

2018 HAYAA BASEBALL KID / COACH PITCH RULES

- 1.0 **PLAYING FIELD:**
 - 1.0.1 Distance between bases is 60 feet.
 - 1.0.2 Pitching Mound will be 40 feet from back tip of Home Plate.
 - 1.0.3 Foul lines extend indefinitely from Home Plate past first and third base through the outfield.
 - 1.0.4 There is no limit to the outfield playing area within the foul lines.
- 1.1 Visitors sit in the 1st base dugout and bat first
- 1.2 Home team sits in 3rd base dugout and field's first
- 1.3 Home team provides the umpire with two game balls - one new, one used
- 1.4 All Outfielders must play at least 10-15 ft. back on grass

- 2.0 **PLAYERS/PLAYING TIME:**
 - 2.1 Only officially registered and rostered team players can warm-up and play in games.
 - 2.2 A minimum of 8 players is required to start the game.
 - 2.2.1 Notification of failure to field the 8-player minimum must be given to the League President at least 24 hours prior to scheduled game time.
 - 2.2.2 Failure to provide proper notification to meet the minimum 8 player requirement will result in that team to forfeit.
 - 2.2.3 A team may only play with less than the 8-player minimum if injury/illness occurs during play of the game
 - 2.3 NO player may play more than two (2) consecutive innings in the infield
 - 2.3.1 A player may not play the same position for more than 2 innings in a row, or for 3 total innings during a single game
 - 2.4 NO player may sit more than one (1) consecutive inning in the dugout, unless due to injury or illness which occurs during the game.
 - 2.5 All players should get similar playing time in the field and play both infield & outfield positions each game
 - 2.6 Every player on the roster will bat, even if they do not play the field that inning
 - 2.6.1 Every player should have a similar number of plate appearances at year's end. (Change the batting order every game)
 - 2.7 There are no restrictions on defensive substitutions, except for the pitching position and player position per rule.
 - 2.8 Maximum Number of Players to be on the field while playing a game is Ten (10) as follows:
 - 2.8.1 Four (4) Outfielders:
 - 2.8.2 Four (4) Infielders:
 - 2.8.3 One (1) Pitcher
 - 2.8.4 One (1) Catcher

- 3.0 **UMPIRES/DEFENSIVE COACHES:**
 - 3.1 At least one umpire will be provided by HAYAA for the 2018 Season. For some reason an umpire is not present follow below rules.
 - 3.1.1 Both teams will designate at least two (2) umpires per game.
 - 3.1.2 Both teams must declare their available umpires prior to start of each game.
 - 3.2 The Umpires will be either an Assistant Coaches or Parent volunteer of the defensive team, not the Head Coach (Unless Unavoidable)
 - 3.2.1 The Umpires/Defensive Coaches will be located between first and third base behind the infielders.
 - 3.2.1 The Umpires/Defensive Coaches must remain in the outfield grass at all times during play.
 - 3.2.2 The Umpires/Defensive Coaches may not assist the player by physically directing the player or touching the baseball in any manner.
 - 3.2.2 The Umpires/Defensive Coaches are required to "Make-a-Call" on all pitches and fielding plays,
 - 3.2.3 and their call (decision) is final.

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- 3.2.4 The umpire on the First base side of the pitcher is responsible for calling balls and strikes, and calls fielding plays at First and Second Base.
- 3.2.5 The umpire on the Third base side of the pitcher is responsible for calling fielding plays at Third Base and Home Plate.
- 3.3 Umpires may be switched at the end of each inning.
- 3.4 In the judgment of the umpire, any player intentionally attempting to cause harm/injury to another player/coach/parent will be ejected from the game.
 - 3.4.1 Any player/coach/parent ejected from a game will also receive an additional two (2) game suspension.
 - 3.4.2 Any player/coach/parent ejected from a game must leave the field/premises immediately.

