



2011 Softball Rulebook

**HOWELL AREA JUNIOR BASEBALL ASSOCIATION
SOFTBALL GENERAL RULES**

1.0 PURPOSE

- 1.01 THE PURPOSE OF THE HAJBA PROGRAM IS TO PROVIDE THE HOWELL AREA YOUTH, AGES 6-14, AN OPPORTUNITY TO PLAY ORGANIZED BASEBALL, SOFTBALL, AND T-BALL WITH EMPHASIS ON GOOD SPORTSMANSHIP, CITIZENSHIP, FELLOWSHIP, AND THE DEVELOPMENT OF BASEBALL/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 JANUARY 1ST OF THE CURRENT SEASON/YEAR)

- BANTAM SOFTBALL 6 - 8 YEARS OLD
- MIDGET SOFTBALL 9 -10 YEARS OLD
- MINOR SOFTBALL 11 - 14 YEARS OLD

- 2.02 TEAMS WILL BE FORMED BY MEANS OF AN OPEN DRAFT, (MIDGET AND MINOR SOFTBALL,) OR BLIND DRAW, (BANTAM SOFTBALL) WILL BE FORMED BY BLIND DRAW.
- 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 AND MINOR SOFTBALL MANAGERS WILL BE PROVIDED SUFFICIENT OPPORTUNITY TO OBSERVE PLAYERS DURING EVALUATION.
- 2.06 MANAGERS WILL BE ALLOWED TO PROTECT 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 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.

2.11 IF YOUR TEAM SPONSOR FROM LAST SEASON IS NOT SPONSORING YOUR TEAM THIS SEASON, THE CHILD ASSOCIATED WITH THAT TEAM SPONSORSHIP FROM LAST SEASON WILL BE PUT BACK INTO THE DRAFT PROCESS AND NOT BE PLACED AUTOMATICALLY ON YOUR TEAM.

2.12 IF YOU WERE A HEAD COACH/MANAGER/ASSISTANT COACH FOR A TEAM LAST SEASON, AND YOU ARE NOT RETURNING AS A HEAD COACH/MANAGER/ASSISTANT COACH THIS SEASON, IN THE SAME DIVISION, YOUR CHILD WILL BE PUT BACK INTO THE DRAFT/DRAW PROCESS AND NOT BE AUTOMATICALLY PLACED ON A TEAM.

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 BANTAM SOFTBALL TEAMS WILL BE FORMED UTILIZING THE BLIND DRAW SELECTION PROCEDURE. MIDGET AND MINOR SOFTBALL TEAMS WILL BE FORMED UTILIZING AN EVALUATION, DRAFT, AND DRAW SELECTION PROCEDURE.

5.0 MANAGERS AND COACHES

- 5.01 THE MANAGER MUST REPORT TO A LEAUGE 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, HIS/HER POSITION WILL BE REVIEWED BY THE HAJBA BOARD OF DIRECTORS.
- 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. (EXCEPTION: SECOND GAME OF A DOUBLE HEADER AT BENNETT FIELD) 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. NO CHANGES OF THIS RULEBOOK CAN BE MADE BY THE UMPIRES, MANAGERS, OR COACHES.

- 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) OUTS. 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 SCORE BOOK IS THE OFFICIAL SCORE BOOK.
- 7.09 UMPIRE CARDS WILL BE USED TO REGISTER WINS, SCORES AND INNINGS PITCHED.
- 7.10 THE NEXT INNING WILL BEGIN WITH THE LAST OUT OF THE PREVIOUS INNING, ONLY IF IT'S WITHIN THE 2 HOUR TIME LIMIT.

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 WITH FACE MASK.

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.

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.

13.02 PLAYER LEAVING FOR ANYTHING OTHER THEN AN INJURY THAT PLAYER WILL BE CONSIDERED OUT WHEN ITS THERE TIME TO BAT.

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 HELMENTS 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.

