

HARFORD COUNTY TRAVEL BASEBALL



2008 League Rules

3rd April 2008

1	League Overview	2
2	League Organization And Administration.....	2
2.1	League Commissioner	2
2.2	Age Group Division Presidents	2
2.3	HCTB Board / Rules Committee	2
3	League Divisions – Player And Team Placement and Eligibility.....	3
3.1	Player Age.....	3
3.2	Full Time Travel Divisions	3
3.3	Part Time Travel Divisions	4
3.3.1	Susquehanna / B Division.....	4
3.4	Player and Team Eligibility	4
4	Rosters.....	5
5	League Fees	5
6	Umpires.....	5
7	Games – Regulation, Postponement and Makeup	6
8	Game Scoring and Reporting.....	7
9	Awards, Standings, and Post Season Play	7
10	Ejections And Suspensions	7
11	Other General Rules.....	8
11.1	Part Time and Full Time Rules Basis:	8
11.2	Substitutions:.....	8
11.3	League Week:	9
11.4	Pitching:	9
11.5	Sliding:	9
11.6	Collisions:	9
11.7	Obstruction:.....	9
11.8	Field Dimensions, Safety, and Warm-ups:	10
11.9	Uniforms and Equipment:.....	10
11.9.1	Uniforms:	11
11.9.2	Protective Equipment:.....	11
11.9.3	Bats:	11
11.9.4	Baseballs:	11
12	Part Time 7-8 Travel Division Rules	12
13	Part Time 9-10, 11-12, & 13-14 Travel Division Rules	14

1 LEAGUE OVERVIEW

The Harford County Travel Baseball (HCTB) League exists to provide local rec and other community-based baseball programs with the a place for their players to improve themselves through competition. To this end, the league, in partnership with the local recreational baseball programs, supports and organizes league play between ‘travel’ teams formed by the area’s community-based baseball programs. HCTB requires that all teams and players be sponsored by and meet the eligibility requirements (including registration and tryouts) of a local community-based baseball program (e.g., recreational council, community Little League, etc.). In addition to sponsoring part-time (weekend-only) divisional travel play, the league also offers the option of full-time travel divisional play (weekend and weekday travel games) to select age groups. All players and teams are required to carry adequate insurance coverage.

2 LEAGUE ORGANIZATION AND ADMINISTRATION

The League is nominally administered and managed by the HCTB League Commissioner(s) and the Age Group Division Presidents. The Age Group Division Presidents will also serve as the league's Rules Committee.

2.1 LEAGUE COMMISSIONER

The HCTB League Commissioner(s) will be responsible for developing the budget, maintaining financial records and managing expenditures, representing the League in meetings, and providing general year round support for the League. The HCTB League Commissioner(s) may delegate, as needed, specific League administrative functions to named positions such as Treasurer, Secretary, or others as dictated by operational necessities.

2.2 AGE GROUP DIVISION PRESIDENTS

The Age Group Division Presidents will be responsible for developing schedules for their Divisions, and will provide day to day oversight and management of said Division. The Age Group Division President is empowered to provided real-time guidance on rules interpretation for on-going games, and will deal with any and all incidents involving players, coaches, umpires, and fans for games in their division. As dictated by circumstances and their judgement, the Age Group Division Presidents may seek the input of the HCTB League Commissioner(s) and the Rules Committee to guide their decisions. Age Group Division President's decisions are final, but in extreme cases the HCTB League Commissioner(s) may allow appeals and act as the final authority in such cases.

2.3 HCTB BOARD / RULES COMMITTEE

The HCTB Board (aka ‘Rules Committee’) sets the rules for league play and serves as the major decision-making body for Harford County Travel Baseball (HCTB). The HCTB Board/Rules Committee is made up of the Age Group Division Presidents and the HCTB League Commissioner(s). HCTB Board/Rules Committee decisions shall be official when approved by a simple majority of its members. Board members will recuse themselves from participation in issues directly involving themselves or their individual recreation council. If deemed necessary, the HCTB League Commissioner(s) may appoint temporary alternative members to vote in such cases. The Rules Committee also is the final decision authority on any rules violations or associated game protests. Formal protests must be submitted to a HCTB League Commissioner within 72 hours of the offense, and must be accompanied by a non-refundable protest fee of

\$50.00 (cash). Protests based upon a play that involves an umpire's judgment are not permitted. The Rules Committee's decisions are final.