- 4.0 **LENGTH OF GAME/WARM-UPS:**
- 4.1 Game time starts at 6:30 p.m. EST, regardless if the teams have taken the field.
 - 4.1.1 Please note that there is no grace period, game time is the scheduled start time of 6:30 p.m. EST
- 4.2 Game Length is One Hour and Forty Five Minutes (1:45) from the scheduled start time
 - 4.2.1 Once One Hour and Forty Five minutes has passed, no new innings will start.
- 4.3 New innings begin immediately following the 3rd out of the previous inning
- 4.4 Both Teams can utilize their respective outfielders for warm-ups prior to the game.
 - 4.4.1 Visiting team takes infield from 6:00-6:14, no batting allowed.
 - 4.4.2 Home Team takes infield from 6:15-6:29, no batting allowed.
- 4.5 Regulation Games shall be 6 innings
 - 4.6 An inning in progress may be finished provided that enough daylight remains for safe play as long as both Head Coaches agree.
 - 4.6.1 The Home Team's Head Coach at their sole discretion may call the game due to darkness or extenuating circumstances (Weather, Poor Visibility, etc.)
- 4.7 6th Inning (Exceptions):
 - 4.7.1 During the sixth inning or due to time restraints the home teams last inning, unlimited runs may be scored by each team before the recording three (3) outs.
 - 4.7.2 If due to darkness or weather, the Home Team does not complete it's half of the sixth inning, then the score after five innings becomes final and will be recorded.
 - 4.7.3 If the Home Team enters their half of the last inning with a lead (and safe play can continue), the Home Team can still bat their half of the inning, as long as both team's Head Coaches agree.
- 4.8 A starting pitcher is allowed eight (6) warm up pitches at the beginning of the game.
 - 4.8.1 All returning pitchers are allowed six (6) warm-up pitches at the start of each new inning
- 4.9 All relief pitchers are allowed six (6) warm-up pitches

- 5.0 **PITCHING RULES:**
 - 5.0.1 Coaches and Pitchers who violate the pitching rules will be suspended for one (1) game, and the game being played will be forfeited by the team violating the rules.
 - 5.0.2 Pitching Sheets must be filled out for each game and signed by both Head Coaches at the conclusion of each game
 - 5.0.3 Pitching Sheets must be sent to the KID/COACH Pitch Division GM via E-mail, or picture TEXT message within 24 hours of the end of the game.
 - 5.0.4 Pitching Sheets will be available for any (Opposing) teams Head Coach to review per request at anytime
 - 5.0.5 Pitching Sheets not forwarded to the GM within 24 hours of the end of the game will result in that Team forfeiting the game, and their next game(s) until the sheet is submitted
 - 5.0.6 Each team must print entire roster on their pitching sheet, the roster includes: player name, uniform #, league age and date of birth of each player
 - 5.0.7 Pitching Sheets must include : Date of Game, Pitches Thrown, Pitcher's Name, Uniform Number, Age, Opposing Team's Signature, Rest Required (Y/N?), and next available pitch date after rest.
 - 5.0.8 The Head Coach is responsible to keep track of the pitch count and replace each pitcher as