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, DOUBLE 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 18.01 AND 18.02 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 JUNIOR SOFTBALL

BANTAM SOFTBALL LEAGUE RULES

- 80.0 BANTAM SOFTBALL LEAGUE PLAYING RULES
- 80.1 CURRENT OFFICIAL NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS.
- 80.2 OFFICIAL BANTAM SOFTBALL 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 HAJBA RULE 7.06.
- 80.3 EVERY PLAYER ON THE TEAM, WHO IS PRESENT FOR THE GAME, WILL PLAY AT LEAST THREE (3) INNINGS DEFENSIVELY OF AN OFFICIAL SIX (6) INNING GAME.
- 80.4 EACH PLAYER ON THE TEAM, WHO IS PRESENT FOR THE GAME, WILL BE INCLUDED IN THE BATTING ORDER AND TAKE HER TURN AT BAT FOR THE ENTIRE GAME, EVEN THOUGH THEY ARE NOT PLAYING DEFENSIVELY.
- 80.5 PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME WHETHER OR NOT THEY ARE PLAYING DEFENSIVELY. NO CHANGES WILL BE MADE TO THE LINE-UP AFTER IT IS TURNED IN. TARDY PLAYERS MUST BE ADDED TO THE END OF THE LINE-UP.
- 80.6 ONE-HALF (1/2) INNING IS THREE OUTS OR BATTING A TEAM'S LINEUP ONCE. EACH TEAM WILL HAVE AN EQUAL NUMBER OF ROSTER 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 IN THAT INNING 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 BATTER'S PROGRESS CEASES.

80.7 TEAMS WILL PLAY TEN (10) PLAYERS AT A TIME DEFENSIVELY. THE TENTH PLAYER MUST BE AN OUTFIELDER, THUS PLAYING FOUR (4) OUTFIELDERS. A TEAM MAY START THE GAME WITH A MINIMUM OF EIGHT (8) PLAYERS. IN THE EVENT A NINTH (9TH) PLAYER DOES NOT JOIN THE GAME, AN OUT WILL BE ASSESSED IN THE NINTH (9TH) PLAYER BATTING ORDER OF THE SAME TEAM. IN THE EVENT OF INJURIES, THE GAME MAY BE COMPLETED WITH EIGHT (8) PLAYERS AND AN OUT WILL BE ASSESSED IN THAT PLAYERS' SPOT. LESS THAN EIGHT (8) PLAYERS WILL RESULT IN A FORFEIT.

80.8 A DIFFERENCE OF FIFTEEN (15) RUNS AT THE END OF FOUR (4) INNINGS WILL CONSTITUTE A COMPLETE GAME. (THREE AND ONE HALF (3 ½) IF THE HOME TEAM IS AHEAD), OR A DIFFERENCE OF TEN (10) RUNS AFTER FIVE (5) INNINGS WILL CONSTITUTE A COMPLETE GAME. (4 ½ INNINGS IF THE HOME TEAM IS AHEAD).

80.9 IN THE EVENT OF A TIE AFTER SIX (6) INNINGS OR TIME LIMIT REFER TO HAJBA RULE 7.06. IN CASE OF CURFEW OR DARKNESS, THE GAME WILL BE CONSIDERED SUSPENDED AND WILL BE COMPLETED AT A LATER DATE.

80.10 IF IT IS NECESSARY TO STOP A GAME BECAUSE OF WEATHER, A GAME IS COMPLETE AFTER FOUR (4) INNINGS (THREE AND ONE HALF (3 ½) INNINGS IF THE HOME TEAM IS AHEAD).

80.11 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 PLAYER WILL BE WARNED ONCE BY THE UMPIRE. THE SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

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

80.13 THE DESIGNATED HITTER RULE DOES NOT APPLY.

80.14 BASE RUNNERS ARE NOT ALLOWED TO STEAL BASES.

80.15 BASE RUNNERS MAY NOT LEAVE THE BASE UNTIL THE BALL CROSSES THE PLATE. PENALTY: THE RUNNER IS OUT, AND PLAY CONTINUES.

