAGUE GAME SHALL CONSIST OF SIX (6) INNINGS. NO NEW INNING MAY BEGIN AFTER TWO (2) HOURS FROM THE START OF THE GAME. IN THE EVENT OF A TIE SEE RULE 7.06.

40.03 EVERY PLAYER WHO IS PRESENT FOR THE GAME WILL BE INCLUDED IN THE BATTING ORDER AND TAKE HIS/HER TURN AT BAT FOR THE ENTIRE GAME EVEN THOUGH NOT PLAYING DEFENSIVELY.

40.04 EVERY PLAYER ON THE TEAM WHO IS PRESENT FOR THE GAME WILL PLAY A MINIMUM OF FIVE (5) INNINGS DEFENSIVELY ON AN OFFICIAL SIX (6) INNING GAME. TWO (2) INNINGS MINIMUM MUST BE IN THE OUTFIELD.

40.05 PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME. NO CHANGES MAY BE MADE IN THE LINE-UP AFTER THE LINE-UP IS TURNED IN. A TARDY PLAYER MUST BE ADDED TO THE END OF THE LINE-UP.

40.06 BANTAM LEAGUE TEAMS WILL PLAY TEN (10) AT A TIME DEFENSIVELY. THE TENTH PLAYER WILL BE AN OUTFIELDER, THEREFORE, FOUR (4) OUTFIELDERS. OUTFIELDERS MUST BE POSITIONED ON THE GRASS PART OF THE OUTFIELD. A TEAM MUST START A GAME WITH A MINIMUM OF NINE (9) PLAYERS. IN THE EVENT OF AN INJURY, THE GAME CAN BE COMPLETED WITH EIGHT (8) PLAYERS. LESS THAN EIGHT (8) PLAYERS WILL RESULT IN A FORFEIT.

40.07 IN A SIX (6) INNING GAME, IF IT IS NECESSARY TO BE STOPPED FOR WEATHER, A GAME IS CONSIDERED A COMPLETE (REGULATION GAME) AFTER THREE AND ONE HALF (3 1/2) INNINGS IF THE HOME TEAM IS AHEAD.

40.08 ANY GAME CALLED BECAUSE OF WEATHER OR CURFEW WHICH IS NOT A REGULATION GAME WILL BE CONSIDERED A SUSPENDED GAME AND WILL BE COMPLETED AT A LATER DATE.

40.09 TWO (2) COACHES OF THE DEFENSIVE TEAM MAY BE PLACED IN THE OUTFIELD TO INSTRUCT PLAYERS. THE DEFENSIVE COACHES MUST REMAIN IN THE OUTFIELD GRASS. THE DEFENSIVE COACHES MAY NOT ASSIST THE PLAYER BY PHYSICALLY DIRECTING THE PLAYER OR TOUCHING THE BALL IN ANY MANNER.

40.10 THERE WILL BE NO BATTING PRACTICE USING REAL BASEBALLS BEFORE A GAME. USE OF HIT STICKS, AND WHIFFLE BALLS FOR BATTING PRACTICE WITHIN THE CONFINES OF THE OUTFIELD GRASS, IN A SAFE MANNER, IS PERMITTED PRIOR TO A GAME. PLEASE REMEMBER, SAFETY FIRST!

40.11 THE ONLY PLAYERS SWINGING A BAT WILL BE THE BATTER AND THE BATTER IN THE ON-DECK CIRCLE. IN THE EVENT THAT A PLAYER ILLEGALLY SWINGS A BAT WITHIN THE CONFINES OF THE FIELD, HE/SHE WILL BE WARNED ONCE BY THE UMPIRE. THE SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