3 LEAGUE DIVISIONS – PLAYER AND TEAM PLACEMENT AND ELIGIBILITY

HCTB organizes and sanctions part time (i.e., weekend only) and full time travel play for baseball teams from its participating recreational councils and other community-based local baseball programs. Nominally, play is organized into dual-age divisions such as 7-8, 9-10, 11-12, and 13-14. If supported by an adequate number of teams and the consensus of the Age Group Presidents, on a per-season basis play may further be divisionalized into (A) and 'lower' (B) divisions, or single age divisions, to encourage participation and maximize competition. If supported, the 'upper' division will be referred to as the 'A' or 'Chesapeake' division, and the 'lower' division will be referred to as the 'B' or 'Susquehanna' division. Teams may request to play 'up' in older age divisions.

When a sufficient number of teams are available, HCTB will offer a Full time travel league in addition to its Part time (i.e., weekend only) travel league.

All teams participating in the HCTB travel leagues must carry insurance. The final date to register a team for HCTB League play will be the Monday of the third full week of March.

3.1 PLAYER AGE

The player's age **as of 30 April** determines his age division eligibility. That is, a player who turns 11 on 30 April of the current year would be considered to be 11 for that season; a player who turns 11 on 1 May will be considered 10. Players may play 'up' (i.e., in age divisions greater than their league age) but are not allowed to play 'down' unless approved by the HCTB Board/Rules Committee. Proof of age (e.g., copy of birth certificate) must be maintained by the team for inspection at any time.

3.2 FULL TIME TRAVEL DIVISIONS

Full time travel consists of teams that exclusively play travel games during the week and weekends. While in-house ('rec') play during the week is not required, all Full time teams must be sponsored by a recreational council and maintain compliance with that council's requirements, policies, and rules.

Full time travel play will only be sanctioned by HCTB for teams in the 13 and 14 age divisions. Teams in the 12 and under age divisions will play part time travel only. This is in concordance with guidance provided from the participating Harford County recreational councils.

When sufficient numbers of teams are available, HCTB sponsors teams to play in the following full-time divisions:

13-14 Full Time Division: A mixed age division consisting of teams from Harford and surrounding counties. This division will be known as the 'AA' division, and will include both weekday and weekend league games played against other AA division teams. Play is administered by the HCTB.

13 Full Time Division: A single age (13 and under) group division consisting of teams from Harford County and the surrounding Baltimore region. Play is administered by the HCTB.

14 Full Time Division: A single age (14 and under) group division consisting of teams from Harford County and the surrounding Baltimore region. Play is administered by the HCTB.

3.3 PART TIME TRAVEL DIVISIONS

Part time travel consists of teams that play in-house ('rec') games within their local community league during the week, and will play HCTB league travel games on the weekends. Part time travel teams must be sponsored by a participating recreational council or other local community-based baseball program (i.e., one open to all who register to play, such as Little League, etc.) and maintain compliance with that program's requirements, policies, and rules.

HCTB will normally organize part time travel league play into 7-8, 9-10, 11-12, and 13-14 age groups, and, if there are enough teams, support 'upper' and 'lower' sub-divisions to encourage participation and maximize competition. If supported, the 'upper' division will be referred to as the 'A' or 'Chesapeake' division, and the 'lower' division will be referred to as the 'B' or 'Susquehanna' division.

All teams applying to play in the part time travel league will automatically be entered into the 'A' or 'Chesapeake' division. Teams desiring to play in the 'B' or 'Susquehanna' division will be required to **apply** for placement in that division using a league supplied form. The Rule Committee will review the application and determine placement of the team. The following conditions apply to HCTB divisional placement:

1) Division placement is relevant only for play within the HCTB Part time travel league, and teams must still comply with tournaments' or leagues' rules when playing outside of the HCTB Part time travel league schedule;

2) The Rules Committee reserves the right to review at any time the record of any team placed in either division and, if warranted by record of play in that division, may summarily place that team into the other division (for the remainder of the season and/or for the tournament), and to take such action into account when selecting the appropriate division for the team to play in the next year.