80.16 THE BATTER IS OUT ON THE THIRD STRIKE, EVEN IF THE CATCHER DOES NOT CATCH THE BALL.

80.17 THE INFIELD FLY RULE DOES NOT APPLY.

80.18 IN THE EVENT THAT THE BALL IS HIT TO THE OUTFIELD, THE RUNNERS MAY ADVANCE BASES UNTIL THE BALL CROSSES THE BASELINES (THE BASELINES BEING THE IMAGINARY STRAIGHT LINE CONNECTING FIRST AND SECOND BASE AND SECOND AND THIRD BASE) AT THIS TIME, ANY RUNNER PAST THE HALF-WAY MARK WILL ADVANCE TO THE BASE, 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.

80.19 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 STARTED TO ADVANCE TO THE NEXT BASE AT THE TIME OF THE OVERTHROWN OR UNCAUGHT BALL. IF A CONFLICT SHOULD RESULT, THE BASE RUNNER(S) WILL BE GIVEN THE BASES(S).

80.20 THE BATTER IS 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.

80.21 PINCH RUNNERS MAY ONLY BE USED IN CASES OF INJURY.

80.22 AN INJURED BASE RUNNER WILL BE REPLACED BY THE MOST PREVIOUS AVAILABLE BATTER IN THE LINE-UP.

80.23 TWO (2) COACHES OF THE DEFENSIVE TEAM MAY BE PLACED IN THE OUTFIELD TO INSTRUCT PLAYERS. THE COACHES MUST REMAIN IN THE OUTFIELD AREA AT ALL TIMES, AND CANNOT PHYSICALLY ASSIST PLAYERS, OR TOUCH A LIVE BALL AT ANY TIME.

80.24 HOME TEAM WILL BE RESPONSIBLE FOR SETTING THE BASES AND CHALKING THE FIELDS. VISITING TEAM WILL BE RESPONSIBLE FOR REMOVING ALL BASES. BOTH TEAMS ARE RESPONSIBLE FOR PICKING UP TRASH AROUND AND IN THEIR DUGOUT.

81.0 BANTAM SOFTBALL LEAGUE PITCHING RULES

81.1 PLAYER PITCHER WILL BE ALLOWED TO THROW A MAXIMUM OF FIVE (5) PITCHES PER BATTER. DURING THIS PERIOD, BALLS AND STRIKES WILL BE CALLED. IF AT THE END OF FIVE (5) PITCHES, THE BATTER HAS NOT PUT THE BALL INTO PLAY OR STRUCK OUT, THE BATTING TEAMS COACH WILL ENTER THE GAME. THE STRIKE COUNT REMAINS THE SAME AS IT IS. THE COACH WILL THEN DELIVER UP TO FIVE (5) ADDITIONAL 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.

81.2 THE BALK RULE DOES NOT APPLY.

81.3 A TEAM PLAYER MUST PITCH TWO (2) INNINGS OF A SIX (6) INNING GAME. BEGINNING WITH THE THIRD INNING, AN ADULT PITCHER OF THE OFFENSIVE TEAM WILL PITCH TO HIS/HER TEAM FOR THE REMAINDER OF THE GAME. THE PITCHER WILL REMAIN IN HER POSITION DEFENSIVELY, WITHIN THE PITCHING CIRCLE.

81.4 THE ADULT PITCHER MUST BE ON THE FIELD IN THE AREA OF THE PITCHER WHEN HIS/HER TEAM IS AT BAT. THE ADULT PITCHER SHALL NOT ACT AS A BASE COACH WHILE IN THIS POSITION.

81.5 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, ACCORDING TO THE UMPIRE'S JUDGEMENT IS CONSIDERED DEAD, NO PITCH.

