

# PHBSA Baseball and Tee-Ball Rulebook



## **1.0 Purpose**

- 1.01 The purpose of the Pinckney Hamburg Baseball Softball Association (PHBSA) program is to provide the Livingston County area youth, ages 4-16, an opportunity to play organized baseball, softball, and Tee-ball with emphasis on good sportsmanship, citizenship, fellowship, and the development of baseball/softball skills.
- 1.02 Under Article 7.1.1 of the bylaws of the Pinckney Hamburg Baseball Softball Association, "the board of directors reserves the right to change any rule at any time."

## **2.0 Team Selection – Evaluation and Blind Draw Procedures**

- 2.01 Age groups - (As of April 30<sup>th</sup> of the current season/year)

Tee-Ball	4 - 5 years old
7U Baseball Instructional Coach Pitch	6 – 7 years old
9U Baseball Competitive Coach Pitch	8 – 9 years old
11U Baseball Minors	10 – 11 years old
14U Baseball Majors	12 – 14 years old
16U Baseball Pony	15 – 16 years old
- 2.02 Teams will be formed by means of a player evaluation, self-evaluation, age, then followed by a random assignment.
- 2.03 Coaches will be supplied with a complete listing of players' names for their team
- 2.04 Players that do not attend player evaluations will be added based off self-evaluation results, age of player then random assignment
- 2.05 Head Coaches may protect players that are the immediate family relative of the head Coach and assistant coach.
- 2.06 Requests for team placement will be honored as much as possible while still maintaining balanced teams according to evaluation score, self-evaluation score, and age of player

## **3.0 Teams and Uniforms**

- 3.01 All league teams will have a maximum of fourteen (14) players per team except co-ed Tee-Ball, which will have a maximum of twelve (12) players per team.
- 3.02 Players issued uniforms must be in complete uniform, including hat and socks during their games. Shirts must be tucked in during the game. Coaches are not required to wear uniforms, but it is recommended to wear shirts that match their team's jersey color and must not wear the color of the opposing team.

## **4.0 Players**

- 4.01 All registrants must present a birth certificate to a board member within 24 hours if any player's age is challenged.
- 4.02 It is the responsibility of each parent to be sure their player is properly and safely equipped. All bats will meet appropriate standards for the division. All helmets will be

crack-free and in good condition.

- 4.03 Only players registered to play for the current season and in good standing with the league are allowed to play in PHBSA games in both regular and postseason.

## **5.0 Coaches and Volunteers**

- 5.01 The coach must report details of an infraction to a league board member before any discipline is handed out to a player. This action must be reported to the opposing coach and the umpire before the start of the game.
- 5.02 Application of release must be approved by the PHBSA board of directors before any player can be released by the head Coach for insubordination, misconduct, etc.
- 5.03 Only the head coach or acting head coach is permitted to discuss calls by the umpire. There will be absolutely no discussion regarding judgment calls. The umpires are instructed to eject from the game anyone who does not conduct him or herself properly. If a head Coach, assistant, or volunteer insists on arguing a judgment call with an umpire, after one (1) warning, that person may be ejected for the remainder of the game. If a head coach, assistant, or volunteer receives more than one ejection during the season, the PHBSA board of directors will review their position.
- 5.04 A head coach, assistant or volunteer will refrain from acting out a role as an umpire on the playing field for the purpose of swaying an umpire's decision.
- 5.05 Any adults that are allowed on the field as head coach, assistant coach or volunteer assistant must set a good example for all youth to follow.
- 5.06 Head coaches are vested with the ultimate responsibility for the team. Assistant Coaches and volunteer parents may assist the head coach as needed.
- 5.06.a This includes a head coach's responsibility for the behavior of their team's parents and fans in attendance at his or her game. If someone outside of the fence behaves inappropriately, umpires may direct the head coach to resolve the issue.
- 5.07 All candidates for head coaching positions must be approved by the board of directors and will be subjected to a criminal background check. Coaching applications may be denied by a vote of the board of directors due to the results of the background check, because of a previous PHBSA "warning" or suspension for inappropriate conduct; or if it is determined that it is in the best interest of the players. Individuals also can be removed from consideration if it can be determined that an individual does not possess the knowledge or skills to coach the youth athletes at a satisfactory level and/or lack of available coaching openings.
- 5.08 If there are more head coach applicants than head coaching positions available, head coaches will be selected by the PHBSA Board.

## **6.0 Schedules**

- 6.01 A schedule of practices, regular season games, and postseason tournaments will be prepared by the association. There will be no unauthorized revisions of these schedules.
- 6.02 The regular schedule will provide for not less than one (1) game per team per week.
- 6.03 In most cases, cancellation of games will not be made prior to official game time. Teams are to report to their scheduled field by game time or risk loss by forfeit. Should the decision to cancel a game be made prior to official game time, the PHBSA board will do its best to notify players and coaches via a sports league management application, the PHBSA website, text message, an email, and social media when possible.
- 6.04 Rescheduling of rained out, postponed, or suspended games is at the discretion of the PHBSA Scheduler/PHBSA Board. Many factors are involved in determining when and where a rained out, postponed, or suspended game will be played. Make-up and rescheduled games will be communicated out to affected teams.