- 40.12 SWINGING A BAT OUTSIDE THE CONFINES OF THE PLAYING FIELD IS ABSOLUTELY PROHIBITED. PENALTY: FIRST TEAM OFFENSE - AUTOMATIC OUT. SECOND TEAM OFFENSE – PLAYER IS EJECTED FROM THE GAME.
- 40.13 THE DESIGNATED HITTER RULE DOES NOT APPLY.
- 40.14 BUNTING IS NOT ALLOWED.
- 40.15 STEALING IS NOT ALLOWED.
- 40.16 RUNNERS CANNOT LEAVE THEIR BASE UNTIL THE BATTER HITS THE BALL. IF THE RUNNER LEAVES A BASE EARLY, THE RUNNER IS OUT AND PLAY CONTINUES.
- 40.17 THE INFIELD FLY RULE DOES NOT APPLY.
- 40.18 IN THE EVENT THAT THE BALL IS HIT TO THE OUTFIELD, THE RUNNERS ARE IN PERIL OF BEING PUT OUT AT ALL TIMES AND MAY ADVANCE BASES UNTIL THE BALL IS IN THE POSSESSION OF AN INFIELDER IN THE INFIELD AND NO FURTHER DEFENSIVE PLAY IS ATTEMPTED, (TRAPPED IS ACCEPTABLE). AT THIS TIME IN THE UMPIRES JUDGEMENT, ANY RUNNER PAST THE HALFWAY MARK WILL ADVANCE TO THE BASE, AND ANY RUNNER NOT TO THE HALF-WAY MARK MUST RETURN TO THE LAST BASE PASSED. IF A CONFLICT SHOULD RESULT DUE TO TWO (2) OR MORE BASE RUNNERS REACHING OR NOT REACHING THE HALF-WAY MARK, ALL BASE RUNNERS IN THIS CONFLICT WILL ADVANCE OR RETURN TO A BASE COINCIDENT TO THE RESULTS OF THE FURTHEST BASE RUNNER.
- 40.19 DURING THE COURSE OF THE GAME, THE BALL BECOMES DEAD, AND PLAY IS STOPPED IF THE BALL IS THROWN TO A DEFENSIVE PLAYER ATTEMPTING TO MAKE AN OUT AT ANY BASE AND THE BALL IS EITHER OVERTHROWN OR UNCAUGHT BY THE DEFENSIVE PLAYER. THE RUNNERS WILL PROCEED TO THE NEXT BASE IF THE RUNNER(S) STARTED TO ADVANCE TO THE NEXT BASE AT THE TIME OF THE OVERTHROWN OR UNCAUGHT BALL. IF A CONFLICT SHOULD RESULT, THE BASE RUNNERS(S) WILL BE GIVEN THE BASE(S). (PER RULE 40.17)
- 40.20 THE BATTER WILL BE AWARDED A HIT WHEN AN INJURY OCCURS TO A DEFENSIVE PLAYER. THE BATTER WILL BE AWARDED A GROUND RULE SINGLE IF THE INJURY IS TO A DEFENSIVE INFIELDER AND A GROUND RULE DOUBLE IF THE INJURY IS TO A DEFENSIVE OUTFIELDER.
- 40.21 ONE-HALF (1/2) INNING IS THREE (3) OUTS OR BATTING A TEAM'S ROSTER ONCE. EACH TEAM WILL HAVE AN EQUAL NUMBER OF BATTERS IN ANY HALF INNING. (EXAMPLE: IF THREE (3) OUTS ARE NOT ACHIEVED AND TEAM #1 HAS FOURTEEN (14) PLAYERS AND TEAM #2 HAS THIRTEEN (13) PLAYERS, THE NUMBER ONE BATTER ON TEAM #2 MAY BAT AGAIN TO EQUAL THE NUMBER OF BATTERS IN TEAM #1'S LINE-UP.) THE BALL IS DEAD AND THE HALF INNING ENDS WHEN THE LAST BATTER'S PROGRESS CEASES.
- 40.22 A DIFFERENCE OF TWENTY-NINE (29) RUNS AT THE END OF FOUR (4) INNINGS, OR FIFTEEN (15) RUNS AT THE END OF FIVE (5) INNINGS, WILL COMPLETE A GAME.
- 40.23 IN CASE OF A TIE AFTER SIX (6) INNINGS, THE GAME WILL CONTINUE UNTIL NO LONGER ABLE TO PLAY, DUE TO WEATHER OR CURFEW. (SEE RULE 7.06.)

40.24 AN INJURED BASE RUNNER WILL BE REPLACED BY THE PREVIOUSLY AVAILABLE PLAYER IN THE LINE-UP. ANY PLAYER REMOVED FROM THE LINEUP IS NOT CONSIDERED AN AUTOMATIC OUT.

40.25 A BATTED BALL THAT STRIKES THE ADULT PITCHER OR CAN'T BE FIELDED CLEANLY DUE TO INTERFERENCE BY THE ADULT PITCHER WILL, ACCORDING TO THE UMPIRE'S JUDGEMENT, BE RULED A DEAD BALL, NO PITCH.

40.26 IF THE BALL BEING THROWN BY THE DEFENSIVE PLAYER HITS THE ADULT PITCHER, IT SHALL BE RULED A DEAD BALL WITH THE BATTER AND RUNNERS RECEIVING THE BASES TO WHICH THEY ARE RUNNING. THE ADULT PITCHER MUST MAKE EVERY EFFORT NOT TO INTERFERE WITH THE PLAY.

41.0 BANTAM BASEBALL PITCHING RULES

41.01 INNINGS 1, 2 AND 3 WILL BE PITCHED BY BOTH PLAYER AND COACH PITCHERS. DETAILS OF HOW THIS WILL WORK ARE IN RULE 41.02 BELOW.

41.02 PLAYER PITCHERS WILL BE ALLOWED TO THROW A MAXIMUM OF SIX (6) PITCHES PER BATTER. DURING THIS PERIOD, BALLS AND STRIKES WILL BE CALLED. IF AT THE END OF SIX (6) PITCHES, THE BATTER HAS NOT PUT THE BALL INTO PLAY OR STRUCK OUT, THE BATTING TEAMS COACH WILL ENTER THE GAME, BRINGING OUT A CAGED HELMET WITH HIM TO THE MOUND. THE PITCHER WILL PUT THE CAGED HELMET ON AND ASSUME A FIELDING POSITION TO THE SIDE, AND JUST BEHIND THE COACH PITCHER. THE STRIKE COUNT REMAINS THE SAME AS IT IS. THE COACH WILL THEN DELIVER UP TO FOUR (4) ADDITIONAL PITCHES TO THE BATTER TO COMPLETE THE AT BAT. DURING THESE COACH PITCHES, THE UMPIRE WILL CONTINUE TO CALL STRIKES. A BATTER CAN STRIKE OUT WITHOUT SWINGING THE BAT, EVEN DURING COACH PITCH, IN INNINGS 1, 2 AND 3. ONCE THE FOUR (4) PITCHES HAVE BEEN THROWN TO THE BATTER, AND THE BATTER HAS NOT PUT THE BALL INTO PLAY, OR STRUCK OUT, THE BATTER WILL BE DECLARED OUT. THIS RULE EFFECTIVELY ELIMINATES WALKS, WHILE ENCOURAGING BATTERS TO BE AGGRESSIVE AT THE PLATE.