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- required.
- 5.1 Pitchers shall not be allowed to pitch more than 40 pitches in one game.
If a pitcher reaches his maximum pitch count for the game in the middle of a batter, he will be allowed to complete that batter before being relieved.
- 5.1.1
- 5.2 Any player on the roster can pitch.
Exception: Any player that has played catcher in four or more consecutive innings in the same game, is not eligible to pitch on that calendar day.
- 5.2.1
- 5.3 A pitcher once removed from the game cannot return as a pitcher.
A pitcher moved to different position may return as a pitcher at any time during the remainder of the game, but only once per game or until their pitch limit is reached.
- 5.3.1
- 5.4 Pitchers may not appear in more than two games per week (Monday thru Saturday)
In the event that a make-up game is scheduled during a week with two (2) regularly scheduled games for a team:
- 5.4.1 A pitcher may pitch in the additional game, provided he has not already appeared in two (2) games during that week
- 5.4.2
- 5.4.3 At no time during the regular season will a player pitch in more than two (2) games per week, regardless of the number of make-up games.
If a pitcher hits, with a pitch, two (2) batters during his allotted 40 pitch count per game, the pitcher will be removed promptly from the pitching position for the remainder of the game. The Offensive Team's Coach will pitch the remainder of the inning, the pitcher may continue playing in any field position
- 5.5
- 5.5.1
- 5.6 The Head Coach is required to pitch a 6 or 7 year old player prior to the 3rd inning of play and must record 3 outs or reach maximum allowable pitches of 40 per game.
The 6 or 7 year old pitcher can be multiple players, just as long as the above requirements are met.
- 5.5.1
- 5.7 All Pitchers must adhere to the following rest requirements:
- 5.7.1 If a player pitches 1-19 pitches in one day, one (1) calendar day of rest is required.
If a player pitches 19-40 pitches in one day, two (2) calendar days (48 hours) of rest must be observed.
- 5.7.2
- 5.8 There are no "Bull-Pins" for warming up pitchers; pitchers can only warm-up from the pitching mound on the playing field with a catcher in full protective gear.
- 6.0 **CATCHING RULES:**
- 6.1 "ALL" Catcher's must wear "ALL" Protective Gear, including but not limited to: Helmet, Face Mask, Chest Protector, Fielding Glove, Knee Pads, and Athletic Supporter (Cup).
Catchers may not catch more than two (2) consecutive innings in a single game, and no more than three (3) total innings per game.
- 6.2
- 6.3 Catcher's must retrieve all Passed and/or Batted Foul Balls behind Home Plate,
- 6.3.1 No Coaches or Parents are allowed behind the catcher at Home Plate during play.
- 6.4 ONLY catchers can warm-up pitchers and they must wear all required protective gear (See 6.1)
- 7.0 **BATTING RULES:**
- 7.0.1 All batters must wear an official (Legal) Little League Batting Helmet (Face Masks are optional).
All Offensive players on the playing field must wear their helmets at all times until they return to the respective dugout.
- 7.0.2
- 7.0.3 A batter is automatically out when he throws his bat. However, the Umpires/Defensive Coaches (at their discretion) can issue just a warning to the opposing team.
There is no "On-Deck" circle or batter warm-ups allowed, only the active batter is allowed on the field with a bat in their possession
- 7.0.4
- 7.0.5 Absolutely no bat donuts of any kind can be used
- 7.0.6 All players must remain in the dugout until their turn to bat.
- 7.1 Teams must exchange batting line-ups prior to the start of each game.

