

Official NHAA Playing Rules

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NORDONIA HILLS ATHLETIC ASSOCIATION

NHAA Playing Rules





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Boys - Ages 7 and 8

Modified Manager/Kid Pitch Baseball

A hardball is used and a player pitches on a limited basis, then the manager or their designate finishes the pitching. This league is umpired by beginning umpires trained by the NHAA who are learning along with the players. Regular baseball rules are followed with the exception of the following NHAA special rules.

NHAA Playing Rules

1. GOVERNING RULES.

1.1. NFHS rules for Baseball will govern all play except as amended by the NHAA Playing Rules or Temporary Playing Rules that have been approved by the Board of Trustees.

2. PLAYER ELIGIBILITY/AGE.

2.1. Player's eligibility is determined by the players date of birth.

3. PLAYERS AND POSITIONS.

3.1. Minimum to Start Game: n/a.

3.2. Maximum Defensive Players: Teams will field 10 defensive players.

3.3. Infielders: 6 (includes the pitcher and catcher).

3.4. Outfielders: 4.

4. PLAYING FIELD AND EQUIPMENT.

4.1. Baseline Distance: 65 feet.

4.2. Pitching Distance: 43 feet. (Measured from front side of the pitcher's plate to the rear point of home plate).

4.3. All managers must have equipment to properly lay out the field: measuring tape, hammer, shovels, rakes and brooms.

4.4. Home team will have the 1st baseline bench and visiting team will have the 3rd baseline bench.

4.5. The home team will provide 1 new game ball and the visiting team will provide 1 like new ball.

4.6. No metal spikes will be worn.

4.7. Catchers must wear full equipment.

4.8. Bat Types and Dimensions

4.8.1. Only NHAA-approved bats may be used. Players may not use any bat that does not conform to NHAA rules or any bat that has been mechanically altered, changed, or modified from its original structure. This does not include handle taping, providing such tape does not extend beyond a distance equal to one-third the measured length of the bat. Bats must conform to either USA, BBCOR, or USSSA standards or they cannot be used.

4.8.2. Metal or composite bats are permitted. No wood bats are allowed.

4.8.3. Any violations of bat rules will result in the batter being called out.

4.8.4. Bats do not have a restriction on diameter.

5. FIELD AND GROUND RULES.

5.1. Home team begins its field practice 30 minutes before game time and the other practices 15 minutes before game time.



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- 5.2. All players must play 2 of the first 4 innings in the infield and no player may play the same position more than 2 innings. Catcher is considered an infield position.
 - 5.3. No player shall sit on the bench for more than 1 consecutive inning. Any infraction of this rule must be immediately brought to the attention of the umpire and the opposing manager.
 - 5.3.1. Any attempt to bypass these rules will result in the forfeiture of that game.
 - 5.3.2. Exceptions: The only exceptions to this rule would be in a disciplinary situation which must be so stipulated to the opposing manager and umpire and when a player either arrives after the start of a game or leaves before its end.
 - 5.4. No individual league shall make any temporary rule change without first submitting in writing the request to the Board of Trustees as per the NHAA Constitution and Bylaws.
 - 5.5. Scorekeeping and Standings.
 - 5.5.1. No scores or standings will be kept.
 - 5.5.2. However, NHAA has provided each team with a scorebook in the event the managers would like to keep a scorebook for their records and to use for player progress.
 - 5.6. Post-Practice/Game Clean-Up.
 - 5.6.1. NHAA is a community organization and thus a sense of pride and responsibility should be taken for the facilities used.
 - 5.6.2. It is the responsibility of both teams to pick up the trash and garbage around the field at the end of a practice or game. Teams with the final game of the evening have ultimate responsibility for the condition of their side of the playing field, including trash and garbage around the field, in the dugouts, and the bleachers.
 - 5.6.3. Each Manager is responsible for their bench area and ensuring their players clean up after themselves. Managers are encouraged to bring a trash bag and together with the players and parents, leave the field and surrounding areas cleaner than it was found.
 - 5.6.4. Managers are asked to report any violations of this policy to their League Commissioner as soon as possible, including the date, time and location of the problem.
 - 5.6.5. This policy will be strongly enforced by the NHAA. Failure to adhere to this policy can result in action by the Board of Trustees.
 6. PITCHING.
 - 6.1. Pitching week for all leagues where it applies equals one calendar week starting on Sunday and ending on Saturday.
 - 6.2. A limit of seven (7) warm up pitches will be allowed between innings for returning pitchers.
 - 6.3. Umpire will call balls and strikes for player-pitcher and only strikes for manager-pitcher.
 - 6.4. Any pitcher hitting three (3) batters in the same inning or three (3) batters in a game will be removed from the pitcher's position.
 - 6.5. Any pitcher walking three (3) batters in the same inning will be removed from the pitcher's position. This is to keep the game sped up.
 - 6.6. A player-pitcher is NOT required to pitch. A Manager may elect to have the opposing manager pitcher pitch to their team.
 - 6.7. Player-Pitcher Rules:
 - 6.7.1. Player-pitcher will pitch until one of these occur:
 - 6.7.1.1. The batter puts the ball into play.
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- 6.7.1.2. The batter strikes out.
- 6.7.1.3. The batter is hit by the pitch.
- 6.7.1.4. Player pitcher throws 4 balls.
- 6.7.2. The player-pitcher must be behind the pitching rubber. The player-pitcher cannot leave his position until the ball passes the plate.