41.03 DURING THESE THREE (3) INNINGS, BALLS AND STRIKES WILL BE CALLED BY THE HOME PLATE UMPIRE.

41.04 COACHES MUST USE, AT THE MINIMUM, ONE DIFFERENT PITCHER PER INNING. THIS IS TO DEVELOP MORE PITCHERS FOR THE FUTURE.

41.05 THE REMAINING INNINGS OF THE GAME WILL BE STRICTLY COACH PITCH.

41.06 DURING COACH PITCH ONLY INNINGS, INNINGS 4, 5 AND 6, THE BATTER HAS SIX (6) PITCHES TOTAL TO PUT THE BALL INTO PLAY, AFTER WHICH THE BATTER IS DECLARED OUT. THERE ARE NO WALKS, AND BALLS AND STRIKES WILL NOT BE CALLED BY THE UMPIRE.

41.07 A MANAGER MUST BE WARNED IF HIS PITCHER HITS TWO (2) BATTERS IN A GAME. IF THE PITCHER HITS A THIRD BATTER IN THE SAME GAME AS A RESULT OF BEING WILD, THE UMPIRE WILL HAVE THE PITCHER REMOVED FROM PITCHING DUTIES FOR THE REMAINDER OF THAT GAME. THE BATTER(S) MUST MAKE A SUFFICIENT ATTEMPT TO AVOID BEING HIT FOR THIS RULE TO BE

ENFORCED.

41.08 ALL OTHER RUN RULES AND BATTING RULES WILL APPLY.

41.09 THE OFFENSIVE COACH SHALL PITCH TO HIS/HER OWN TEAM AND WILL MAKE EVERY EFFORT TO AVOID INTERFERING IN A PLAY. IF A BATTED BALL HITS THE COACH, THE BALL IS CONSIDERED DEAD, NO PITCH.

41.10 THE ADULT PITCHER WILL NOT ACT AS A BASE COACH WHILE PITCHING.

41.11 THE ADULT PITCHER MUST PITCH FROM THE PITCHER'S PLATE.

41.12 A PLAYER WILL ALSO BE DESIGNATED AS A PITCHER FOR THE PURPOSE OF FIELDING THAT POSITION. THIS PLAYER MUST WEAR A BATTING HELMET WITH A PROTECTIVE MASK AND STAND IN A POSITION WITHIN THE PITCHER'S CIRCLE NO CLOSER TO THE BATTER THAN THE ADULT PITCHER. THE PLAYER PITCHER MAY MOVE CLOSER ONCE THE BALL HAS BEEN HIT.

42.0 BANTAM BASEBALL PLAYING FIELD

42.01 SIXTY (60) FOOT DISTANCE BETWEEN BASES.

42.02 THE PITCHING RUBBER WHICH WILL BE FORTY (40) FEET FROM THE BACK POINT OF HOME PLATE.

42.03 THE PITCHER'S CIRCLE, WHOSE FRONT EDGE IS 32 FEET FROM THE FRONT EDGE OF HOME PLATE, HAS A DIAMETER OF TWELVE FEET.

42.04 A PLAYER MAY PITCH IN ONLY ONE INNING PER GAME. IF THE PITCHER IS REMOVED FROM THE PITCHERS POSITION DURING AN INNIG THE PITCHER MAY NOT RETURN TO THE MOUND TO PITCH DURING THE SAME GAME.

42.05 THE BALK RULES DOES NOT APPLY AND INTENTINAL WALKS ARE NOT ALLOWED.

**HOWELL AREA JUNIOR BASEBALL ASSOCIATION MIDGET BASEBALL LEAGUE
RULES**

50.0 MIDGET BASEBALL LEAGUE PLAYING RULES

50.01 CURRENT OFFICIAL NATIONAL FEDERATION HIGH SCHOOL RULES APPLY, WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS.

50.02 AN OFFICIAL MIDGET LEAGUE GAME SHALL CONSIST OF SIX (6) INNINGS. NO NEW INNING MAY BEGIN AFTER TWO (2) HOURS. IN THE EVENT OF A TIE SEE RULE 7.06.

50.03 EVERY PLAYER ON THE TEAM WHO IS PRESENT FOR THE GAME WILL PLAY AT LEAST FIVE (5) INNINGS DEFENSIVELY OF AN OFFICIAL SIX (6) INNING GAME. TWO (2) INNINGS MINIMUM MUST BE IN THE OUTFIELD.

50.04 EACH PLAYER ON THE TEAM WHO IS PRESENT FOR THE GAME WILL BE INCLUDED IN THE BATTING ORDER, AND WILL TAKE HIS/HER TURN AT BAT FOR THE ENTIRE GAME, EVEN THOUGH THEY ARE NOT PLAYING DEFENSIVELY.

50.05 PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME WHETHER OR NOT THEY ARE PLAYING DEFENSIVELY. NO CHANGES WILL BE MADE IN THE LINE-UP AFTER IT IS TURNED IN. TARDY PLAYERS MUST BE ADDED TO THE END OF THE LINE-UP.