## **7.0 Games, forfeits, and suspensions**

- 7.01 Game start times will be communicated out before, and sometimes as the season progresses.
- 7.02 Game start time is when the umpire calls out to play ball, before the first pitch. The game time will be marked in both scorebooks.
- 7.03 Umpire will notify both head coaches of the last inning at the start of that inning, and it is to be based off elapsed time from the start of the game and inability to start another inning within the time limit
- 7.04 The first team listed in the scheduled game will be the visiting team and will use the first base dugout. The second team listed will be the home team and will use the third base dugout.
- 7.05 If pre-game practice is desired the following schedule will be used:
  - 7.05.a The visiting team will have the field for 15 minutes beginning 35 minutes before game time.
  - 7.05.b The home team will have the field for 15 minutes beginning 20 minutes before game time.
  - 7.05.c Upon agreement of both coaches, pre-game practice may vary.
  - 7.05.d In every case, teams must vacate the field five (5) minutes before game time.
- 7.06 If either or both teams are not prepared to play fifteen (15) minutes after the scheduled starting time, the game will be declared a forfeit for one or both teams.
- 7.07 Umpires, coaches, and team captains, (if applicable), will meet at home plate five (5) minutes before game time to review the ground rules of the game. The umpires, managers, and coaches are not permitted to make changes to this rulebook.

- 7.08 In the event of a tied score at the end of regulation play (complete innings or time limit) the umpire will inform the coach of each team that the tie breaker rule will be invoked as follows:
- 7.08.a Each team shall begin their offensive half of the next inning with a runner on second base and one (1) out. This runner will be the last player to have completed an at bat in the offensive team's previous inning.
  - 7.08.b The same situation shall be used each inning until the tie is broken and the inning is complete.
  - 7.08.c In the event the tie score is not broken, the game is a regular season game, and play must be stopped on account of darkness, or weather a tie game will be recorded as the result.
  - 7.08.d If the game is a playoff, or tournament game the game will be rescheduled to allow completion following tie breaker rules.
- 7.09 In the event of inclement weather only the PHBSA board can cancel games and completion will follow [General Rule 6.04](#).
- 7.10 Home team score book is the official score book.
- 7.11 The coach of the winning team is responsible for reporting the score of the game via a sports management application, such as Sportsengine, or to a PHBSA Board member within 24 hours of completion of the game via email, text, or voicemail with the score details. (home team, visiting team, innings completed, and score)

## **8.0 Field decorum**

- 8.01 Players, coaches, umpires, spectators, and league officials must always conduct themselves with dignity.
- 8.02 If a dispute arises during the game, the head coach(es) and the umpire(s) will meet in front of home plate to discuss and resolve the matter.
- 8.03 Only uniformed players, coaches, and umpires will be permitted within the confines of the playing field during games. During the game, all players and coaches must remain in the dugout unless active during the game.
- 8.04 Smoking, any use of tobacco, or consumption of alcoholic beverages will not be permitted on the property of which any PHBSA games are taking place.
- 8.05 Anyone arriving at any PHBSA practice, game, or function, believed to be intoxicated, will be reported to the Pinckney Police Department or Livingston County Sheriff.
- 8.06 Alcoholic beverages and any beverages that resemble an alcoholic beverage are not permitted on the facilities! Violators will be reported to the Pinckney Police Department or Livingston County Sheriff.
- 8.07 Head coaches are responsible for the behavior of the team's parents and fans in

attendance at their game.

- 8.08 No hitting baseballs or softballs into fences at any field. Hitting wiffle balls into fences is acceptable.

## **9.0 Equipment**

- 9.01 Team members must wear uniforms provided by PHBSA. Players will be supplied with a jersey, pants, socks, and hat/visor.
- 9.02 Each team must provide batting helmets, which may be furnished by PHBSA. If other helmets are used, they must meet the NOCSAE standard.
- 9.03 The batter, on-deck batter, and all base runners must wear a batting helmet.
- 9.04 Catchers must wear catching helmets and masks with a throat protector properly secured, chest protector, and shin guards.
- 9.05 Players may wear athletic shoes or shoes with molded rubber cleats only. Metal cleats are prohibited.
- 9.06 If a problem arises where one team is not properly equipped, the opposing team must share their equipment.
- 9.07 Any player or coach abusing the equipment or any property owned or used by PHBSA is subject to suspension.

## **10.0 Protests**

- 10.01 Protests will be considered only when based on a violation or interpretation of a playing rule or the use of an ineligible player. No protests pertaining to judgment calls will be considered. Equipment which does not meet specifications must be removed from the game and will not be a basis for protest based upon the prior use of such equipment.
- 10.02 The head coach, or an assistant coach in absence of the head coach, will have the right to protest a game.
- 10.03 Protests will be made as follows:
- 10.03.a The protesting coach must immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest and why.
  - 10.03.b Both scorebooks need to be matched to the status of the game at the point, including score, line-up, runners on base and pitcher at the time of the play being protested. If there is a PHBSA board member or division commissioner (that does not have a family connection to the teams playing) available on site at the time of the call, the complaint should be handled immediately, if there is a specific rule that can be confirmed as being called incorrectly.
  - 10.03.c If no PHBSA board member is immediately available, the umpire will announce that the game is being played under protest. Failure of the umpire to make such an announcement will not affect the validity of the protest.