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- 7.1.1 All players in uniform shall bat according to the line-up (Round Robin)
Any player unable to bat in their position for any reason will automatically be recorded (counted) as an out.
- 7.1.2 Batters found batting out of sequence at any time are automatically out, even if their already on base.
- 7.1.3
- 7.2 Normal three (3) Strike Rules will be followed
The strike zone height is between armpits and top of the knees when the batter assumes a natural stance.
- 7.2.1 The strike zone width is equal to home plate PLUS roughly 1 to 2 inches on the "inside" of the plate.
- 7.2.2 Batter's will remain alive with each swinging two (2) strike foul, unless the coach-pitch five (5) ball count is reached (see below)
- 7.2.3 On a third called or swinging strike, the batter is out even if the catcher drops the ball or misses the ball.
- 7.2.4
- 7.3 Walks will not be permitted
After the third called ball, an offensive team coach will throw a maximum five (5) additional pitches, until either the five (5) ball count has been reached or the player hits fair or strikes out.
- 7.3.1 On the fifth pitch thrown, if the player hits the ball in foul territory the player will be able to continue hitting until the ball is hit fair or strikes out.
- 7.3.2 If a pitcher hits a batter with a pitched ball, the batter is issued a walk to first base (so long as the batter made an honest attempt to avoid the pitch)
- 7.4
- 7.5 Bunting is permitted, and the batter is out if he bunts foul with two (2) strikes
The infield fly rule is always in effect with a base runner on base. (Batter is automatically out, and base runners cannot advance)
- 7.6
- 7.7 A ball that is hit off home plate is a fair ball, as long as it does not contact the hitter and remains in fair territory between the base/foul lines before reaching 1st or 3rd Base.
- 8.0 **BAT RULES:**
Bats, whether made of Aluminum, Metal, or Composite must have a USA Baseball Logo and may only have a maximum diameter of 2-5/8" with a maximum length not exceeding thirty (33) inches.
- 8.1
- 8.1.1 Wood bats do not require the USA Baseball logo. The wood bat barrel diameter must not exceed 15/16 inches for 33" in length and 7/8 inches if less than 30" in length.
- 8.2 Composite and two piece bats must be on the current Little League of America's approved list. A player caught using an illegal bat will be called 'Out', and is required to remove the bat from the dugout.
- 8.3
- 8.4 Umpires/Head Coaches may inspect other team's bats at any time
- 9.0 **SCORING AND MERCY RULE:**
Each team must designate a Team Scorekeeper and have an additional person to record the official pitch count for each pitcher on both teams.
- 9.0.1
- 9.0.2 Scorekeeper and Pitch Count personnel shall periodically check with the other team to insure accuracy of the score, players, and pitch counts for both teams.
- 9.1 Once the Offensive Team has scored five (5) Runs or has Three (3) Outs, their half inning is over.
- 9.1.1 The maximum number of runs a team can score in one inning is five (5).
Prior to obtaining three (3) outs, unlimited runs can be scored in the sixth inning by both teams or what the head coaches agree on as the "last" inning of play.
- 9.2
- 9.3 Mercy will be called:
If after 4 innings, a team has a lead of 15 runs or more, the team with the least amount of runs shall concede the victory and the score is recorded.
- 9.3.1
- 9.3.2 If after 5 innings, a team has a lead of 10 runs or more, the team with the least amount of runs shall concede the victory and the score is recorded.

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9.4 Teams can play the 5th and 6th innings (if there is still time left) to give the boys more playing time, but the game is officially over and the "Mercy" score is the official score.

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BASE RUNNING:

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NO BASE STEALING WILL BE ALLOWED.

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Leading off base is allowed, but must not exceed more than six (6) feet or two (2) normal paces. A player who leads off and leaves a base early (prior to a batted "Fair" ball) may be called out at the umpire's discretion.

10.2.1

While leading off, after each pitch the player must return to their base unless the batter hits the ball in fair territory.

10.2.2

A player who leads off and leaves a base early without "Tagging Up" on a caught "Fly Ball" to the outfield is subject to a force or tag out prior to returning to their initial base.

10.2.3

Please Note: Only one (1) warning will be issued to the team before this rule will be put into effect for that team.

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No runner may advance a base due to passed balls or wild pitches.

10.3.1

Runners may only advance with a batted (Fair) ball or if forced to advance due to a hit-by-pitch

10.3.2

A runner may advance home if the start of the play was a hit and over-throws resulted.

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Once a defensive player has control of the ball in the infield (within fair territory) official play has stopped and time is to be called by the umpire.

If a base runner is proceeding to the next base when time is called, that runner will be allowed to continue to the next base as long as that runner is more than half-way

10.4.1

If the base runner's progress has stopped, that base runner must return to the previous base.

10.4.2

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Any offensive player that comes in contact with a batted ball in fair territory is out.

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Base runners MUST slide, or voluntarily give themselves up at a base when a fielder has the ball and is waiting to make a tag, or is in position to receive a throw that has already been made

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10.6.1

No head first sliding into a base.

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A base runner may not purposely attempt to dislodge the ball from a fielder's possession

10.7.1

A base runner may not come into contact with a fielder attempting to field a batted ball.

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Safety base (Double base) at 1st base shall be used

Whenever a play is being made on the batter-runner (even on a throw from the outfield), the defense must use the white portion and the batter-runner the colored portion.

10.8.1

The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion

10.8.2

EFFECT: Interference is ruled. The ball is dead. The batter-runner is out. Other base runners must return to their base of origin

The batter-runner may use either the colored or white portion of the base if they are doing so to avoid a defensive player in the base path

10.8.3

If there is no play being made at the double base, the batter-runner may use either the white or the colored portion

10.8.4

When returning to the base or when tagging up, the runner must use the white portion

10.8.5

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Courtesy Runners will be allowed for pitchers and catchers only, after there are two outs recorded in the inning.