50.06 MIDGET LEAGUE TEAMS WILL PLAY TEN (10) PLAYERS AT A TIME DEFENSIVELY. THE TENTH PLAYER MUST BE AN OUTFIELDER, THUS PLAYING FOUR (4) OUTFIELDERS. OUTFIELDERS MUST BE POSITIONED ON THE GRASS PART OF THE OUTFIELD. A TEAM MUST START A GAME WITH A MINIMUM OF NINE (9) PLAYERS. IN THE EVENT OF INJURIES, THE GAME WILL BE COMPLETED WITH EIGHT (8) PLAYERS. FEWER THAN EIGHT (8) PLAYERS WILL RESULT IN A FORFEIT.

50.07 IN A SIX (6) INNING GAME, IF NECESSARY TO BE STOPPED FOR WEATHER OR CURFEW, IT IS A COMPLETE GAME AFTER THREE AND ONE-HALF (3 1/2) INNINGS IF THE HOME TEAM IS AHEAD.

50.08 THE ONLY PLAYERS SWINGING BATS WILL BE THE BATTER AND THE PLAYER IN THE ON-DECK CIRCLE. IN THE EVENT A PLAYER ILLEGALLY SWINGS A BAT WITHIN THE CONFINES OF THE PLAYING FIELD, THE UMPIRE WILL WARN THE TEAM ONCE. THE SECOND OFFENSE BY A TEAM'S PLAYER IS AN AUTOMATIC OUT.

50.08A THERE WILL BE NO BATTING PRACTICE USING REAL BASEBALLS BEFORE A GAME. USE OF HIT STICKS, AND WHIFFLE BALLS FOR BATTING PRACTICE, WITHIN THE CONFINES OF THE OUTFIELD GRASS, IN A SAFE MANNER, IS PERMITTED PRIOR TO A GAME. PLEASE REMEMBER, SAFETY FIRST!

50.09 SWINGING A BAT OUTSIDE THE CONFINES OF THE PLAYING FIELD IS ABSOLUTELY PROHIBITED. PENALTY: EJECTION FROM THE GAME.

50.10 THE DESIGNATED HITTER RULE DOES NOT APPLY.

50.11 A RUNNER ON THIRD (3) AT THE TIME OF THE PITCH MAY ONLY ADVANCE FROM THIRD BASE TO HOME IF THE BALL IS HIT OR WITH THE BASES LOADED THE BATTER RECEIVES A BASE ON BALLS OR IS HIT BY A PITCH.

50.12 THE BATTER IS OUT ON THE THIRD STRIKE, EVEN IF THE CATCHER DROPS THE BALL.

50.13 RUNNERS MAY NOT LEAVE THEIR BASES UNTIL THE BALL CROSSES THE PLATE. PENALTY: THE RUNNER IS OUT, AND PLAY CONTINUES.

50.14 THE INFIELD FLY RULE DOES NOT APPLY.

50.15 ON A WALK, A RUNNER MAY NOT ADVANCE BEYOND FIRST BASE UNTIL THE NEXT PITCH IS THROWN. THIS INCLUDES A WALK WHERE A PASSED BALL OCCURS. THIS RULE IS NEGATED IF A PLAY IS MADE ON ANOTHER RUNNER.

50.16 THE BATTER MAY BE AWARDED A HIT WHEN AN INJURY OCCURS TO A DEFENSIVE PLAYER ATTEMPTING TO FIELD A BATTED BALL. THE BATTER WILL BE AWARDED A GROUND RULE SINGLE WHEN THE INJURY IS TO AN INFIELDER AND A GROUND RULE DOUBLE WHEN THE INJURY IS TO AN OUTFIELDER.

50.17 IF A DEFENSIVE PLAYER IS REMOVED FROM THE LINE-UP FOR ANY REASON OTHER THAN INJURY, THE PLAYER CANNOT RETURN TO THE LINE-UP UNTIL THE NEXT INNING.

50.18 PINCH RUNNERS MAY BE USED ONLY IN CASE OF INJURY. THE INJURED BASE RUNNER WILL BE REPLACED BY THE PREVIOUSLY AVAILABLE PLAYER IN THE LINE-UP. ANY PLAYER REMOVED FROM THE LINE-UP IS NOT CONSIDERED AN AUTOMATIC OUT.

50.18A WITH TWO OUTS, A COURTESY RUNNER WILL BE ALLOWED TO REPLACE THE CATCHER FOR THE NEXT INNING ON A BASE TO SPEED UP THE INNING TRANSITION. THE RUNNER WILL BE THE LAST PLAYER IN THE BATTING ORDER TO MAKE AN OUT.

50.19 NO MORE THAN EIGHT (8) RUNS SHALL BE SCORED BY THE OFFENSIVE TEAM IN ANY INNING EXCEPT THE SIXTH INNING. SCORING OF RUNS IS NOT LIMITED IN THE SIXTH INNING.

50.20 A DIFFERENCE OF FIFTEEN (15) RUNS AT THE END OF FOUR (4) INNINGS, (THREE AND ONE-HALF INNINGS IF THE HOME TEAM IS AHEAD), WILL CONSTITUTE A COMPLETE GAME.

50.21 IN THE EVENT OF A TIE AFTER SIX (6) INNINGS OR TIME LIMIT, THE GAME WILL CONTINUE UNDER RULE 7.06 UNTIL NO LONGER ABLE TO PLAY UNDER RULE 7.01.