3.3.1 Susquehanna / B Division

Normally, Susquehanna division teams will be expected have no more than three (out of a nominal twelve) 'older' players (i.e., players who are the maximum league age for the base dual-age division); e.g., three 10s on a 9-10 age division team. Teams with more than three 'older' players will usually not be allowed to play in the Susquehanna division unless a compelling case is provided in writing to the Rules Committee. **Regardless of the number of 'older' players, ALL teams desiring to play in the Susquehanna/B division must apply for such placement by COMPLETELY filling out the Susquehanna/B Division Placement Request on the HCTB Per-Team Registration and Roster form.** All Susquehanna division placement requests will be reviewed by the Rules Committee, of whom a simple majority must accept the application before the team will be allowed to be placed in that division. The league will provide prompt notification of acceptance or rejection of the application.

On rare occasions, 'younger' teams requesting to play in the 'B' or 'Susquehanna' division may be *required* by the Rules Committee to 'play up' based on their record from the previous year, or other evidence.

The overriding goal of this Susquehanna/B division application process is to foster the maximum participation of all potential travel players and to develop an evenly competitive environment for the HCTB league.

3.4 PLAYER AND TEAM ELIGIBILITY

Part time travel players must play at least fifty percent (50%) of their 'in-house' local community-based program's games to be eligible to play in the HCTB League, normally on a team fielded by that *same* community program. A community-based program that does not have enough players to field its own team may request Rules Committee approval of a 'multi-program' combined team for league play. Upon approval,

the League will typically allow 'foreign' players of such a team to play 'in-house' with their 'home' program. However, the League does not encourage cross-program recruiting for players, and reserves the right to refuse or withdraw sanctioning for such a team if the HCTB Board determines that explicit cross-program recruiting has occurred (e.g., prospects from the 'home' program were cut in order to obtain players from other programs, pre-tryout promises or other commitments offered, secret agreements reached, etc.). It is the position of HCTB that all players and parents should be able to openly choose the best program for their needs free of undue pressure or coercion, and that open and ethical recruitment practices best support both our community baseball programs and our players.

Full time travel players must be registered with the community-based baseball program they represent, and must meet all requirements and policies of that program. They may play in their program's in-house baseball program, but are not required to by HCTB.

Questions regarding an individual player's or team's eligibility should be referred to the Rules Committee. No metro teams and/or players, except for local, community-based "travel only" teams and/or players, will be permitted to play in any HCTB League or sponsored division. Teams using ineligible players will forfeit any games in which the ineligible player was present.

4 ROSTERS

A roster of players must be submitted to the HCTB League Commissioner(s) by the first Monday in May for every team in the league. The HCTB League will provide the roster to be filled out as part of the Per-Team HCTB Registration and Roster Form. All information must be filled out completely and legibly on the roster. Failure to submit a roster by the deadline may result in forfeiture of all subsequent games until the roster is turned in. Rosters will be limited to (18) players. *A copy of the roster and of all player's birth certificates must be available for inspection at coaches' or officials' request at all games; failure to present them may result in a forfeit.*

Open rosters will be allowed through the day before the first Monday in May with only players registered in community-based 'in-house' programs allowed. Up to three (3) players may be 'called up' from another peer or younger age HCTB team from the *same* community-based program if *less than* ten (10) players from the team's regular roster would be available. Notification of the use of called-up players must be provided to the opposing manager and the division President as soon as possible. Called-up players are not required to have identical uniforms or unique numbers for the team they are temporarily joining. *NOTE: The intent of this rule is to allow teams to play games they might otherwise forfeit or postpone and it is intended to be a rare and temporary occurrence; HCTB reserves the right to prohibit teams not adhering to the spirit of this rule from using it on a case-by-case basis.*

5 LEAGUE FEES

League fees are due by the Friday of the second full week of April. Teams forfeiting games may be assessed a \$50.00 forfeit fee at the discretion of the League Commissioner and/or HCTB Board. Forfeit fees must be paid before the team will be allowed to play in the league tournament or any team from that community program is allowed to enter the league the next year.

6 UMPIRES

All umpires should be a minimum of sixteen (16) years old. Sanctioned umpires (i.e. Harford County Umpires Association, Central Maryland Umpires Association, Chesapeake Umpires Association, etc) are required to be used. For Part-Time divisions, a single umpire will be used for 7-8 and 9-10 age divisions; a single umpire will be used for the 11/12 B/Susquehanna division, and two umpires are recommended (one

required) to be used for 11-12 A/Chesapeake division games. Two umpires will be scheduled for all 13-14 age division games, but sanctioned play may occur if only one is available.