81.6 A BATTER SHALL NOT BE ENTITLED TO FIRST BASE AS A RESULT OF BEING HIT BY A PITCH.

81.7 THE ADULT PITCHER WILL PITCH A MAXIMUM OF SIX (6) PITCHES PER PLAYER AT BAT.

82.0 BANTAM SOFTBALL LEAGUE PLAYING FIELD

82.1 FIFTY-FIVE (55) FOOT DISTANCE BETWEEN BASES.

82.2 THIRTY-TWO (32) FEET FROM THE BACK POINT OF HOME PLATE TO THE FRONT EDGE OF THE PITCHING RUBBER.

82.3 THERE WILL BE A PITCHING CIRCLE AROUND THE PITCHING MOUND.
(16 FEET DIA.)

82.4 DURING COACH PITCH ONLY INNINGS: THE BATTER HAS SIX (6) PITCHES TOTAL TO PUT THE BALL IN PLAY, AFTER WHICH THE BATTER IS DECLARED OUT. THERE ARE NO WALKS. (STARTING WITH THE 3RD INNING)

82.5 BANTAM GAMES WILL USE A 10 INCH SOFTBALL

82.6 SLAP HITTING IS NOT ALLOWED.

82.7 SWITCH HITTING DURING AN INDIVIDUAL AT BAT IS LEGAL. A PLAYER MAY HIT FROM BOTH SIDES OF THE PLATE WITHIN ANY AT BAT.

MIDGET SOFTBALL LEAGUE RULES

90.0 MIDGET SOFTBALL LEAGUE PLAYING RULES

- 90.01 CURRENT NATIONAL FEDERATION HIGH SCHOOL RULES APPLY WITH THE FOLLOWING EXCEPTIONS AND PROVISIONS.
- 90.2 AN OFFICIAL MIDGET SOFTBALL 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 GAME NEARING CURFEW, A NEW INNING SHALL BE CONSIDERED WHEN THE LAST OUT OF THE PREVIOUS INNING IS MADE.
- 90.3 EVERY PLAYER ON THE TEAM, WHO IS PRESENT FOR THE GAME, WILL PLAY AT LEAST THREE (3) INNINGS DEFENSIVELY OF AN OFFICIAL SIX (6) INNING GAME.
- 90.4 EACH PLAYER ON THE TEAM, WHO IS PRESENT FOR THE GAME, WILL BE INCLUDED IN THE BATTING ORDER AND TAKE HER TURN AT BAT FOR THE ENTIRE GAME, EVEN THOUGH THEY ARE NOT PLAYING DEFENSIVELY.
- 90.5 PLAYERS MUST BAT IN THE SAME ORDER THROUGHOUT THE GAME WHETHER OR NOT THEY ARE PLAYING DEFENSIVELY. NO CHANGES WILL BE MADE TO THE LINE-UP AFTER IT IS TURNED IN. TARDY PLAYERS MUST BE ADDED TO THE END OF THE LINE-UP.
- 90.6 INNING TERMINATION: FIVE RUN RULE – AN INNING IS OVER WHEN FIVE (5) RUNS HAVE BEEN SCORED OR THREE OUTS HAVE BEEN MADE, EXCEPT IN THE FINAL INNING WHERE EACH TEAM CAN BAT THROUGH THE ORDER ONCE. THE FINAL INNING WILL ONLY BE THE SIXTH (6TH) INNING. EACH TEAM WILL BE ALLOWED TO BAT THE SAME NUMBER OF PLAYERS. EACH TEAM WILL HAVE AN EQUAL NUMBER OF ROSTER BATTERS IN THE LAST 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 IN THAT INNING 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 BATTER'S PROGRESS CEASES.
- 90.7 TEAMS WILL PLAY TEN (10) PLAYERS AT A TIME DEFENSIVELY. THE TENTH PLAYER MUST BE AN OUTFIELDER, THUS PLAYING FOUR (4) OUTFIELDERS. A TEAM MAY START THE GAME WITH A MINIMUM OF EIGHT (8) PLAYERS. IN THE EVENT A NINTH (9TH) PLAYER DOES NOT JOIN THE GAME, AN OUT WILL BE ASSESSED IN THE NINTH (9TH) PLAYER BATTING ORDER OF THE SAME TEAM. IN THE EVENT OF INJURY, AN OUT WILL BE ASSESSED TO THAT PERSON IN THE BATTING ORDER. THE GAME MAY BE COMPLETED WITH EIGHT (8) PLAYERS. LESS THAN EIGHT (8) PLAYERS WILL RESULT IN A FORFEIT.
- 90.8 A DIFFERENCE OF FIFTEEN (15) RUNS AT THE END OF FOUR (4) INNINGS WILL CONSTITUTE A COMPLETE GAME. (THREE AND ONE HALF (3 ½) IF THE HOME TEAM IS AHEAD), OR A DIFFERENCE OF TEN (10) RUNS AFTER