- 10.03.d Protests may only be on an incorrect application of the rules, not on any judgment calls by any umpires.
- 10.04 Protests made due to the use of an ineligible player must be considered only if made known to the umpire before the final out of the game. If ever it is found that an ineligible player is being used, said player will be removed from the game and the game will continue under protest.
- 10.05 All protests, for any reason, must be submitted by the coach, in writing (email is acceptable) to the PHBSA president, league division commissioner and umpire-in-chief within twenty-four (24) hours from the end of the game being protested.
- 10.06 A committee composed of the President and two (2) or more other officers or directors that are not coaches of the teams involved, or umpire of said game, will hear and resolve any such protests. If the protest is allowed, the protest board may order the game to resume from the point at which the infraction occurred.
- 10.07 Protests do not pertain to infractions or regulations such as field decorum or actions of league personnel or spectators, although these must be considered and resolved by the PHBSA board of directors.
- 10.08 Precautions should be taken to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- 10.08.a Example: should a league official, coach, score keeper, or umpire discover a pitcher is ineligible at the beginning of a game, or will become ineligible during the game, or at the start of the next inning of play, it should be brought to the attention of the coach of the team involved. Such action should not be delayed until the infraction occurs.
- 10.08.b Coaches should take precautions to ensure that violations do not occur. Coaches must remember that they are responsible for setting a good example for the youth.

## **11.0 Call-up procedure rules**

- 11.01 In the event of possibly not having enough players, teams may call up a maximum of three (3) players from the immediate lower league for the purpose of fielding a team of ten (10) players.
- 11.02 The league commissioner (or another board member) will work to find call-up players from the next lower division; however, CALL-UP PLAYERS ARE NOT GUARANTEED. To increase the likelihood of being able to secure call-up players, coaches should contact their league commissioner (or another board member) AS SOON AS the need is known. Coaches requesting call-up players on the day of the game risk not having players available. 15 minutes before game time, the opportunity to request Call-up players has closed.

- 11.03 Call-up players cannot pitch.
- 11.04 The league commissioner of the next lower league must assign all call-ups. If the league commissioner is not available, a current season board member can assign the needed call-ups.
- 11.05 The league commissioner is required to abide by and utilize the call-up procedure.
- 11.06 Call-up players will have the same rights to play in the field and be included in the batting order as the regular players.
- 11.07 A player may be used as a call-up no more than once per week if they have two (2) regularly scheduled games during the same week. They may be utilized as a call-up twice a week if they have only one (1) regularly scheduled game.
- 11.08 When requesting call-up players, the requesting coaches must notify their league commissioner (or another board member if their league commissioner is not available) with the names of the regular players who will be absent. Those regular players will be considered absent and will be ineligible to play in that game, on that day. If the game is suspended or postponed by weather, all players are eligible to play or be added to the bottom of the line-up. Different call-up players may be used, if needed, by the team.
- 11.09 Any violation of the call-up procedure rules, or rules governing the use of call-ups, will result in forfeiture of the game.
- 11.10 Call-up players attending a game must meet minimum play requirements and remain in the batting order for the entire game.

## **12.0 Sportsmanship**

- 12.01 The object of the PHBSA is to instill in our youth the value of good sportsmanship, providing fundamental instruction in the game of baseball and softball.
- 12.02 Coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the head Coach affiliated with the offending individual to bring this rule to the offender's attention, parent or otherwise. We must promote a standard of fair play and good sportsmanship for the youth to follow.

## **13.0 Parents' role -Volunteering**

- 13.01 Parents are encouraged to accept responsibility and take initiative to ensure the success of the program. PHBSA is a nonprofit voluntary effort supervised and assisted by parents. We must all become involved. Please see the [PHBSA Code of Conduct](#) and volunteer statement, which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information.

13.02 Parents will be expected to volunteer for a minimum of 2 shifts of service during the season. If this requirement is met, the \$200 check that is collected at the beginning of the season will be returned to the parent. If this requirement is not met, the \$200 check that is collected at the beginning of the season will be cashed and considered a donation to PHBSA.

#### **14.0 Safety code**

- 14.01 If a game is canceled due to inclement weather or unsafe playing conditions, no practice may be held on that field.
- 14.02 An approved background checked coach must be present on the playing field during games and practices.
- 14.03 Coaches must inspect equipment regularly to ensure proper fit and repair.
- 14.04 Batters, on-deck batters, and base runners must wear protective helmets during both games and practices.
- 14.05 Horseplay is absolutely prohibited.
- 14.06 Players who must wear glasses are encouraged to wear safety glasses.
- 14.07 Players are not permitted to wear jewelry. Exceptions are religious or medical jewelry.
- 14.08 Catchers must wear face masks while warming up pitchers both between innings and in bullpen practices.
- 14.09 Motor vehicle drivers must use extreme caution when driving near the facilities. No motor vehicles are allowed on the facility. (Exceptions: PHBSA Board Members when being used for league activities, or special projects vehicles.)
- 14.10 The league will make no transportation arrangements.
- 14.11 Players must be taught to exercise caution and abide by the rules during practices and games. Special attention should be paid to the swinging of bats and the throwing of balls to avoid injury to other players or spectators.
- 14.12 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited. The only players swinging bats during games will be the batter and the player in the on-deck circle. In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the head coach once. Subsequent penalties may result in the head coach being ejected for breaking this rule.
- 14.13 No players may warm up throwing outside the confines of the playing area. (Exception: where bullpens for warming-up pitchers are assigned under league rules.)

