

HBBA

Coaches Handbook

Schedule Change Procedure

1. This procedure is effective Tuesday, February 01, 2002. This procedure, if followed, will streamline the communication process and avoid potential scheduling conflicts.
2. The game date you are changing must be at least 10 days out. For example, today is Monday, May 20th. All games thru Thursday, May 30th are locked in. If the game you wish to change is on May 21 , you must schedule the change by May 11. In extreme cases where you are within 10 days of your game, you should present the change to the Board of Directors.
3. If you meet the date requirements outlined in step number one, you should contact the Head Coach of your opponent. If you need contact information, email Hendersonbba@gmail.com.
4. After the two head coaches agree upon a reschedule date, the **Home** team coach will contact the Director of Umpires. The director will verify the rescheduled date is not in conflict with another game and coordinate the game change with the head umpire.
5. The head umpire will verify the change with the director. The director will then notify the Home team head coach, who will in turn notify the Visiting team head coach.
6. Concerning any reschedule dates: All games made up should be played on the first available open date. The makeup date should treat both teams involved equally. Equal meaning to address the concerns of pitching and or number of games in a week.

Pre-Game and Post Game Coach Responsibilities:

Pre-Game

1. The home team will provide a person to keep the official scorebook. The home team scorebook will be the official scorebook of the game.
2. The visiting team will provide a person to operate the scoreboard and keep a pitch count.
3. Both scorekeepers must sit at the score table. Failure to do so will forfeit that teams right to protest the pitch count.
4. The head coach must provide the official scorekeeper and opposing head coach with the team's lineup.
5. Ensure catcher's helmets are equipped with a throat protector. (Youth Pg 19; Boys Pg 36)

Post-Game

1. Sign the pitching affidavit and return to concession stand.
2. Report game score to commissioner on duty.
3. Pick up all trash in and around the dugout, in and under bleachers. If you are concerned that your cleanup duties have not been met for the night, you may contact the commissioner on duty to confirm if your area is acceptable.
4. If you have the last game of the night, it is the head coach's responsibility to move water cans and score board controller to the storage area.
5. Noncompliance with any of the above guidelines will be given to the coach on the first offence. The second offense will result in the coach having to work one (1) week of commissioner's duty.

Specific Game Rules:

1. **No Smoking, dipping, or vaping** within the baseball complex.
2. Only Players, Coaches and designated parents are allowed in dugouts and on playing field. (Youth PG 32; Boys Pg 46)
3. Youth Leagues must have **one** adult in the dugout at all times. (Pg 33)
4. All judgment decisions are **final**. Example: Judgment calls are considered to be the decision of balls and strikes, fair or foul balls and the call of players to be safe or out. (Youth Pg 54; Boys Pg 79)
5. Proper protest procedures **will** be used. The protesting team shall make a payment of \$50 as soon as a protest is filed. The ruling will be decided by a three person committee made up of board members on duty that night. The money will be returned if protest is won.
6. The board WILL review coach ejections. Discipline may include verbal or written warnings; game suspensions; or loss of coaching privileges. Coaches expelled from a game may come before the board for review of the expulsion. Anyone who is ejected from the complex must leave for entire night.
7. **Peanut league**-in the first four innings, the maximum runs a team can score per inning is five. In the fifth and sixth innings, the maximum runs a team can score is seven. The fifteen run rule is in effect after 3 innings of play and the ten run rule is in effect after four innings of play. The infield fly rule is not in effect.
8. **Texas League**-in the first four innings, the maximum runs a team can score per inning is seven. After the fourth inning there is no limit on runs scored per inning. The fifteen run rule is in effect after 3 innings of play and the ten run rule is in effect after four innings of play.
9. **Little League**-no run limits per inning in Little League. The fifteen run rule is in effect after 3 innings of play and the ten run rule is in effect after four innings of play.
10. **Pony League**-no run limit per inning in Pony League. After three complete innings of play if there is a fifteen run difference the game is over. The team with the most runs wins. The fifteen run rule is in effect after 3 innings of play and the ten run rule is in effect after four innings of play.
11. **Peanut League** teams may have a maximum of four coaches/designated parent on the field and in the dugout at a time. All other leagues can have a maximum of three. If a team is caught exceeding this limit, a warning will be given. Upon subsequent offenses, the head coach must sit out a game.

HBBA Specific Local League Option:

1. If a team has two outs they may allow a courtesy runner for the catcher. The courtesy runner must be the team member who has had the last at bat and that is currently in the dugout.
2. Each league will bat the entire roster. Ejected players who are removed from the game may not return. If an injured or sick player leaves the game an out must be taken in the player's spot in the lineup. The injured or sick player may return to the game and if he returns before his next at bat no penalty will be applied.
3. If a team has started a game with nine players, loses a player due to illness or injury the game may be completed without penalty.
4. A team may start a game with only eight players. If a team has started a game with eight players loses a player to injury or illness the game may proceed with seven players with no additional penalty. If the team who started the game with eight players loses two players to injury or illness the game will be called at the time the team loses the second player. The outcome of the game will be decided at the time the team loses the second player according to innings played per the Dixie Handbook.
5. A game may not start if a team has only seven players. A team will forfeit if the team cannot field eight players.
6. Free Substitutions will be allowed in all leagues, except that the pitcher may not reenter the mound in the Youth leagues. Pitching guidelines will be followed as outlined in the Dixie handbook. It is the job of each coach to inform the official score keeper of all substitutions.
7. Reminder: Each player must play three consecutive defensive outs (per Dixie) and must also play six defensive outs (per HBBA by laws). This rule applies to a regulation game. The opposing team will be allowed to protest the violation of this rule. Once the game time has expired, or the last out taken, the opposing coach will have fifteen minutes to make an official protest. The official scorekeeper must provide the game book to the opposing coach and the protest must be posted with the league president, commissioner on duty, or HBBA board member. Once again, it is the job of each coach to inform the official score keeper of all substitutions.