FIVE (5) INNINGS WILL CONSTITUTE A COMPLETE GAME. (4 ½ INNINGS IF THE HOME TEAM IS AHEAD).

90.9 A GAME CALLED BECAUSE OF CURFEW THAT IS NOT A REGULATION GAME IS CONSIDERED A SUSPENDED GAME AND WILL BE CONTINUED AT A LATER DATE. SEE HAJBA RULE 6.04.

90.10 IN THE CASE OF A TIE SCORE AFTER SIX (6) INNINGS OR TIME LIMIT, THE GAME WILL CONTINUE UNTIL NO LONGER ABLE TO PLAY. (EXAMPLE: WEATHER, CURFEW, DARKNESS) REFER TO HAJBA RULES 7.01 AND 7.06.

90.11 IF IT IS NECESSARY TO STOP A GAME DUE TO WEATHER. A GAME IS COMPLETE AFTER FOUR (4) INNINGS. (THREE AND ONE HALF (3 ½) IF THE HOME TEAM IS AHEAD).

90.12 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 PLAYER WILL BE WARNED ONCE BY THE UMPIRE. THE SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

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

90.14 THE DESIGNATED HITTER RULE DOES NOT APPLY.

90.15 THE ONLY WAY A RUNNER ON 3RD CAN ADVANCE IS BY: BATTED BALL, FORCED BY A WALK, OR IF A PLAY IS MADE AT 3RD BASE. THIS WILL ENCOURAGE THROWS TO 2ND BASE FOR EXPERIENCE SAKE

90.16 THE INFIELD FLY RULE DOES NOT APPLY.

90.17 THE BATTER CANNOT ADVANCE TO FIRST BASE ON A THIRD STRIKE THAT IS NOT CAUGHT BY THE CATCHER.

90.18 STEALING OF BASES WILL BE ALLOWED AFTER THE BALL CROSSES THE PLATE.

90.18.1 BASE RUNNERS MAY NOT STEAL HOME.

90.19 ON A WALK, A RUNNER MAY NOT ADVANCE BEYOND FIRST BASE, UNLESS A PLAY IS MADE AT ANOTHER BASE.

90.20 THE BATTER IS 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.

90.21 IF A DEFENSE PLAYER IS REMOVED FROM THE LINEUP FOR ANY REASON, OTHER THAN INJURY, THE PLAYER CANNOT RETURN TO THE

LINE-UP UNTIL THE NEXT INNING.

90.22 PINCH RUNNERS MAY ONLY BE USED IN CASES OF INJURY.

90.23 AN INJURED BASE RUNNER WILL BE REPLACED BY THE MOST PREVIOUS AVAILABLE BATTER IN THE LINE-UP. ANY PLAYER REMOVED FROM THE LINE-UP IS NOT CONSIDERED AN AUTOMATIC OUT.

90.24 A MAXIMUM OF TWO (2) COACHES OF THE DEFENSIVE TEAM MAY BE PLACED IN THE OUTFIELD TO INSTRUCT PLAYERS. THE COACH MUST REMAIN IN THE OUTFIELD AREA AT ALL TIMES, AND CANNOT PHYSICALLY ASSIST PLAYERS, OR TOUCH A LIVE BALL AT ANY TIME.