14.14 If a game is suspended for any purpose and a pitcher has pitched the maximum number of outs allowed per game, he/she will not be allowed to pitch during the resumption of the game. If a pitcher has not pitched the maximum number of outs allowed, he/she may resume pitching until reaching the maximum number. Assuming they have not already reached their maximum during regularly scheduled games prior.

## **15.0 Team Coach selection**

15.01 Coach considerations shall be based on honesty, integrity, fairness, sportsmanship, knowledge of and ability to teach baseball and softball.

15.02 Each head Coach may select one (1) assistant coach. Each coach's name must be given to the PHBSA Board for approval. Co-ed Tee-Ball, 7U and 9U divisions are allowed two (2) assistant coaches.

## **16.0 Regular season standings**

16.01 All ties in the final standings will be broken by application of the following format:

- winner of head-to-head competition
- team with the best record against common opponents
- the team that allowed the least runs in head-to-head competition
- the team that allowed the least runs overall
- if the previous four options do not break the tie, the PHBSA board will make their best effort to schedule a playoff game
- If a game is unable to be scheduled, the winner of a coin toss by the league commissioner or PHBSA Board gets the higher standing

16.02 Participation trophies are at the discretion of the head Coach and will not be supplied by PHBSA.

## **17.0 Post season tournament**

17.01 After the completion of the regular season schedule, a postseason single or double game elimination tournament may be conducted for all teams in all leagues, except 7U Coach Pitch, and Tee-Ball.

## **18.0 Ejection rules**

18.01 When a player is ejected during a game for unsportsmanlike conduct, that player shall be withheld by his/her coach from participating in that team's next game. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information.

18.02 When a coach is ejected during a game for unsportsmanlike conduct, that coach shall be prohibited by PHBSA from coaching or attending at least that team's next game. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information.

18.03 Failure to comply with rules 18.01 and 18.02 may result in forfeiture of that team's game or the ejected individual's dismissal for the season, or both.

## **19.0 Ejection procedure**

19.01 The umpire shall announce the ejection of a player by number. The umpire shall not make physical contact with the player but shall attempt eye contact at a distance not closer than six (6) feet from the individual.

19.02 The ejected player shall go immediately to the bench and to the coach.

19.03 One (1) game umpire will go to the baseline nearest the ejected players' dugout, make eye contact with the coach, and announce that the player, (identified by number), has been ejected from the game and state the reason.

19.04 Unless the ejected player creates a disturbance, they may remain on the bench.

19.05 The ejection of a coach requires that the umpire approach the coach, announce the ejection to the coach, and request that the coach leave the competition area. An ejected coach will not be allowed to become a spectator.

19.06 Following the game, the umpire shall contact the PHBSA umpire-in-chief PHBSA president and league commissioner, to advise the league of the ejection. Contact may be made after the game if one (1) of the league administrators mentioned is present or by phone or email within twenty-four (24) hours.

19.07 Reports may contain more than one (1) incident from the same game for players and coaches of the same team. A separate emailed report must be made for each team.

19.08 Any player or coach ejected from a game can be subject to additional penalties, suspension or removal from play for the season by the PHBSA Board of Directors following a review.

## **20.0 PHBSA Tee-Ball league rules**

20.01 Current national federation high school rules with the following exceptions and provisions apply.

20.02 An official Tee-Ball game shall consist of three (3) innings - no new inning may begin after one hour from the start of the game. There will be no score keeping.

20.03 Teams should have a minimum of eight (8) players per team.

20.04 Every player on the team who is present for the game will play every inning defensively of an official three (3) inning game. Each player must play the infield for a minimum of two (2) innings per game. The pitcher and catcher, along with the first, second, and third basemen, and the shortstop shall be considered infield positions. A player can play the pitcher's position for a maximum of two (2) innings per game.

20.05 Teams will play all players defensively each inning. Teams will consist of a maximum of six (6) infielders and the balance in the outfield. Outfielders must be positioned in the

outfield grass or area marked off as the outfield.