The league will provide its Part-Time schedules to the Harford County Umpires Association (HCUA) for their scheduling purposes and will cover assignors fees for the home games of HCTB-registered Part-Time teams. Ultimately, however, it is the home team's responsibility to confirm and secure the umpire(s) for the game. Umpire on-field fees (\$50/umpire/game) will be split 50/50 by both teams for all games. All umpires should be paid before the first pitch is thrown.

If the scheduled umpire does not show up, the home team has thirty (30) minutes to find a replacement. At that time, it is the visiting team's right to declare a forfeit (at the visiting team's discretion), although they are encouraged to attempt to reschedule the umpire(s) and game(s). *Note: the intent of this rule is to encourage the home team to confirm before the game the location and time as a courtesy for the contracted umpire association, and to avoid scheduling problems or confusion.*

If a game is rescheduled or postponed for any reason it is the home team's responsibility to provide notification as soon as possible to the scheduled umpire and/or the organization providing the umpire (as well as the opposing team). It will be the responsibility of the home team to pay any penalty fees associated with a failure to provide proper notification in the following time frames:

- For postponements not due to weather or unforeseen home field conditions, proper notification should be provided at least 24 hours prior to the originally scheduled game time;
- For postponements due to weather or unforeseen home field conditions, then notification should be provided at least 2 hours prior to game time.

For postponements due to unanticipated forfeits, the forfeiting team will be responsible for all fees.

7 GAMES – REGULATION, POSTPONEMENT AND MAKEUP

Single games should try to be started by 4:00PM. Double headers should try to start by 1:00PM. All 7-8, 9-10, 11-12, and 13-14 doubleheader games will be six (6) innings in duration; single 11-12 and 13-14 games will be seven (7) innings in duration. Extra innings will be played to break a tie. Games will be considered regulation and complete if called by the umpire after: 1) for six inning games, four (4) innings are finished or three and a half (3 ½) innings are finished if the home team is leading, or 2) for seven inning games, five (5) innings are finished or four and a half (4 ½) innings are finished if the home team is leading. The home plate umpire is responsible for determining if a game should be called once started, and is responsible for also determining if the field is playable before and during a game.

If game times need to be adjusted due to field availability, the home team will notify the opposing manager one week prior to negotiate a starting time. If an agreement cannot be reached, the home team shall contact the age division President for resolution.

Postponement of games should be avoided if at all possible. Prior to postponing a game due to weather or field conditions, the teams involved should investigate playing the game at an alternative location, such as the away team's field, or at other fields under the control of the involved baseball programs. If postponement is unavoidable, make-up games should be played the next day if possible; if not, the game should be re-scheduled within the next week. The HCTB Age Division President shall be notified within one week of the original game date of postponed games and their make-up date. If the President has not been notified within two weeks after the original game date of a makeup date then the President may unilaterally set a make-up game date and time. At the discretion of the President, failure to make up a game may result in a single or double forfeit, with associated forfeit fees being assessed. (*also see UMPIRES above for additional conditions regarding game postponements*)

Games may be played in advance of their scheduled date *if agreed to by both teams*, and may include the use of a tournament game as fulfilling a regular season game. If teams have a postponed regular season game still yet to be played when they meet in a tournament game, then it is *mandatory* that they count the result of the tournament game as the result of the postponed game. In all cases, all normal game reporting requirements apply. *Note: the intent of this rule is to ensure that all teams fulfill their league schedule as efficiently as possible.*

8 GAME SCORING AND REPORTING

It will be the winning team's responsibility to report the game results to their Age Division President and the HCTB League Commissioner (hctbaseball@gmail.com) no later than Sunday evening at 9:00PM. Acceptable means of reporting include via email and via posting on the HCTB League website. As a minimum, team name, age division (including Chesapeake or Susquehanna designation), pitchers used and innings pitched for each, and score must be included when reporting game results. Each team is responsible for keeping their own score and scorekeepers should verify scores and pitching changes throughout the game. In cases of dispute, the home team's scorebook will be the authoritative source.

9 AWARDS, STANDINGS, AND POST SEASON PLAY

Awards that will be offered for HCTB Division champions and individual players will be determined annually by the Rules Committee as part of the HCTB League season planning process. The goal of HCTB is that each division will have an end of season tournament and all-star game. Standings will be kept for all divisions and used for determining the regular season champions and tournament and all-star game seeding purposes.