91.0 MIDGET SOFTBALL LEAGUE PITCHING RULES

91.1 NINE (9) OUTS MAXIMUM PER PITCHER PER DAY.

91.2 NO INTENTIONAL WALKS.

91.3 THE BALK RULE DOES NOT APPLY.

91.4 IF ANY PITCHER IS REMOVED FROM THAT POSITION BEFORE THE MAXIMUM NUMBER OF OUTS ALLOWED, SHE MAY RETURN TO PITCH UNTIL THE MAXIMUM IS ACHIEVED. THIS PITCHER MAY RETURN TO THE PITCHING POSITION ONE (1) TIME PER GAME.

91.5 THE MANAGER WILL BE WARNED IF THE PITCHER HITS TWO (2) BATTERS IN A GAME. SHOULD THE PITCHER HIT A THIRD BATTER, AS A RESULT OF BEING WILD, THE UMPIRE WILL HAVE THE PITCHER REMOVED FROM THAT POSITION FOR THE REMAINDER OF THE GAME. THIS IS A JUDGEMENT CALL AND APPLIES ONLY IF THE UMPIRE DETERMINES THAT THE BATTER(S) HAS MADE A SUFFICIENT EFFORT TO AVOID BEING HIT.

91.6 PITCHERS WILL WARM-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.

91.7 A PITCHER WILL BE LIMITED TO 5 WARM UP PITCHES THROWN BETWEEN INNINGS.

92.0 MIDGET SOFTBALL LEAGUE PLAYING FIELD

92.1 FIFTY-FIVE (55) FOOT DISTANCE BETWEEN BASES.

92.2 THIRTY-TWO (32) FEET FROM THE POINT OF HOME PLATE TO THE FRONT OF THE PITCHING RUBBER.

92.3 THERE WILL BE A PITCHING CIRCLE AROUND THE PITCHING MOUND. ONCE THE BALL IS IN THE PITCHING CIRCLE THE BALL IS DEAD REGARDLESS OF POSSESSION.

92.4 THE HOME TEAM WILL BE RESPONSIBLE FOR SETTING THE BASES AND

CHALKING THE FIELDS. THE VISITING TEAM WILL BE RESPONSIBLE FOR REMOVING THE BASES AFTER THE GAME. BOTH TEAMS ARE RESPONSIBLE FOR PICKING UP TRASH IN AND AROUND THE DUGOUTS.

92.5 RUNNERS MAY ADVANCE ON OVERTHROWS EXCEPT ON STEALING OF 3RD BASE, THE RUNNERS CAN NOT STEAL HOME.

92.6 DURING THE TOURNAMENT GAMES PITCHES ARE ALLOWED TO PITCH 9 OUTS PER TOURNAMENT GAME.

92.7 MIDGET GAMES WILL USE A 11 INCH SOFTBALL

92.8 THERE WILL BE A PITCHING CIRCLE AROUND THE PITCHING MOUND. (16 FT DIA.)

92.9 SLAP HITTING IS NOT ALLOWED.

92.10 SWITCH HITTING DURING AN INDIVIDUAL AT BAT IS LEGAL. A PLAYER MAY HIT FROM BOTH SIDES OF THE PLATE WITHIN ANY AT BAT.

MINOR SOFTBALL LEAGUE RULES

93.0 MINOR SOFTBALL LEAGUE PLAYING RULES

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

93.02 AN OFFICIAL MINOR SOFTBALL LEAGUE GAME SHALL CONSIST OF SEVEN (7) INNINGS. NO NEW INNING MAY BEGIN AFTER TWO (2) HOURS FROM THE START OF THE GAME. IN THE EVENT OF A GAME NEARING CURFEW, A NEW INNING SHALL BE CONSIDERED WHEN THE LAST OUT OF THE PREVIOUS INNING IS MADE.