- 20.06 Every player on the team who is present for the game will be included in the batting order and take their turn at bat for the entire game.
- 20.07 All players must bat in the same order throughout the game. No changes will be made in the lineup after the lineup card is turned in. A tardy player will be added to the end of the line-up.
- 20.08 Two (2) coaches on the defensive team must be placed in the outfield to instruct players. The defensive coaches must always remain on the outfield grass when the ball is live. The defensive coaches may not assist the player by physically directing the player or touching the ball in any manner.
- 20.09 No team will play extra games outside the league.
- 20.10 No batting practice is allowed before the game.
- 20.11 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited.
- 20.12 The only players swinging bats during games will be the batter and the player in the on-deck circle. On-deck hitters should be behind the baseline near their dugout.
- 20.13 In the event a player illegally swings a bat, inside or outside the confines of the playing field, the coaches will warn the player.
- 20.14 In the event a player throws a bat, after getting a hit, the coach will warn the player and instruct on the proper way to drop the bat
- 20.15 Intentional throwing of a bat is the responsibility of the head coach to manage for the safety of all players.
- 20.16 The designated hitter rule does not apply, therefore, no designated hitters.
- 20.17 The runner must stay on the base until the batter has hit the ball off the tee. If the runner leaves the base early, the runner is out and play continues. Stealing is not allowed.
- 20.18 The infield fly rule does not apply.
- 20.19 If a batter fails to hit a fair ball after six (6) swings, the batter is out.
- 20.20 During the game, one (1) offensive coach will be allowed in the batting area to coach the batter and adjust the height of the tee any time during a player's at-bat. The offensive coach must place the ball on the tee before a player bats and remove the tee from the plate if a play is attempted at home plate. For safety reasons the defensive catcher may not do either of these tasks.
- 20.21 **This rule is only in effect for balls that are hit to the outfield.**
  - 20.21.a If the ball is hit to the outfield, where the grass or marked area starts, the runners may advance bases until the ball reaches the infield play area. When the

ball reaches the infield play area, the play is dead regardless of if it is the possession of an defensive player or not.

- 20.21.b At this point, any base runner past the halfway mark may attempt to advance to the base; any runner not past the halfway mark must return to the last base passed. When the ball reaches the infield play area and is in the possession of a defensive player, an attempt to force out or tag out may be made against any runner past the halfway mark. Runner position does not influence an attempted force out. In the case of a tag-out, if the runner is not past the halfway mark, the runner cannot be made out and must return to the last base passed without jeopardy.
- 20.21.c If a conflict should result due to two (2) or more base runners reaching or not reaching the halfway mark, all base runners in the conflict will advance or return to a base coincident to the results of the furthest base runner.

20.22 Play will stop immediately upon injury to any player that requires immediate attention.

20.23 The batter will be awarded a hit when the injury is to a defensive player.

20.24 One-half (1/2) inning is batting a team's batting order once, regardless of the number of outs. The ball is dead and the half (1/2) inning ends when the last batter's progress ceases

20.25 A batted ball that stays within the eight (8) foot arc will be declared a foul ball and will be counted as a swing.

## **21.0 Tee-Ball pitching rules**

21.01 A player will be designated as a pitcher for the purpose of fielding that position. The pitcher must stand in a position so that he/she can see the batter and must remain within the pitcher's circle until the batter hits the ball.

21.02 The player designated as the pitcher must wear a batting helmet with a protective face guard. It is recommended that male players playing the pitcher's position wear an athletic supporter with a protective cup.

21.03 In the Tee-Ball division, the ball is not pitched but is hit off a batting tee.

## **22.0 Tee-Ball playing field**

22.01 The distance between bases is fifty (50) feet.

22.02 An eight (8) foot arc will be made in front of home plate connecting both first and third base foul lines.

22.03 The front edge of the pitcher's circle is twenty-five (25) feet from the front edge of the home plate and has a diameter of twelve (12) feet.

## **23.0 PHBSA Instructional Coach Pitch (7U) baseball league rules**

23.01 Current national federation high school rules with the following exceptions and

provisions apply.

- 23.02 Managers and coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.
- 23.03 An official Instructional Coach Pitch (7U) league game shall consist of six (6) innings. No new inning may begin after one and one-half (1 1/2) hours from the start of the game.
- 23.03.a If at, or beyond the one and one-half (1 1/2) hour time limit, the game shall be stopped and declared a complete game after the home team has completed their at bat.
- 23.03.b If a game must be stopped, for weather or darkness, a game is considered complete
- 23.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.
- 23.05 Players are not allowed to play in games while wearing a cast.
- 23.06 A Player leaving for anything (including ejections) other than an injury or illness will be considered out when it is their time to bat.
- 23.07 Every player who is present for the game will be included in the batting order and take his/her turn at bat for the entire game even though not playing defensively.
- 23.08 Players must bat in the same order throughout the game. No changes may be made in the line-up after the lineup is turned in. A tardy player must be added to the end of the line-up.
- 23.09 Every player on the team who is present for the game will play a minimum of five (5) innings defensively on an official six (6) inning game. Two (2) innings minimum must be in the outfield or at catcher. The “penalty” for violating this rule will be the loss of PHBSA coaching privileges for future seasons. We as a board do not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed.
- 23.10 Instructional Coach Pitch (7U) league teams can play ten (10) players at a time defensively. The tenth player will be an outfielder, therefore, four (4) outfielders (Left, Left Center, Right, Right Center). Outfielders must be positioned on the grass part of the outfield. A team must start a game with a minimum of eight (8) players. Less than eight (8) players will result in a forfeit.