6.8. Manager-Pitcher Rules

- 6.8.1. Manager-pitcher will pitch overhand to his own team after the player pitcher throws his 4th ball or the batter is hit by the pitch.
- 6.8.2. Strikes on the batter will carry over (ex. If the player-pitcher throws 3 balls and 1 strike to the batter, then the batter will start with 1 strike).
- 6.8.3. Manager-pitcher will pitch until the batter strikes out or puts the ball into play.
- 6.8.4. If a manager-pitcher hits a batter, the batter does not take his base.
- 6.8.5. Only one manager-pitcher allowed per inning, unless an injury necessitates a change.
- 6.8.6. To speed games up, coaches may use up to 5 balls as long as it does not interfere with the game. A small bucket or pail should be used to help gather balls that go past the catcher.

6.9. Manager-pitcher hit by a ball:

- 6.9.1. Any batted ball that touches the manager-pitcher prior to being played by a defensive player will be a dead ball. There is no penalty. Base runners return to their original base and the pitch does not count.
- 6.9.2. Any ball that touches the manager-pitcher by a defensive player's throw will be a dead ball. There is no penalty. Base runners return to their original base and the pitch does not count.

6.10. An offensive inning will consist of 3 outs or 8 batters, whichever comes first.

7. **BATTING.**

- 7.1. All teams will roster bat. Any late arrivals to the game will be placed at the bottom of the batting lineup.
- 7.2. All batters MUST wear protective headgear while at bat and while on the bases.
- 7.3. The batter shall not throw the bat. The umpires warn the entire team the first time any batter on that team throws a bat. After the first warning, any other batter on that team who throws the bat shall be called out.
- 7.4. No walks allowed unless player is hit by pitch. Note the player will have the option to continue his at bat with manager pitcher, taking first base.
- 7.5. No bunting allowed.
- 7.6. Does the infield fly rule apply: No.

8. **BASE RUNNING.**

- 8.1. No leadoffs or base stealing of any kind.
- 8.2. Base runners cannot advance on appeals plays.
- 8.3. No fake tags. In the event of a fake tag, a warning should be given to both teams. The next fake tag should result in ejection of said player.
- 8.4. Runners may NOT advance on an overthrow to bases.
- 8.5. Sliding and Malicious Contact:
 - 8.5.1. No player can initiate malicious contact. It is the umpire's judgment call that determines whether the contact is malicious.



- 8.5.2. If a runner slides, he or she must slide directly into the bag. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. No headfirst sliding, unless diving back to a bag on a pickoff attempt.
- 8.5.3. If a tag play is imminent, the runner should slide or seek to avoid contact. Jumping, hurdling and leaping over a player are not considered avoiding contact, unless a fielder is on the ground.
- 8.5.4. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
- 8.5.5. PENALTY: The player initiating malicious contact is removed from the game. Note: There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then you have malicious contact, if the answer is no, then it is a clean play and you have nothing. Umpires must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind that the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is intent.