51.0 MIDGET BASEBALL LEAGUE PITCHING RULES

51.01 SIX (6) OUTS MAXIMUM PER PITCHER PER DAY. IF A PITCHER IS REMOVED FROM THE MOUND, THAT PLAYER MAY NOT RETURN AS A PITCHER FOR THE REMAINDER OF THE GAME. (SEE GENERAL RULES 14.14) IN THE EVENT OF A DOUBLE OR TRIPLE PLAY THAT TAKES A PITCHER OVER 6 OUTS, THE PITCHER WILL NOT BE AVAILABLE UNTIL THE NEXT GAME.

51.03 A PITCHER IS NOT PERMITTED TO PITCH MORE THAN TWENTY-SEVEN (27) OUTS PER CALENDAR WEEK. THE CALENDAR WEEK BEGINS 12:00 a.m. SUNDAY AND ENDS 11:59p.m. SATURDAY.

51.05 INTENTIONAL WALKS ARE NOT ALLOWED.

51.06 THE BALK RULE DOES NOT APPLY.

51.07 BULLPENS FOR WARM-UP OF PITCHERS WILL BE JUST OUTSIDE THE CONFINES OF THE PLAYING FIELD AT A SAFE DISTANCE FROM SPECTATORS. THE HOME TEAM BULLPEN WILL BE DOWN THE THIRD BASE LINE. THE VISITING TEAM BULLPEN WILL BE DOWN THE FIRST BASE LINE. THE WARM-UP CATCHER WILL BE FACING IN THE DIRECTION OF THE HOME PLATE AND MUST BE WEARING A FACEMASK AND HELMET. A THIRD PLAYER WILL BE PLACED APPROXIMATELY TEN (10) FEET BEHIND THE BULLPEN PITCHER, FACING THE BATTER AT HOME PLATE. THE THIRD PLAYER IS THERE TO PROTECT THE PLAYERS WARMING-UP FROM BEING HIT BY ANY FOUL BALLS.

51.08 VIOLATION OF ANY PITCHING RULE WILL RESULT IN FORFEITURE OF THE GAME IN WHICH THE VIOLATION OCCURS.

52.0 MIDGET BASEBALL LEAGUE PLAYING FIELD

52.01 SIXTY- FIVE (65) FOOT DISTANCE BETWEEN BASES.

52.02 FORTY-SIX (46) FEET FROM THE POINT OF HOME PLATE TO THE FRONT EDGE OF THE PITCHING RUBBER.

HOWELL AREA JUNIOR BASEBALL ASSOCIATION MINOR BASEBALL LEAGUE RULES

60.0 MINOR BASEBALL LEAGUE PLAYING RULES

60.01 CURRENT OFFICIAL NATIONAL FEDERATION HIGH SCHOOL RULES APPLY WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS.

60.02 AN OFFICIAL MINOR LEAGUE GAME SHALL CONSIST OF SEVEN (7) INNINGS. NO NEW INNING MAY BEGIN AFTER TWO AND ONE-HALF (2 1/2) HOURS. IN THE EVENT OF A TIE SEE RULE 7.06.

60.03 EVERY PLAYER ON THE TEAM WHO IS PRESENT FOR A GAME WILL NOT SIT ON THE BENCH MORE THAN 2 INNINGS AND THOSE INNINGS MUST NOT BE CONSECUTIVE. EVERY PLAYER MUST PLAY A MINIMUM OF TWO (2) INFIELD INNINGS OF AN OFFICIAL SEVEN (7) INNING GAME. TEAMS MUST START BY FIELDING NINE (9) PLAYERS, BUT IN THE EVENT OF INJURIES, MAY COMPLETE THE GAME WITH EIGHT (8) PLAYERS. FEWER THAN EIGHT (8) PLAYERS WILL RESULT IN FORFEIT.

60.04 ALL PLAYERS PRESENT FOR THE GAME WILL BE INCLUDED IN THE BATTING ORDER AND TAKE HIS/HER TURN AT BAT FOR THE ENTIRE GAME EVEN THOUGH NOT PLAYING DEFENSIVELY.

60.05 ALL PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME. NO CHANGES ARE PERMITTED IN THE BATTING ORDER AFTER THE LINE-UP IS TURNED IN. A TARDY PLAYER MUST BE ADDED TO THE END OF THE LINE-UP.

60.06 IN A SEVEN (7) INNING GAME, IF NECESSARY TO BE STOPPED FOR WEATHER OR CURFEW, IT IS A COMPLETE GAME AFTER FOUR AND ONE-HALF (4 1/2) INNINGS IF THE HOME TEAM IS AHEAD.

60.06A THERE WILL BE NO BATTING PRACTICE USING REAL BASEBALLS BEFORE A GAME. USE OF HIT STICKS, AND WHIFFLE BALLS FOR BATTING PRACTICE WITHIN THE CONFINES OF THE OUTFIELD GRASS, IN A SAFE MANNER, IS PERMITTED PRIOR TO A GAME. PLEASE REMEMBER, SAFETY FIRST!