- 23.11 Two (2) coaches of the defensive team may be placed in the outfield to instruct players. The defensive coaches must remain in the outfield grass. The defensive coaches may not assist the player by physically directing the player or touching the ball in any manner.
- 23.12 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited.
- 23.13 The only players swinging bats during games will be the batter and the player in the on-deck circle. On-deck hitters should be behind the baseline near their dugout.
- 23.14 In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the head coach once. Subsequent penalties may result in the head coach being ejected for breaking this rule.
- 23.15 In the event a player throws a bat, after getting a hit, the coaches will warn the player and coach them on the proper way to drop the bat
- 23.16 The designated hitter rule does not apply, therefore, no designated hitters.
- 23.17 Bunting is not allowed.
- 23.18 Stealing is not allowed.
- 23.19 Runners cannot leave their base until the batter hits the ball. If the runner leaves the base early, the runner is out and play continues.
- 23.20 The infield fly rule does not apply.
- 23.21 **This rule is only in effect for balls that are hit to the outfield.**
- 23.21.a If the ball is hit to the outfield, the runners are in peril of being put out at all times and may advance bases until the ball is in possession of an infielder in the infield and no further defensive play is attempted, (trapped is acceptable).
- 23.21.b At this time in the coaches' judgment, any runner past the halfway mark will advance to the base, and any runner not to the halfway mark must return to the last base passed.
- 23.21.c If a conflict should result due to two (2) or more base runners reaching or not reaching the halfway mark, all base runners in this conflict will advance or return to a base coincident to the results of the furthest base runner.
- 23.22 **This rule is only in effect for balls that are hit and do not leave the infield area.**
- 23.22.a During the game, if the ball is thrown to an infielder attempting to make an out at any base and the ball is either overthrown or uncaught by the defensive player, runners may only take the base they were attempting.
- 23.22.b Once the ball is in possession of an infielder in the infield and no further defensive play is attempted, (trapped is acceptable), in the coaches' judgment, any runner past the halfway mark will advance to the base, and any runner not

to the halfway mark must return to the last base passed.

23.22.c If a conflict should result, the base runners(s) will be given the base(s).

23.23 The batter will be awarded a hit when an injury occurs to a defensive player. It results in a dead ball, and everyone advances 1 base. The batter will be awarded a ground rule single if the injury is to a defensive player.

23.24 One-half (1/2) inning is batting a team's roster once. The ball is dead and the half inning ends when the last batter's progress ceases.

23.25 An injured base runner will be replaced by the Last Out player in the line-up. The player may return to their position in the line-up at any time. Any player removed from the lineup due to injury is not considered an automatic out.

23.26 A batted ball that strikes the adult pitcher or cannot be fielded due to interference by the adult pitcher will, according to the umpire's judgment, be ruled a dead ball, no pitch.

23.27 If the ball being thrown by the defensive player hits the adult pitcher, it shall be ruled a dead ball with the batter and runners receiving the bases to which they are running. The adult pitcher must make every effort not to interfere with the play.

#### **24.0 Instructional Coach Pitch (7U) baseball pitching rules**

24.01 The entire game can be pitched by both players and coach pitchers. Coach pitchers may be used the whole game, but player pitchers are encouraged. Details of how this will work are as follows:

24.01.a Coach pitchers should deliver five (5) pitches for the batter to attempt to hit. If any pitches are hit foul, they do not count towards the five (5) pitches.

24.01.b If after five (5) pitches the ball is not put in to play the batter should hit a ball off a tee to complete the at bat.

24.01.c Player pitchers will be allowed to throw a maximum of five (5) pitches per batter. If at the end of five (5) pitches, the batter has not put the ball into play, the batting team's coach will then deliver up to three (3) additional pitches to the batter to complete the at bat. If a batter cannot get a hit from the pitched balls they should hit a ball off a tee to complete the at bat.

24.02 Coaches must use, at a minimum, one different pitcher per inning. This is to develop more pitchers for the future.

24.03 A player may pitch in only one inning per game. If the pitcher is removed from the pitcher's position, the pitcher may not return to the mound to pitch during the same game.

24.04 A manager and/or head coach will be warned if his pitcher hits two (2) batters in a game. If the pitcher hits a third batter in the same game as a result of being wild, the pitcher is removed from pitching duties for the remainder of that game. The batter(s) must make a

sufficient attempt to avoid being hit for this rule to be enforced. The remaining innings of the game will be strictly coach pitch.

24.05 The balk rules do not apply.

24.06 Intentional walks are not allowed.

24.07 All other run rules and batting rules will apply.

24.08 The batter must show sufficient effort to try and put a ball into play.

24.09 The adult pitcher will not act as a base coach while pitching.

24.10 The adult pitcher must pitch from the pitcher's plate. The adult pitcher must pitch overhand while standing or kneeling.

## **25.0 Instructional Coach Pitch (7U) Baseball playing field**

25.01 The distance between bases is sixty (60) feet.

25.02 The pitching rubber will be forty (40) feet from the back point of home plate to the front edge of the pitching rubber.

25.03 The pitcher's circle has a diameter of twelve (12) feet. The front edge is 32 feet from the front edge of the home plate.

## **26.0 PHBSA Competitive Coach Pitch (9U) baseball league rules**

26.01 Current national federation high school rules with the following exceptions and provisions apply.

26.02 Managers and coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.

26.03 An official Competitive Coach Pitch (9U) league game shall consist of six (6) innings. No new inning may begin after two (2) hours from the start of the game.

