

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 baseball will be used for games. Games balls are supplied by the home team.

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

Games

Game format will be as follows:

- 2 hour time limit.
- No inning will start after 105 minutes of game time has elapsed.
- A regulation game consists of 7 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.

Regular season pitching rules will remain in force under any and all situations. This applies to all regular season and post-season games. A pitcher that reached their pitch limit in the originally scheduled game will not be allowed to pitch in the suspended game when it is re-scheduled.

Positions & Playing Time

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 4 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 3 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

Each player on the team will be given a position (as scheduled in the lineup prepared prior to the game) and must bat in that position.

Bunting is NOT allowed.

The batter will be declared out if he/she throws the bat. In the first 2 weeks of the season a verbal warning is given. There will be no warnings after the first two weeks of the season. The umpire's decision is final.

A batter is awarded 1st base when hit by a pitched ball. If a pitcher hits 3 batters in an inning, then he/she must be replaced.

A dropped 3rd strike rule is NOT in effect.

Base Running

A ball is considered dead when:

- It is in the pitchers' hand, on the mound, and all runners are on base.
- When it is hit or thrown out of play.
- When the umpire has called time.

All bases must be held until the ball is batted. There will be no lead-offs or base stealing. If runners leave 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.

Foul territory is that area between fair territory and a line on each side of the field extended from the spectator fences.

Runners may continue to advance on wild throws that stay within play in fair or foul territory.

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.

On any overthrow that goes out of play, the base runner is allowed to advance to the base they were running to, plus 1 additional base because of the over throw.

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

Pitch counts will be used for determining how long a pitcher may pitch in a game, as well as determining the amount of rest they will need prior to pitching in another game.

Pitch Counts for a game:

- The maximum number of pitches a player can throw in one game is 50.
- A pitcher is allowed to complete pitching to a batter if they reach their pitch count.

Opposing coaches should cross check pitch counts after each inning of play to help avoid any potential conflicts.

Mandatory recovery time:

- Up to 20 pitches = 1 Day Rest
- 21 to 35 pitches = 2 Days Rest
- 36 to 45 pitches = 3 Days Rest
- Over 46 pitches = 4 Days Rest

A player, once removed as a pitcher, may not pitch again in the same game.

No balks will be called.

If a pitcher hits 3 batters in an inning, then he/she must be replaced.

Umpire

One umpire will be scheduled and provided by the league.

Any umpire's decision which involves judgment is final.

The umpire's decision is final. THERE WILL BE NO PROTESTS.

Issues with an umpire may be reported to the Baseball Commissioner after the game. In some cases, the commissioner may raise issues to the coordinator of umpires to resolve conflicts.

Coaching

The batting team is allowed the following coaches: 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 one coach on the field. This is to keep the defensive players alert and in the game. 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.

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.