Player(s) who made the last batted out(s) are required to be the courtesy runner(s) in reverse order

10.9.1

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- 11.0 **COACHES (ADULTS) AND PLAYING AREA: (Teams must have One (1) Head Coach, and Two (2) Assistant Coaches)**
- 11.1 No Coaches or Adults are allowed in the playing area other than the Dugout, Coach's Boxes, and Umpires (Except as stated below)
- 11.1.1 Two (2) coaches of the defensive team will be placed in the outfield to Umpire the game and instruct defensive players.
- 11.2 Coaches, Assistant Coaches, and Parent Volunteers who enter the field, dugout, or Coach's Box to coach or assist during games or practices MUST have a Concussion Training Certificate on file with the Head Coach
- 11.3 Head Coaches must maintain, in their coach's binder, copies of all Concussion Training Certificates and each player Medical Release Forms.
- 11.3.1 Head Coaches Binders must be present at the field for all practices and games
- 11.4 All "Dug-Out" Assistant Coaches must stay within the dugout confines during play.
- 11.4.1 A maximum of Five (5) Coaches is allowed per team, including the Head Coach
- 12.0 **CALLED (CANCELLED) GAMES:**
- 12.1 Games can only be Called (Cancelled) by the HAYAA Baseball League President.
- 12.1.1 This decision will be made before 5:00 p.m.
After 5:00 p.m. all rainouts are decided at the field – Teams must show up at the field to find out if the game is called.
- 12.1.2
- 12.2 Games that are called before the game even begins will be automatically re-scheduled by HAYAA
- 12.3 A game is considered "Complete" if four (4) innings (24 outs) or more has been recorded and/or completed.
- 12.4 Games called before four (4) innings (24 Outs) have been completed will be re-scheduled.
- 12.5 The score at the end of the last completed inning (4th or 5th) will be entered into the official books.
- 12.6 The Head Coaches must agree on a makeup date and contact the field scheduler to confirm field time and availability.
- 12.6.1 The Head Coaches will discuss and agree whether the makeup game is continued from the point of delay, or started over completely.
- 12.7 If a team is unable to field the 8-player minimum on the scheduled rainout date, than that team must forfeit the game.
- 13.0 **DELAYED GAMES (DUE TO WEATHER OR DARKNESS):**
- 13.1 In the event of severe weather (Heavy Rain, Thunderstorms, Tornado's, etc.) all Coaches, Players, and Spectators must leave the field for Safe Harbor (Vehicle, Building, etc.)
- 13.2 If all games on a particular day are affected (delayed) by weather, then HAYAA will most likely automatically re-schedule all games.
- 13.3 Head Coaches must recognize and delay the game for 30 minutes upon each occurrence of seeing/hearing either lightning or thunder, NO EXCEPTIONS.
- 13.4 The Head Coaches will discuss and agree whether the game is to continue after a delay, with the final decision being that of the Home Team's Head Coach.
- 13.5 If rainouts are not made-up by the second to the last week of regular play, by Friday of that week (unless rainout occurs on last week) both teams will receive a loss.

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PLAY-OFF GAMES:

For the 2018 season the league will consist of 10 teams with 2 divisions, an American League and National League division.

14.1.

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The American and National League will consist of 5 teams in each division.

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At the conclusion of the regular season games the top three (3) teams in each division (in total 6 teams) according to wins and losses will continue on to the play-offs.

14.1.

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The teams in each division will be seated by wins and losses in numerical order, 1, 2 and 3 in each division.

14.1.

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The number 1 team will receive a first round (game) by, allowing the number 2 and 3 teams to play in the first round.

14.1.

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The winner of teams 2 and 3 will play the number 1 team in each division in round 2.

14.1.

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After round 2 are complete, there will be 2 teams left in each division. These 2 teams from each division will play in the Championship game.