60.07 SWINGING A BAT OUTSIDE THE CONFINES OF THE PLAYING FIELD IS PROHIBITED. PENALTY: EJECTION FROM THE GAME.

60.08 THE ONLY PLAYERS SWINGING BATS WILL BE THE BATTER AND THE ONDECK BATTER. PENALTY: THE PLAYER WILL BE WARNED ONCE BY THE UMPIRE. THE SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

60.09 THE DESIGNATED HITTER RULE DOES NOT APPLY.

60.10 NO INTENTIONAL WALKS IS ALLOWED.

60.11 IF A DEFENSIVE PLAYER IS REMOVED FROM THE LINE-UP FOR ANY REASON OTHER THAN INJURY THAT PLAYER CANNOT RETURN TO THE LINE-UP UNTIL THE NEXT INNING.

60.12 THE BATTER WILL BE AWARDED A HIT WHEN THERE IS AN INJURY TO A DEFENSIVE PLAYER ATTEMPTING TO FIELD A BATTED BALL. THE BATTER WILL

BE AWARDED A GROUND RULE SINGLE IF THE INJURY IS TO A DEFENSIVE INFIELDER OR A GROUND RULE DOUBLE IF THE INJURY IS TO A DEFENSIVE OUTFIELDER.

60.12A HOME MAY BE STOLEN ONE TIME PER INNING, PER TEAM, ON A WILD PITCH, PASSED BALL OR STRAIGHT STEAL; HOWEVER RUNNER MAY SCORE ON ANY OTHER PLAY MADE ON HIM OR OTHER RUNNERS (IE. PICK OFF ATTEMPT, CATCHER THROWS TO BASE). STEALING HOME ON A THROW BACK TO THE PITCHER IS CONSIDERED YOUR ONE STEAL.

60.13 AN INJURED BASE RUNNER WILL BE REPLACED BY THE PREVIOUSLY AVAILABLE PLAYER IN THE LINE-UP. ANY PLAYER REMOVED FROM THE LINEUP IS NOT CONSIDERED AN AUTOMATIC OUT.

60.13A WITH TWO OUTS, A COURTESY RUNNER WILL BE ALLOWED TO REPLACE THE CATCHER FOR THE NEXT INNING ON A BASE TO SPEED UP THE INNING TRANSITION. THE RUNNER WILL BE THE LAST PLAYER IN THE BATTING ORDER TO MAKE AN OUT.

60.14 A DIFFERENCE OF TEN (10) RUNS AFTER FIVE (5) INNINGS OF PLAY WILL CONSTITUTE A COMPLETE GAME.

60.14A AN 8 RUN LIMIT PER INNING WILL APPLY WITH THE EXCEPTION OF THE SEVENTH (7) INNING WHICH WILL BE UNLIMITED.

60.15 IN CASE OF A TIE SCORE AFTER SEVEN (7) INNINGS, THE GAME WILL CONTINUE UNTIL NO LONGER ABLE PLAY. (SEE RULE 7.01 AND RULE 7.06)

60.16 THERE WILL BE NO BATTING PRACTICE ON THE PLAYING FIELDS BEFORE THE GAMES.

61.0 MINOR BASEBALL LEAGUE PITCHING RULES

61.01 NINE (9) OUTS MAXIMUM PER PITCHER PER DAY. IF THE PITCHER IS REMOVED FROM THE MOUND, THAT PLAYER MAY NOT RETURN AS A PITCHER FOR THE REMAINDER OF THE GAME. (SEE GENERAL RULE 14.14)

61.03 A PITCHER IS NOT PERMITTED TO PITCH MORE THAN THIRTY-SIX (36) OUTS PER CALENDAR WEEK. THE CALENDAR WEEK BEGINS AT 12:00 a.m. SUNDAY AND ENDS AT 11:59 p.m. SATURDAY.

61.04 THE MANAGER WILL BE WARNED IF THE PITCHER HITS TWO (2) BATTERS IN A GAME. IF THE PITCHER HITS A THIRD BATTER, AS A RESULT OF BEING WILD, THE UMPIRE WILL HAVE THE PITCHER REMOVED FROM PITCHING DUTIES FOR THE REMAINDER OF THE GAME. THIS RULE APPLIES ONLY IF THE BATTER(S) HAVE MADE A SUFFICIENT ATTEMPT TO AVOID BEING HIT.

61.04A ONE (1) BALK WARNING PER PITCHER PER GAME WILL BE GIVEN.

61.05 VIOLATION OF ANY PITCHING RULES SHALL RESULT IN FORFEITURE OF THE GAME IN WHICH THE VIOLATION OCCURS.

61.06 PITCHERS WILL WARM-UP WITHIN THE CONFINES OF THE PLAYING FIELD. THE HOME TEAM BULLPEN IS DOWN THE THIRD BASE LINE. THE VISITING TEAM BULLPEN WILL BE DOWN THE FIRST BASE LINE. THE WARM-UP CATCHER WILL

BE FACING IN THE DIRECTION OF HOME PLATE AND MUST BE WEARING A FACEMASK AND HELMET. A THIRD PLAYER WILL BE PLACED APPROXIMATELY TEN (10) FEET BEHIND THE PITCHER, FACING THE BATTER AT HOME PLATE. THE THIRD PLAYER IS THERE TO PROTECT THE TWO (2) PLAYERS WARMING-UP FROM BEING HIT BY FOUL BALLS.

61.07 ANY PLAYER PLAYING ON A TRAVEL OR TOURNAMENT TEAM, WHICH IS NOT PART OF OR AUTHORIZED BY THE HAJBA, WILL NOT BE ALLOWED TO PITCH IN THE MINOR LEAGUE.