9. RUN LIMIT.

- 9.1. In a 6-inning game, if the difference in the score is equal or greater than 15 runs at the end of 4 innings or later (3.5 if home team is ahead) the game is over.

10. GAME TIMES AND DURATION.

- 10.1. START TIME: The starting time of the game will be the scheduled start time.
 - 10.1.1. A 15-minute grace period will apply to the scheduled starting time. Any team failing to take the field at the end of the 15 minutes shall lose by forfeit. This rule applies to all games and continuation of games.
- 10.2. TIME LIMIT: Games length will be 6 innings or 2 hours, whichever comes first. No new inning shall start later than 1 and 1/2 hours after the start of the game.
- 10.3. In the event of a rain or other delay of game, time is suspended until the game is resumed.
- 10.4. The umpire may call a game because of darkness, park curfew, or weather. In case of bad weather the game must be first suspended. If after 30 minutes, the game has not been resumed, the umpire may call the game at any time.
 - 10.4.1. **THIRTY-MINUTE RULE** - games shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin.
 - 10.4.2. In games called because of darkness, park curfew, or weather, 4 innings (3.5 when home team is leading) shall constitute a complete game.
 - 10.4.3. If a game is called in the middle of an inning after enough innings have been played to call it a complete game, the score reverts back to the last full inning. There is no continuation of called game after enough innings have been played to make it a complete game except in the case of a tie.
 - 10.4.4. Anytime a game is suspended while the score is tied, the home team must verify with the opposing team the score and status of the game.
 - 10.4.5. All games called for weather before they are a complete game are started over from the beginning.
 - 10.4.6. Games will have a 2-hour time limit. No new inning can start after the 2-hour time limit has expired, regardless of the score. The starting time should be as close to the scheduled time as possible with the home plate umpire keeping official time. This rule shall not apply to playoff games. In the event



of a rain or other delay of game, time is suspended until the game is resumed. Starting times should be noted in the scorebooks.

10.4.7. Any game that exceeds its time limit will be considered a complete game after the current inning is completed. This rule will be in effect no matter how many innings have been completed.

10.5. Only the manager or acting manager may approach to question the umpire on any manner whatsoever.

11. COACH, PLAYER, AND SPECTATOR CONDUCT.

11.1. All players and staff, when not playing in the field, warming up, base coaching, or waiting in the batter's circle will remain seated on the bench or standing behind the bench or fence. All equipment will be placed behind the team bench or fence.

11.2. No one, including players, parents, coaches, managers, spectators, or vehicles will be allowed behind the backstop (that section between the two poles immediately behind the umpire.) This rule is to be enforced by the umpires. The umpires are to be notified immediately and he/she will suspend play until all personnel or vehicles are removed.

11.3. There will be no choral chanting or other form of verbal harassment of one team by another or one player by another and of one parent by another. The catcher may speak to the opposing batter only while in playing position. Cheering for your team may be done. No personal name calling of the opponent is permitted.

11.4. Please see <https://www.nhaa.info/page/show/5988129-parents> for a copy of the Code of Conduct.

12. UMPIRES.

12.1. An umpire will be provided.

12.1.1. If after five (5) minutes of the game's scheduled start time, an umpire has not reported to the field, the managers will act as the umpire while their team is pitching, until the umpire arrives or until completion of the game. The game will count in the standings and the score should be reported as normal.

13. PROTESTS.

13.1. Protests are allowed in all leagues that keep official scores.

14. PROCEDURES.

14.1. Injury.

14.1.1. A player removed from the batting lineup, because of an injury may not re-enter that game.

14.1.2. Any playing field injury must be reported to the team manager within 24 hours of the occurrence. The team manager must report the injury immediately to his respective league commissioner and a Trustee. It will be the responsibility of the manager to obtain the proper insurance forms from the league commissioner or other designated official and see that the forms are properly prepared and forwarded to the proper offices for payment under the Association Insurance Policy.