

Field Dimensions

The diamond will have 60' base lines. Second base will be 84' 10" from home plate.

The pitching rubber will be 40' from home plate.

Left field and right field foul lines will be marked.

The batter's box will be rectangular, 6' by the 3'. The inside line will be parallel to and four inches away from the side of home plate. It must extend forward from the center of home plate 3' and to the rear.

A 6' diameter on-deck circle will be provided for each team.

Equipment

All male players must wear an athletic supporter.

Catchers must wear a chest protector, shin guards, and a catcher's helmet with a mask.

Team shirts and hats must be worn by players while on the field.

NOCSA approved batting helmets must be worn by the batter, on deck batter, all base runners and youth coaches.

Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.

All bats must meet Little League Minor/Major specifications; no more than 33" in length with a maximum barrel size of 2 $\frac{5}{8}$ ". <https://www.littleleague.org/playing-rules/bat-rules/>

A regulation size "Soft" T-Ball will be used during games. Each team may provide game balls. Balls should be placed in a bucket behind the adult pitcher.

All equipment must be returned to the HSA equipment shed after the final game.

Games

Game format will be as follows:

- 1 hour 45 minute time limit.
- No inning will start after 90 minutes of game time has elapsed.
- A regulation game consists of 5 innings.
- Each half inning will consist of 3 outs or 5 runs, whichever occurs first.

All players must remain seated in the dugout when they are not playing.

The home team will always occupy the dugout on the 3rd base side of the field.

Games results will not be kept. The object of the game is not to win or lose, but to have fun learning how to play the game and developing the player's skills. Winning should not be emphasized; learning and improving a child's skill level should be the focus.

Positions

A legal team can be represented by a minimum of 8 players. If either team has less than 8 players, an attempt should be made to balance the teams so the game can be played.

A maximum of 9 players can be on the field at a time.

Each player must play at least 3 innings in the field. Each player must bat as scheduled within the line-up prepared before the game. Note: Each player is given a batting position regardless if he/she plays in the field or sits out an inning.

Except for the catcher, no player may play more than 2 innings at the same position.

Fielders must play in their designated position until the ball is hit. Over-loading fielders to one side of the field is not allowed.

Batting

There are no walks. A player will receive a maximum of 5 pitches during an at bat. If they do not put the ball in play, on the 5th pitch the batter is declared out. Exception: If a batter hits a foul ball on the 5th pitch, they will receive a 6th pitch. If a batter does not put the ball in play on the 6th pitch, the batter is declared out.

Bunting is NOT allowed.

A batter is out if he/she throws the bat a second time. The first thrown bat will be accompanied by a warning. The batting team coach is responsible for making the call.

A batter will not be awarded 1st base when hit by a pitched ball.

A dropped last strike rule is NOT in effect.

Base Running

All bases must be held until the ball is batted. There will be no lead offs or base stealing. If a runner leaves a base when a ball is hit foul, he/she will be required to completely return to the base and touch the base.

Base runners must tag up on caught fly balls or they will be called out. On any over throw that goes into foul territory, the base runner is allowed to advance only one base.

The infield fly rule will NOT be in effect.

Players must be encouraged to slide into a base where a play is being made. If a runner should collide with a fielder who is attempting to catch a thrown ball, and the runner did not slide or try to avoid contact with the fielder (umpire's judgment), the runner will be

called out. In addition, a player maybe ejected if he/she has deliberately attempted to cause injury to an opposing player.

Courtesy Runners: A courtesy runner maybe used to run in place of the catcher if there are two outs and the catcher is a base runner. The courtesy runner chosen shall be a player currently not in the game at a defensive position. If there are no players available then the runner shall be the player who made the last (second) out of the current inning. Other than an injury, this is the only circumstance in which a courtesy runner maybe used during a game.

Pitching

One pitching machine is selected and set up for both teams. Coaches will use supplied pitching machine the entire game and will pitch to their own team. The catcher will place the pitched balls behind him/her for the entire at bat. The adult catchers coach will throw/bring the other balls back to the adult pitcher to help speed the game along.

The coach will pitch a maximum of 5 pitches to a batter. The batter must put the ball in play by the conclusion of the 5th pitch. If they do not put the ball in play, on the 5th pitch the batter is declared out. Exception: If a batter hits a foul ball on the 5th pitch, they will receive a 6th pitch. If a batter does not put the ball in play on the 6th pitch, the batter is declared out. There are no walks. Under no circumstances is a batter to receive more than 6 pitches during an at bat. This is not a negotiable point for two opposing coaches to agree to an increase in the number of pitches.