THE MANAGER OF THE TOURNAMENT TEAM WILL DISCLOSE THE NAMES OF ALL HAJBA PLAYERS ON THE TEAM TO THE BOARD OF DIRECTORS OF THE HAJBA PRIOR TO ANY TOURNAMENT PARTICIPATION.

THE TOURNAMENT TEAM MANAGER MUST DISCLOSE TO THE HAJBA LEAGUE MANAGERS, FROM WHOSE TEAMS THE PLAYERS ARE SELECTED, THE DATES AND TIMES OF ALL TOURNAMENT PRACTICES AND GAMES.

TOURNAMENT TEAM AND IN-HOUSE TEAM MANAGERS MUST COMMUNICATE ANY AND ALL PLAYER(S) INJURIES TO EACH OTHER PRIOR TO THE PLAYER'S PARTICIPATION IN ANY FURTHER PRACTICES OR GAMES.

THERE WILL BE AN OPEN DAY AFTER THE END OF ANY LEAGUE SANCTIONED TOURNAMENT AND THE RESUMPTION OF THE IN-HOUSE SCHEDULED SEASON GAMES.

62.0 MINOR BASEBALL LEAGUE PLAYING FIELD

62.01 SEVENTY (70) FOOT DISTANCE BETWEEN BASES.

62.02 FIFTY (50) FEET FROM THE REAR POINT OF HOME PLATE TO THE FRONT OF THE PITCHING RUBBER.

HOWELL AREA JUNIOR BASEBALL ASSOCIATION MAJOR BASEBALL LEAGUE RULES

70.0 MAJOR BASEBALL LEAGUE PLAYING RULES

70.01 CURRENT OFFICIAL NATIONAL FEDERATION HIGH SCHOOL RULES APPLY WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS.

70.02 AN OFFICIAL MAJOR LEAGUE GAME SHALL CONSIST OF SEVEN (7) INNINGS. NO NEW INNING MAY BEGIN AFTER TWO AND ONE-HALF (2 1/2) HOURS FROM THE START OF THE GAME. NO NEW INNING MAY BEGIN AFTER TWO (2) HOURS IF A DOUBLE HEADER IS BEING PLAYED.

70.02a IN A SEVEN (7) INNING GAME, IF NECESSARY TO BE STOPPED FOR WEATHER OR CURFEW, IT IS A COMPLETE GAME AFTER FOUR AND ONE-HALF (4 1/2) INNINGS IF THE HOME TEAM IS AHEAD.

70.03 EVERY PLAYER ON THE TEAM WHO IS PRESENT FOR A GAME WILL PLAY A MINIMUM OF THREE (3) INNINGS DEFENSIVELY OF AN OFFICIAL SEVEN (7) INNING GAME. A TEAM MUST FIELD NINE (9) PLAYERS TO START A GAME, BUT IN THE EVENT OF INJURIES, WILL COMPLETE THE GAME WITH EIGHT (8) PLAYERS. LESS THAN EIGHT (8) PLAYERS WILL RESULT IN A FORFEIT.

70.04 EACH PLAYER WHO IS PRESENT FOR THE GAME WILL BE INCLUDED IN THE BATTING ORDER AND TAKE HIS/HER TURN AT BAT, EVEN THOUGH NOT PLAYING DEFENSIVELY.

70.05 PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME. NO CHANGES MAY BE MADE IN THE BATTING ORDER AFTER THE LINE-UP CARD IS TURNED IN. A TARDY PLAYER MUST BE ADDED TO THE END OF THE LINE-UP.

70.06 THERE WILL BE NO BATTING PRACTICE USING REAL BASEBALLS BEFORE A GAME. USE OF HIT STICKS, AND WHIFFLE BALLS FOR BATTING PRACTICE WITHIN THE CONFINES OF THE OUTFIELD GRASS, IN A SAFE MANNER, IS PERMITTED PRIOR TO A GAME. PLEASE REMEMBER, SAFETY FIRST!

70.07 THE ONLY PLAYERS SWINGING BATS WILL BE THE BATTER AND THE BATTER IN THE ON-DECK CIRCLE. A PLAYER WHO ILLEGALLY SWINGS A BAT WITHIN THE CONFINES OF THE PLAYING FIELD WILL BE WARNED ONCE BY THE UMPIRE. SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

70.08 SWINGING A BAT OUTSIDE THE CONFINES OF THE PLAYING FIELD IS PROHIBITED. PENALTY: EJECTION FROM THE GAME.

70.09 THE DESIGNATED HITTER RULE DOES NOT APPLY.

70.10 NO INTENTIONAL PASS IS ALLOWED.

70.11 IF A DEFENSIVE PLAYER IS REMOVED FROM THE LINE-UP FOR ANY REASON, OTHER THAN INJURY, THAT PLAYER CANNOT RETURN TO THE LINEUP UNTIL THE NEXT INNING.

70.12 THE BATTER WILL BE AWARDED A HIT WHEN THERE IS AN INJURY TO A DEFENSIVE PLAYER MAKING AN ATTEMPT TO FIELD A BATTED BALL. THE BATTER WILL BE AWARDED A GROUND RULE SINGLE IF THE INJURY IS TO A

DEFENSIVE INFIELDER OR A GROUND RULE DOUBLE IF THE INJURY IS TO A DEFENSIVE OUTFIELDER.