93.03 EVERY PLAYER ON THE TEAM, WHO IS PRESENT FOR THE GAME, WILL PLAY AT LEAST THREE (3) INNINGS DEFENSIVELY OF AN OFFICIAL SIX (6) INNING GAME.

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

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

93.06 INNING TERMINATION: FIVE RUN RULE – AN INNING IS OVER WHEN FIVE (5) RUNS HAVE BEEN SCORED OR THREE OUTS HAVE BEEN MADE, EXCEPT IN THE FINAL INNING WHERE EACH TEAM CAN BAT THROUGH THE ORDER ONCE. THE FINAL INNING WILL BE THE SEVENTH (7TH) INNING. EACH TEAM WILL HAVE AN EQUAL NUMBER OF ROSTER BATTERS IN THE

LAST 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 IN THAT INNING 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 BATTER'S PROGRESS CEASES.

93.7 TEAMS WILL PLAY TEN (10) PLAYERS AT A TIME DEFENSIVELY. THE TENTH PLAYER MUST BE AN OUTFIELDER, THUS PLAYING FOUR (4) OUTFIELDERS. A TEAM MAY START THE GAME WITH A MINIMUM OF EIGHT (8) PLAYERS. IN THE EVENT A NINTH (9TH) PLAYER DOES NOT JOIN THE GAME, AN OUT WILL BE ASSESSED IN THE NINTH (9TH) PLAYER BATTING ORDER OF THE SAME TEAM. IN THE EVENT OF INJURIES, THE GAME MAY BE COMPLETED WITH EIGHT (8) PLAYERS. LESS THAN EIGHT (8) PLAYERS WILL RESULT IN A FORFEIT.

93.8 A DIFFERENCE OF FIFTEEN (15) RUNS AT THE END OF FOUR (4) INNINGS WILL CONSTITUTE A COMPLETE GAME. (THREE AND ONE HALF (3 ½) IF THE HOME TEAM IS AHEAD), OR A DIFFERENCE OF TEN (10) RUNS AFTER FIVE (5) INNINGS WILL CONSTITUTE A COMPLETE GAME. (4 ½ INNINGS IF THE HOME TEAM IS AHEAD).

93.9 A GAME CALLED BECAUSE OF CURFEW THAT IS NOT A REGULATION GAME IS CONSIDERED A SUSPENDED GAME AND WILL BE CONTINUED AT A LATER DATE. SEE HAJBA RULE 6.04.

93.10 IN THE CASE OF A TIE SCORE AFTER SEVEN (7) INNINGS OR TIME LIMIT, THE GAME WILL CONTINUE UNTIL NO LONGER ABLE TO PLAY. (EXAMPLE: WEATHER, CURFEW, DARKNESS) REFER TO HAJBA RULES 7.01 AND 7.06.

93.11 IF IT IS NECESSARY TO STOP A GAME DUE TO WEATHER. A GAME IS COMPLETE AFTER FIVE (5) INNINGS. (FOUR AND ONE-HALF (4 ½) IF THE HOME TEAM IS AHEAD).

93.12 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 PLAYER WILL BE WARNED ONCE BY THE UMPIRE. THE SECOND TEAM OFFENSE IS AN AUTOMATIC OUT.

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

93.14 THE BATTER CANNOT ADVANCE TO FIRST BASE ON A THIRD STRIKE THAT IS NOT CAUGHT BY THE CATCHER.

93.15 THE DESIGNATED HITTER RULE DOES NOT APPLY.

93.16 THE INFIELD FLY RULE DOES NOT APPLY.

93.17 STEALING OF BASES WILL BE ALLOWED AFTER THE BALL CROSSES THE PLATE.

93.18 BASE RUNNERS MAY NOT STEAL HOME.

93.19 ON A WALK, A RUNNER MAY NOT ADVANCE BEYOND FIRST BASE, UNLESS A PLAY IS MADE AT ANOTHER BASE.

93.20 THE BATTER IS 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.

93.21 IF A DEFENSE PLAYER IS REMOVED FROM THE LINEUP FOR ANY REASON, OTHER THAN INJURY, THE PLAYER CANNOT RETURN TO THE LINE-UP UNTIL THE NEX INNING.