Teams will be seeded for the league tournament according to their divisional win/loss records for the regular season. In the case of a tie for division position, head to head record among the tied teams will be the first tie breaker, followed by minimum average runs given up to the tied teams, and then followed by minimum average runs given up to all teams. A coin toss will be used as a last resort to break remaining ties for position. A coin toss will determine the home team in league tournament games. The Most Valuable Player for each team in the Championship game will be selected by the coaches of the opposing team.

For the HCTB all-star games, balanced all-star teams will be formed by evenly assigning teams to the opposing squads based on season record. Each Age Division President, in consultation with the coaches of their division, will determine the number of player slots available to each team. The teams will be coached by the coaches and staffs of the highest finishing teams from the regular season, with the other league head coaches serving as assistants. The all-star teams will be formed either according to divisions (if used to structure regular season play) or via grouping teams according to their regular season finish (e.g., 1/4/5/8/... vs. 2/3/6/7/...; or 1/3/5/7/... vs. 2/4/6/8/...). The method selected in any particular season will be to maximize competition through evenly-matched teams. The Most Valuable Player for each team will be selected by the coaches of the opposing team.

10 EJECTIONS AND SUSPENSIONS

Any player, manager, coach, or fan using profanity or demonstrating unsportsmanlike behavior will be immediately ejected, not only for current game but also for 1 additional game (regular or tournament) *as a minimum*. Managers and coaches are responsible for controlling their parents and fans, and may be ejected if they fail to do so. Ejection is defined as the offending person(s) must leave the field and spectator area or their team will be subject to forfeit of the game. *Note: at most fields, this will mean the ejected person must go to the parking area or leave the facility altogether.* The Umpire has sole discretion for making the ejection decision.

Players, coaches or managers who have been ejected for the first time during the season must contact a member of the HCTB Rules Committee to discuss the ejection and the consequences should before they will be allowed to return. Those ejected for a second time during the season (regular and tournament) shall be suspended for the remainder of the season, and may not be allowed to play or coach again in HCTB unless a request to do so is approved by the HCTB Rules Committee.

11 OTHER GENERAL RULES

11.1 PART TIME AND FULL TIME RULES BASIS:

American League Rules apply to all HCTB Part time divisions, except for the exceptions described herein. These rules shall apply to all HCTB league games when the home team is an HCTB-registered team playing an HCTB league regular season or post-season game.

11.2 SUBSTITUTIONS:

There are four options available in regard to the designated hitter (DH) and 'extra' hitter (EH). One of these options must be selected prior to the start of the game. Once selected, the option cannot be changed during the game.

1. No DH. Start nine ball players in the field and bat the same nine.
2. A DH May be used for any of the nine fielders. The DH and the fielder, for whom the DH is batting, are locked in to the same batting position. If the DH goes into a fielding position the DH is lost for the remainder of the game.
3. Bat your entire roster and field 9. You have free substitution for all players, except the pitcher.
4. A team is allowed to bat ten players (EH). The additional player is an extra hitter and may bat in any position in the batting order. At the beginning of an inning and at any time during the inning, the manager may choose any nine of the ten players in the batting order to play any position in the field, except for the pitcher. A player once having played the position of pitcher, if he is moved into the position of extra hitter, will not be allowed to return to pitch for the remainder of the game. Should a team decide to bat ten players at the beginning of the game and the team only has nine eligible players remaining, the open position will be an automatic out every time it comes to bat.

Under all four options, the team must have nine players available to continue the game.

The nine or ten starting players may be re-entered once. They must be re-entered in the same position in the batting order that they started. The pitcher is removed on the second trip to the mound in the same inning, and he cannot re-enter to pitch. Also, if a player is injured after all eligible players have been used, the team may re-enter another team member (Injury Only).

If a player is injured, is ejected, or otherwise leaves the game, then his next at bat will result in an immediate out. After that immediate out, another player may be substituted into that batting position with no further penalties. If the player is ejected and there are no other players available, then that player will be called 'out' every time his batting position comes up.

If the opposing coaches *both* agree to it prior to the start of the game, a planned early departure by a player may result in no penalty whatsoever.

Should a player arrive late, he will be inserted at the end of the batting order.