70.13 A DIFFERENCE OF TEN (10) RUNS AFTER FIVE (5) COMPLETE INNINGS OF PLAY WILL CONSTITUTE A COMPLETE GAME. FOUR AND ONE-HALF INNINGS IF THE HOME TEAM IS AHEAD.

70.14 A GAME CALLED BECAUSE OF CURFEW OR WEATHER THAT IS NOT A REGULATION GAME IS CONSIDERED A SUSPENDED GAME AND WILL BE COMPLETED AT A LATER DATE. (SEE GENERAL RULE 6.04)

70.15 IN THE EVENT OF A TIE AFTER SEVEN (7) INNINGS OF PLAY OR TIME LIMIT, THE GAME WILL CONTINUE UNTIL NO LONGER ABLE TO PLAY BECAUSE OF WEATHER, DARKNESS, OR CURFEW. (REFER TO GENERAL RULE 7.01 AND RULE 7.06)

70.16 AN INJURED BASE RUNNER WILL BE REPLACED BY THE PREVIOUSLY AVAILABLE PLAYER IN THE LINE-UP. ANY PLAYER REMOVED FROM THE LINEUP IS NOT CONSIDERED AN AUTOMATIC OUT.

71.0 MAJOR BASEBALL LEAGUE PITCHING RULES

71.01 TWELVE (12) OUTS MAXIMUM PER PITCHER PER DAY. IF A PITCHER IS REMOVED FROM THE MOUND, THAT PLAYER CANNOT RETURN AS A PITCHER FOR THE REMAINDER OF THE GAME. (REFERENCE RULE 14.14)

71.02 IF A PITCHER PITCHES MORE THAN SIX (6) OUTS PER DAY, THEY ARE REQUIRED TO HAVE A MINIMUM OF FORTY (40) HOURS REST BEFORE BEING ALLOWED TO PITCH AGAIN.

71.03 A PITCHER IS NOT ALLOWED TO PITCH MORE THAN THIRTY-SIX (36) OUTS PER CALENDAR WEEK. THE CALENDAR WEEK BEGINS AT 12:00 a.m. SUNDAY AND ENDS AT 11:59 p.m. SATURDAY.

71.04 A MANAGER WILL BE WARNED IF HIS PITCHER HITS TWO (2) BATTERS DURING A GAME. SHOULD A PITCHER HIT A THIRD BATTER DURING THE GAME, AS A RESULT OF BEING WILD, THE UMPIRE WILL HAVE THE PITCHER REMOVED FROM PITCHING FOR THE REMAINDER OF THE GAME. HOWEVER, IT MUST BE UNDERSTOOD THAT THE BATTER(S) MUST HAVE MADE A SUFFICIENT ATTEMPT TO AVOID BEING HIT.

71.05 THE VIOLATION OF ANY PITCHING RULE WILL RESULT IN THE FORFEITURE OF THE GAME IN WHICH THE VIOLATION OCCURRED.

71.06 PITCHERS WILL BE WARMED UP WITHIN THE CONFINES OF THE PLAYING FIELD. THE HOME TEAM BULLPEN WILL BE DOWN THE THIRD BASE LINE. THE VISITING TEAM BULLPEN WILL BE DOWN THE FIRST BASE LINE. THE WARM-UP CATCHER WILL BE FACING IN THE DIRECTION OF HOME PLATE AND MUST BE WEARING A FACEMASK AND HELMET. A THIRD PLAYER WILL BE POSITIONED APPROXIMATELY TEN (10) FEET BEHIND THE PITCHER, FACING THE BATTER AT HOME PLATE. THE THIRD PLAYER IS THERE TO PROTECT THE OTHER TWO (2) PLAYERS FROM BEING HIT BY FOUL BALLS. THIS RULE APPLIES TO GAME AND PRE-GAME WARM-UP.

71.07 ANY PLAYER WHO IS PLAYING ON A TRAVEL OR TOURNAMENT TEAM, WHICH IS

NOT A PART OF OR APPROVED BY THE HAJBA, WILL NOT BE ALLOWED TO PITCH IN THE MAJOR LEAGUE.

THE MANAGER OF A TOURNAMENT TEAM WILL DISCLOSE THE NAMES OF ALL HAJBA PLAYERS TO THE BOARD OF DIRECTORS OF THE HAJBA PRIOR TO ANY TOURNAMENT PARTICIPATION.

THE TOURNAMENT TEAM MANAGER MUST DISCLOSE TO THE HAJBA LEAGUE MANAGERS, FROM WHOSE TEAM THE PLAYERS ARE SELECTED, THE DATES AND TIMES OF ALL TOURNAMENT PRACTICES AND GAMES.

TOURNAMENT TEAM AND IN-HOUSE TEAM MANAGERS MUST COMMUNICATE ANY AND ALL PLAYER(S) INJURIES TO EACH OTHER PRIOR TO THE PLAYER'S PARTICIPATION IN ANY FURTHER PRACTICES OR GAMES.

THERE WILL BE AN OPEN DAY AFTER THE END OF ANY LEAGUE SANCTIONED TOURNAMENT AND THE RESUMPTION OF THE IN-HOUSE SCHEDULED SEASON GAMES.

72.0 MAJOR BASEBALL LEAGUE PLAYING FIELD

72.01 EIGHTY (80) FOOT DISTANCE BETWEEN BASES.

72.02 FIFTY-FOUR (54) FEET FROM THE REAR POINT OF HOME PLATE TO THE FRONT EDGE OF THE PITCHING RUBBER.