93.22 PINCH RUNNERS MAY ONLY BE USED IN CASES OF INJURY.

93.23 AN INJURED BASE RUNNER WILL BE REPLACED BY THE MOST PREVIOUS AVAILABLE BATTER IN THE LINE-UP. ANY PLAYER REMOVED FROM THE LINE-UP IS NOT CONSIDERED AN AUTOMATIC OUT.

94.0 MINOR SOFTBALL LEAGUE PITCHING RULES

94.01 TWELVE (12) OUTS MAXIMUM PER PITCHER, PER DAY WITH A MAXIMUM OF TWELVE INNINGS PER WEEK. ONE (1) PITCH PER INNING CONSTITUTES ONE (1) INNING PITCHED.

94.2 NO INTENTIONAL WALKS.

94.3 THE BALK RULE DOES NOT APPLY.

94.4 IF THE STARTING PITCHER IS REMOVED FROM THAT POSITION BEFORE THE MAXIMUM NUMBER OF OUTS ALLOWED, SHE MAY RETURN TO PITCH UNTIL THE MAXIMUM IS ACHIEVED. THIS PITCHER MAY RETURN TO THE PITCHING POSITION ONE (1) TIME PER GAME.

94.5 THE MANAGER WILL BE WARNED IF THE PITCHER HITS TWO (2) BATTERS IN A GAME. SHOULD THE PITCHER HIT A THIRD BATTER, AS A RESULT OF BEING WILD, THE UMPIRE WILL HAVE THE PITCHER REMOVED FROM THAT POSITION FOR THE REMAINDER OF THE GAME. THIS IS A JUDGEMENT CALL AND APPLIES ONLY IF THE UMPIRE DETERMINES THAT THE BATTER(S) HAS MADE A SUFFICIENT EFFORT TO AVOID BEING HIT.

94.6 PITCHERS WILL WARM-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.

94.7 A PITCHER WILL BE LIMITED TO 5 WARM UP PITCHES THROWN BETWEEN INNINGS.

95.0 MINOR SOFTBALL LEAGUE PLAYING FIELD

95.1 SIXTY (60) FOOT DISTANCE BETWEEN BASES.

95.2 THIRTY-FIVE (35) FEET FROM THE POINT OF HOME PLATE TO THE FRONT OF THE PITCHING RUBBER.

95.3 THERE WILL BE A PITCHING CIRCLE AROUND THE PITCHER'S MOUND. (16 FT DIA.)

95.4 RUNNERS MAY ADVANCE ON OVERTHROWS AT ANY BASE.

95.5 THE ONLY WAY A RUNNER ON 3RD CAN ADVANCE IS BY: BATTED BALL, FORCED BY A WALK, OR IF A PLAY IS MADE AT 3RD BASE. THIS WILL ENCOURAGE THROWS TO 2ND BASE FOR EXPERIENCE SAKE.

95.6 DURING THE TOURNAMMENT GAMES PITCHERS ARE ALLOWED TO PITCH 12 OUTS PER TOURNAMENT GAME.

95.7 MINOR GAMES WILL USE A 12 INCH SOFTBALL

95.8 SLAP HITTING IS ALLOWED IN THE MINOR DIVISION ONLY.

95.9 IF THE CATCHER OVERTHROWS THE PITCHER THE RUNNERS MAY ADVANCE A BASE BUT MUST STOP AT 3RD BASE. THE RUNNER MAY NOT STEAL HOME.

95.10 SWITCH HITTING DURING AN INDIVIDUAL AT BAT IS LEGAL. A PLAYER MAY HIT FROM BOTH SIDES OF THE PLATE WITHIN ANY AT BAT.