The team at bat may use runners for the pitcher and catcher *of record* (i.e., the players that were in those positions when the team was last in the field) whenever there are two outs. These runners must be players who are eligible to enter the game, or may be the player(s) who made the most recent out(s).

11.3 LEAGUE WEEK:

The week is defined as Monday through Sunday.

11.4 PITCHING:

Any pitcher hitting two (2) batters in one inning or three (3) in one game must be removed as a pitcher. Delivery of one pitch constitutes an inning. A player removed as a pitcher, regardless whether the removal is during or in-between innings, is not eligible to pitch again in the same game. For pitching records, innings pitched are calculated in the week the game is actually played, not the week of the original scheduled date in the case of make-up games. Violation of the pitching limits for the age divisions may result in forfeit of *all* of the games comprising the violation. Balks will be called only in 11-12 and 13-14 division games.

11.5 SLIDING:

Runners must avoid contact. Any runner who in the judgment of the umpire fails to slide, slides with malicious intent, or otherwise does not avoid contact shall be called out and may be ejected from the game (umpire's discretion). HEAD FIRST SLIDING IS STRONGLY DISCOURAGED.

11.6 COLLISIONS:

All players, whether on offense or defense, shall make a good faith effort to avoid unnecessary collisions at all times. This means that the offensive player must slide or take other appropriate action to avoid collisions, and the defensive player must avoid contact other than that necessary to attempt to get the out. The umpire is the sole authority in determining if the collision is intentional or incidental, and in determining the appropriate response. Failure to observe this rule may result in the awarding of the base and/or an out and may result in additional sanctions by the umpire, including a warning or ejection of the offensive and/or defensive player where necessary. NOTE: It is recognized that some degree of collisions are inevitable on plays at home plate; however, blatant (in the judgment of the umpire) attempts by the runner to dislodge the ball or cause injury are not allowed, and in likewise fashion the catcher must avoid contact other than that necessary to attempt to get the out.

11.7 OBSTRUCTION:

Defensive players shall have unimpeded access to attempt to field the ball. Likewise, offensive players' ability to advance must not be unnecessarily blocked by defensive players. In cases where the advancement would interfere with the fielding of the ball, the fielding of the ball shall take precedence. Offensive players must take any reasonable action (e.g., pausing or slowing their advancement, etc.) needed to provide that unimpeded access to the defensive player. If the defensive player's ability to field the ball is impeded – inadvertently or intentionally – by the offensive player, then the umpire may choose to call the impeding player out. If an offensive player's ability to advance is impeded by any defensive player's action other than that associated with fielding the ball then the umpire may award an advancement. The umpire's judgment is final.

11.8 FIELD DIMENSIONS, SAFETY, AND WARM-UPS:

The playing field is defined as the area contained within the backstop fences, including the area contained within imaginary straight lines extended from those fences and parallel to the foul lines. Any balls traveling outside of the playing area are considered out of play.

Distances between bases and to the pitcher's mound shall be as listed below for each age group. Note that the distance to the pitcher's plate is measured from the point at the rear of home plate to the front edge of the pitcher's plate. Distances to the bases are measured from the point at the rear of home plate to the rear edge of the base (or in the case of second base, to the point of the base pointing toward the outfield). All bases, including home plate, are contained within a square whose sides are the length of the designated distance from home plate to first base. This square defines the foul lines and the infield for purposes of ball control.

- 7-8: Pitching distance 40'; bases set 60' apart; Home to 2nd base 84'10"
- 9-10: Pitching distance 46'; bases set 60' apart; Home to 2nd base 84'10"
- 11-12: Pitching distance 50'; bases set 70' apart; Home to 2nd base 99'
- 13-14: Susquehanna: 80' bases/54' pitching required (Home to 2nd base 113'1"), 90' bases/60'6" pitching optional (home team determined)
- 13-14 Chesapeake: 90' bases/60'6" pitching required (Home to 2nd base 127'3").

Note that for safety reasons, the pitcher's plate and home plate should be dug into the ground such that the top surface of the plate is level with the ground immediately around it. It is acceptable for a pitcher to dig away a big part of the dirt from the edge of the pitcher's rubber that faces home plate in order to get a good foothold for leverage during the delivery of a pitch.