The ball is considered dead if touched by the adult pitcher in any fielding situation. Adult pitchers are only allowed to pitch. The team member playing the pitching position is required to field the ball.

The player at the pitching position when the coach is pitching will stand within 3 steps to the side of the coach. Right-handed players will stand to the right and left-handed players will stand to the left.

Placement of the Pitching Machine

Games will be played with the pitching machine placed from 40 to 45 feet from the front of the plate, or the closest approximation of this distance that allows for consistent strikes. The location of the pitching mound may make a closer distance necessary in order for the ball to travel with a level flight. A 5' diameter safety circle will be drawn around the machine.

The machine may be adjusted for accuracy during the game at the coach's discretion, and with an effort to not prolong play with excessive adjustments. All adjustments should be made in order to maintain the 45-foot distance and consistent strikes.

Pitching Machine and Safety Circle

A batted ball that hits the pitching machine is ruled dead. The batter is awarded first base. Runners advance if forced.

A batted ball that is popped up and lands and comes to rest in the safety circle that does not touch anything associated with the machine is ruled a dead ball and the batter is not charged with a pitch.

A batted ball that is popped up, lands in the safety circle but rolls or bounces out of the safety circle is a live ball.

A batted ball that rolls untouched into the safety circle and comes to rest there is a dead ball and the batter is awarded first base. Runners advance if forced.

A batted ball that passes through the safety circle without hitting the machine is a live ball.

If any player crosses the safety circle during play or deflects or throws a live ball into the circle where it then comes to rest, play is halted and the runners advance to the base to which they were heading. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle.

Additional bases may be awarded per the coach's judgment for extra base hits or intentional safety circle violations.

A thrown ball that deflects off the pitching machine and exits the safety circle is a live ball.

Adult Pitcher

The adult who loads the pitching machine is referred to in these rules as the "Adult Pitcher". After a ball is put into play by a batter, the adult pitcher must make a continuous effort to leave the field of play in a manner that does not interfere with the hit itself or the ensuing defensive play by the fielders. It is recommended that the pitcher leave the field of play in the opposite direction of the play being made by the defense. In the event of loaded bases leaving the field in any direction may possibly interfere with play. In that event the adult pitcher will make every possible effort to not interfere with play. While the play is live the adult pitcher will not participate in coaching the players. A batted ball that hits the adult pitcher will be considered a dead ball. No runners will advance and the batter will return to the batter's box to resume his/her at bat. The batter will not be charged with one of his/her allotted pitches for that at bat.

Umpires

No umpires will be provided by the league for this age group.

The base coaches will serve as the umpires for making safe/out calls on the bases and determining fair/foul balls.

The catchers coach will make all safe/out calls at home plate.

Coaching

The batting team is allowed the following coaches: on-deck coach, pitching coach, hitting coach, first base coach, and third base coach. All other coaches must remain within the dugout area and supervise the remaining players.

The fielding team is allowed 2 on the field and 1 catchers coach (positioned behind the catcher). All other coaches for the fielding team must remain within the dugout area and supervise the remaining players.

The head coach is responsible for maintaining order on the sideline and keeping equipment and players seated behind the bench lines in the dugout. A coach or parent must be assigned to the dugout to maintain order.

Batting helmets and bats should be kept by the on-deck circle away from the dugout.

All coaching must be positive and instructional, not vulgar, critical or demeaning. Coaches who are abusive to players must be reported to the Baseball Commissioner and the Hillandale Sports Association board. Continued abusive behavior will not be tolerated.

Coaches are responsible for keeping their cool and setting a good example of sportsmanship in all game situations.

Coaches are not permitted to smoke or chew tobacco products during games or practices.

Pitching Machine Settings

All teams must use the same pitching machine settings to maintain consistency across the league. Coaches may adjust the power setting during the first few weeks of practice if they wish, but should practice at the designated settings as soon as possible in order for players to get used to the settings that will be used in games.

All games will be played with the settings listed below – NO EXCEPTIONS. The only in-game adjustments that are allowed are side-to-side and slightly forward or back to make sure pitches cross the plate at the correct height.

Micro adjust (on release handle): **4**

Release adjust (on pitching arm): **3**

Power (foot pedal): **6**

Distance from home plate: **~45 feet**, adjust so ball crosses plate at correct height