26.03.a If at, or beyond, the two (2) hour time limit, in the third (3rd) inning or beyond, the home team will complete their at bat and the game is declared complete. In the event of a tie see [General Rule 7.08](#).

26.03.b If a game is stopped, for weather or darkness, a game is considered a complete game after three (3) complete innings, or after two and one half (2 ½) innings if the home team is winning

26.03.c Any game called because of weather or darkness, which is not a complete game,

will be considered a suspended game and will be completed later, when possible, based on scheduling. (See [General Rule 6.04](#))

- 26.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.
- 26.05 Players are not allowed to play in games while wearing a cast.
- 26.06 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.
- 26.07 A Player leaving for anything (including ejections) other than an injury or illness will be considered out when it is their time to bat.
- 26.08 Every player on the team who is present for the game will play a minimum of five (5) innings defensively on an official six (6) inning game. Two (2) innings minimum must be in the outfield or at catcher. The “penalty” for violating this rule will be the loss of PHBSA coaching privileges for future seasons. We as a board do not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed.
- 26.09 Each player on the team who is present for the game will be included in the batting order and take his/her turn at bat for the entire game even though not playing defensively.
- 26.10 Players must bat in the same order throughout the game. No changes may be made in the lineup after the lineup is turned in. A tardy player must be added to the end of the lineup.
- 26.11 Competitive Coach Pitch (9U) league teams can play ten (10) players at a time defensively. The tenth player will be an outfielder, therefore, four (4) outfielders. Outfielders must be positioned on the grass part of the outfield. A team must start a game with a minimum of eight (8) players. Less than eight (8) players will result in a forfeit.
- 26.12 Two (2) coaches of the defensive team may be placed in the outfield to instruct players. The defensive coaches must remain in the outfield grass. The defensive coaches may not assist the player by physically directing the player or touching the ball in any manner.
- 26.13 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited.
- 26.14 The only players swinging bats during games will be the batter and the player in the on-deck circle. On-deck hitters should be behind the baseline near their dugout.
- 26.15 In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the head coach twice. Subsequent penalties may result in the head coach being ejected for breaking this rule.
- 26.16 In the event a player throws a bat after getting a hit, the umpire will warn the player twice. Subsequent occurrence will result in the batter being called out
- 26.17 The designated hitter rule does not apply, therefore, no designated hitters.

- 26.18 Bunting is not allowed.
- 26.19 Stealing is not allowed. Runners may lead off once the pitcher goes into his motion but cannot steal.
- 26.19.a Runners are in peril of being put out at all times.
- 26.20 **This rule is only in effect for balls that are hit to the outfield.**
- 26.20.a If the ball is hit to the outfield, the runners are in peril of being put out at all times and may advance bases until the ball is in possession of an infielder in the infield and no further defensive play is attempted, (trapped is acceptable).
- 26.21 **This rule is only in effect for balls that are hit and do not leave the infield area.**
- 26.21.a During the game, runners MAY advance one base if the ball is thrown to an infielder attempting to make an out at any base and the ball is either overthrown or uncaught by the defensive player.
- 26.21.b If runner is attempting third base, the ball becomes dead and play is stopped if the ball is overthrown or uncaught by the defensive player attempting to make an out at the base. The runner attempting third base may not advance further.
- 26.22 The batter may be awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule double when the injury is to an outfielder.
- 26.23 If a defensive player is removed from the line-up for any reason other than injury, the player cannot return to the field until the next inning.
- 26.24 One-half (1/2) inning is three (3) outs or batting a team's roster once. Each team will have an equal number of batters in any half inning. (Example: if three (3) outs are not achieved and team #1 has fourteen (14) players and team #2 has thirteen (13) players, the number one batter on team #2 may bat again to equal the number of batters in team #1's line-up.) The ball is dead and the half inning ends when the last batter's progress ceases.
- 26.24.a Scoring in the first five innings is limited to five (5) runs per inning.
- 26.24.b Scoring in the 6<sup>th</sup> or final inning is unlimited. During the final inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided
- 26.25 A difference of fifteen (15) runs at the end of four (4) innings, (three and one-half innings if the home team is ahead) or ten (10) runs after five (5) innings (four and one-half if the home team is ahead) will constitute a complete game.
- 26.26 An injured base runner will be replaced by the Last Out player in the line-up. The player may return to their position in the line-up at any time. Any player removed from the lineup due to injury is not considered an automatic out.

- 26.27 A batted ball that strikes the adult pitcher or cannot be fielded due to interference by the adult pitcher will, according to the umpire's judgment, be ruled a dead ball, no pitch.
- 26.28 If the ball being thrown by the defensive player hits the adult pitcher, it shall be ruled a dead ball with the batter and runners receiving the bases to which they are running. The adult pitcher must make every effort not to interfere with the play.