Before the start of the game, the field (including the entire playing area in fair and foul territory, the backstop and fence, and the team bench areas) must be checked to ensure it is safe to play. Field safety determination is the umpire's responsibility and their decision shall be final. If the field is determined to be unsafe, every effort should be made to immediately move the game to any appropriate alternative locations available to the two teams. If none are available, the home team is responsible for rescheduling in accordance with the league's postponement and rescheduling policies.

Subject to the home team's local program rules regarding warm-ups on the field, both teams should be provided equal access to the field before the game for warm-ups. Managers and coaches shall be permitted to warm up pitchers between innings and prior to the start of the game. Returning pitchers shall be allowed at least 4 warm-up pitches between innings; newly inserted pitchers shall be allowed at least 8 warm-up pitches. Warm up of pitchers and catchers during the game shall be in an area behind the fence sheltered from foul balls; otherwise, a coach or player must be dedicated to warn of threatening foul balls. If a player is used to warm up a pitcher, they must wear a catcher's facemask or batting helmet with facemask.

The second game of a doubleheader shall not start less than 15 minutes after the official end of the first game. Teams are encouraged to start the second game within 30 minutes of the first game's end.

11.9 UNIFORMS AND EQUIPMENT:

It is the responsibility of the coach to ensure that their players are in conformance with all HCTB league rules regarding uniforms and equipment (e.g., protective gear, bats, gloves, baseballs, etc.). Umpires have the right to inspect uniforms and equipment at any point before or during a game, or upon request by the opposing coach. If, upon inspection by the umpire, the uniform or equipment item is not found to be in

conformance with HCTB league rules, then the offending item shall be replaced with a conforming item. Failure to do so may result in a forfeit at the umpire's discretion. Discovery of an offending item after a play has been made with it may also result in a forfeit at the umpire's discretion.

Each team shall be responsible for providing one (1) game ball at the outset of the game, and will alternate in providing additional game balls as required.

11.9.1 Uniforms:

All players on a team should wear uniforms (hats, jerseys, pants, and socks) of similar style and color, and each player should wear a uniquely numbered jersey with the number matching that recorded on the team roster. Metal cleats are not allowed.

11.9.2 Protective Equipment:

Catchers must wear a protective cup, throat (either hanging or integral/hockey style helmet), chest, and shin protection, a catcher's mask and helmet, and use a catcher's mitt while playing in the field (players must also wear the catcher's mask and helmet while warming up a pitcher). Double earflap batter's helmets must be worn by all batters, base runners, and player base coaches.

11.9.3 Bats:

The highest performing allowed bat in HCTB League games are:

- 10U and under: 2 ¼" diameter maximum, unlimited weight drop
- 11U and 12U: 2 5/8" diameter maximum, unlimited weight drop.
- 13U and above: 2 5/8" diameter maximum, -3 maximum weight drop

11.9.4 Baseballs:

Official size and weight Little League, Pony League, Babe Ruth League, or Major League leather baseballs with cushioned cork centers are acceptable, and should be supplied by the both teams equally. In addition, RIF 10 baseballs are also allowable for 7-8 league games only.

12 PART TIME 7-8 TRAVEL DIVISION RULES

PITCHING LIMITS: Pitchers in the 7-8 age group may pitch:

- a maximum of six (6) innings per league week, and
- no more than five (5) innings in a single day, and
- no more than two (2) innings in a single game.
- no pitcher may throw on three (3) consecutive days.

STRIKE ZONE: The strike zone should be agreed upon by both managers and the umpire before the start of the game. It is recommended that the strike zone be slightly enlarged to speed up play and minimize the number of walks.

STEALING: Stealing and leading will not be permitted.

SLIDING: "Diving back" to the base is not permitted.

GAME LENGTH: Six (6) innings

SCORING: In innings 1 through 5, the team batting may score a maximum of 5 runs (i.e., no 'continuation' runs will be recorded). During the 6th inning and extra innings, there is unlimited scoring.

10 RUN RULE: If the losing team has batted four (4) innings and is losing by ten or more (10) runs, the game will be considered complete.

CALLED-GAMES: A game called by the umpire shall be considered a regulation game if the losing team has batted four (4) times. If a game is called before it has become a regulation game, the umpire shall declare it "no game" and the game must be replayed in its entirety. Innings pitched will count towards limits for the day and week whether the game is considered regulation or 'no game'. Also, innings pitched in make-up games will count towards the pitching limits for the week during which the make-up game is actually played. *Exception: All end-of-season tournament games shall be completed in their entirety (i.e., if a tournament game is stopped due to weather or darkness after 5 innings, then the game will be resumed at the next available opportunity at the point of stoppage and played to completion). Pitching restrictions shall carry over and continue to be in force when play resumes.*

FIELD SIZE: 60' bases / 40' pitching

FIRST BASE: a "double" base should be used at first base.

OUTFIELD: Four (4) fielders are allowed in the outfield. All outfielders must be positioned in the outfield grass.

INFIELD FLY RULE: The infield fly rule will not be in effect.

ENDING A PLAY (DEAD BALL RULE): *NOTE: The intention of this rule is to foster team play by encouraging players to make the appropriate play by throwing the ball to a base and attempting to get an out. Players running the ball across the infield or running the ball in from the outfield, without involving their teammates, is to be discouraged.*

A play ends either when the ball is in the control of any player covering any base or acting as the 'cutoff' while within the infield baselines (i.e., within the 60' square formed by the foul lines and the basepaths from first to second and second to third bases), or the ball is thrown out of the playing field. If the throw to the base results in a rundown play, then play will be maintained until the player involved in the rundown is either put out or successfully advances to the base he was attempting to reach. Out of play balls and overthrows – including overthrows to the second baseman – shall be considered dead balls and shall not

result in any base runners advancing except according to 'Placement of Runners' below.

Placement of Runners – A runner who is more than halfway to the next base before the play ends will advance to the next base. If the runner is less than halfway to the next base when the play ends, the runner goes back to the base he was at. Placement of the runners shall be in the sole discretion of the umpire.

Players are not allowed to advance on throws from the catcher to the pitcher after a thrown pitch.

BATTING HELMETS: Batting helmets with a face guard **MUST** be made available to the batter. It is not mandatory that a helmet with a face guard be used, but it is recommended.

BASEBALLS: Each team should share in supplying all game baseballs. Acceptable balls include the Worth RIF Level 10 or Official Little League baseballs.

13 PART TIME 9-10, 11-12, & 13-14 TRAVEL DIVISION RULES

PITCHING LIMITS:

9-10: Pitchers in the 9-10 age group may pitch:

- a maximum of six (6) innings per league week, and
- no more than three (3) innings in a single game, and
- no more than five (5) innings in a single day.

11-12 and 13-14: Pitchers in the 11-12 and 13-14 age groups may pitch:

- a maximum of seven (7) innings per league week, and
- no more than three (3) innings in a single game, and
- no more than six (6) innings in a single day.

For all of the above, no pitcher may throw on three (3) consecutive days. **Balks** will be called only in 11-12 and 13-14 divisions.

STEALING: Stealing and leading will be permitted. **9-10 Only:** A runner may not lead in the 9-10 age group. The ball must cross the plate before the runner can leave the base. If a runner leaves the base early, in the judgment of the umpire, he must return to the base from which he came. One warning per team will be given for runners who leave early. On the second time the runner will be called out.

GAME LENGTH: The 9-14 age groups will play six (6) innings in all games..

10 RUN RULE: For six inning games, if the losing team has batted four (4) innings and is losing by ten (10) or more runs, the game will be considered complete.

CALLED-GAMES: A game called by the umpire shall be considered a regulation game if the losing team has batted four (4) times for six inning games. If a game is called before it has become a regulation game, the umpire shall declare it "no game" and the game must be replayed in its entirety. Innings pitched will count towards limits for the day and week whether the game is considered regulation or 'no game'. Also, innings pitched in make-up games will count towards the pitching limits for the week during which the make-up game is actually played. *Exception: All end-of-season tournament games shall be completed in their entirety (i.e., if a tournament game is stopped due to weather or darkness after 5 innings, then the game will be resumed at the next available opportunity at the point of stoppage and played to completion). Pitching restrictions shall carry over and continue to be in force when play resumes.*

FIELD SIZE:

- 9-10: Pitching distance 46'; bases set 60' apart; Home to 2nd base 84'10"
- 11-12: Pitching distance 50'; bases set 70' apart; Home to 2nd base 99'
- 13-14: Susquehanna: 80' bases/54' pitching required (Home to 2nd base 113'1"), 90' bases/60'6" pitching optional (home team determined)
- 13-14 Chesapeake: 90' bases/60'6" pitching required (Home to 2nd base 127'3").