## **27.0 Competitive Coach Pitch (9U) Baseball pitching rules**

- 27.01 The entire game will be pitched by both players and coach pitchers. Details of how this will work are as follows:
- 27.01.a Player pitchers will be allowed to throw a maximum of six (6) pitches per batter. During this period, balls and strikes will be called. If at the end of six (6) pitches, the batter has not put the ball into play or struck out, the batting team's coach will enter the game, bringing out a helmet with him to the mound. The pitcher will put the helmet on and assume a fielding position to the side, and just behind the coach pitcher.
  - 27.01.b The strike count remains the same, and the coach will then deliver up to two (2) additional pitches to the batter to complete the at bat. During these coach pitches, the umpire will continue to call strikes. A batter can strike out without swinging the bat, even during coach pitch.
  - 27.01.c Once the two (2) pitches have been thrown to the batter by the coach pitcher, and the batter has not put the ball into play, or struck out, the batter will be declared out. This rule eliminates walks (except batters hit by pitch - HBP), while encouraging batters to be aggressive at the plate.
- 27.02 Balls and strikes will be called by the home plate umpire.
- 27.03 Coaches must use, at a minimum, one different pitcher per inning. This is to develop more pitchers for the future.
- 27.04 A player may pitch in only one inning per game. If the pitcher is removed from the pitcher's position, the pitcher may not return to the mound to pitch during the same game.
- 27.05 A manager and/or head coach will be warned if his pitcher hits two (2) batters in a game. If the pitcher hits a third batter in the same game because of being wild, the umpire will have the pitcher removed from pitching duties for the remainder of that game. The batter(s) must make a sufficient attempt to avoid being hit for this rule to be enforced.
- 27.06 The balk rules do not apply.
- 27.07 Intentional walks are not allowed.
- 27.08 All other run rules and batting rules will apply.
- 27.09 The adult pitcher will not act as a base coach while pitching.

27.10 The adult pitcher must pitch from the pitcher's plate. The adult pitcher must pitch overhand while standing or kneeling.

## **28.0 Competitive Coach Pitch (9U) Baseball playing field**

28.01 The distance between bases is sixty (60) feet.

28.02 The pitching rubber will be forty (40) feet from the back point of home plate.

28.03 The pitcher's circle has a diameter of twelve (12) feet. The front edge is 32 feet from the front edge of the home plate.

## **29.0 Minors (11U) Baseball league rules**

29.01 Current official national federation high school rules apply, with the following exceptions and provisions.

29.02 Managers and coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.

29.03 An official Minors (11U) league game shall consist of six (6) innings. No new inning may begin after two (2) hours from the start of the game.

29.03.a If at, or beyond the two (2) hour time limit, in the third (3rd) inning or beyond, the home team will complete their at bat, and the game is declared a complete game. In the event of a tie see [General Rule 7.08](#).

29.03.b If a game is stopped, for weather or darkness, a game is considered a complete game after three (3) complete innings, or after two and one half (2 ½) innings if the home team is winning

29.03.c Any game called because of weather or darkness, which is not a complete game, will be considered a suspended game and will be completed later when possible, based on scheduling. (See [General Rule 6.04](#))

29.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

29.05 Players are not allowed to play in games while wearing a cast.

29.06 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.

29.07 Players leaving for anything (including ejections) other than an injury or illness will be considered out when it is their time to bat.

- 29.08 Every player on the team who is present for the game will play at least five (5) innings defensively of an official six (6) inning game. Two (2) innings minimum must be in the outfield. The “penalty” for violating this rule will be the loss of PHBSA coaching privileges for future seasons. The board does not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed.
- 29.09 Each player on the team who is present for the game will be included in the batting order and will take his/her turn at bat for the entire game, even though they are not playing defensively.
- 29.10 Players must bat in the same order throughout the game whether or not they are playing defensively. No changes will be made to the line-up after it is turned in. Tardy players must be added to the end of the line-up.
- 29.11 Minors (11U) league teams may play ten (10) players at a time defensively. The tenth player must be an outfielder, thus playing four (4) outfielders. Outfielders must be positioned on the grass part of the outfield. A team must start a game with a minimum of eight (8) players. Fewer than eight (8) players will result in a forfeit.
- 29.12 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited.
- 29.13 The only players swinging bats during games will be the batter and the player in the on-deck circle. On-deck hitters should be behind the baseline near their dugout.
- 29.14 In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the head coach once. Subsequent penalties may result in the head coach being ejected for breaking this rule.
- 29.15 In the event a player throws a bat after getting a hit, the umpire will warn the player twice. Subsequent occurrence will result in the batter being called out.
- 29.16 The designated hitter rule does not apply, therefore, no designated hitters.
- 29.17 Bunting is not allowed.
- 29.18 **This rule is only in effect for balls that are hit and do not leave the infield area.**
- 29.18.a During the game, runners MAY advance one base if the ball is thrown to an infielder attempting to make an out at any base and the ball is either overthrown or uncaught by the defensive player.
- 29.18.b If runner is attempting third base, the ball becomes dead and play is stopped if the ball is overthrown or uncaught by the defensive player attempting to make an out at the base. The runner attempting third base may not advance further.
- 29.19 Stealing is allowed.
- 29.19.a During a steal of third base, the ball becomes dead and play is stopped if the ball is overthrown to the defensive player attempting to make an out at the base. The

runner stealing third base may not advance further.

- 29.20 A runner on third at the time of the pitch may only advance from third base to home if the ball is hit or with the bases loaded; the batter receives a base on balls or is hit by a pitch.
- 29.21 The batter is out on the third strike, even if the catcher drops the ball.
- 29.22 The infield fly rule does not apply.
- 29.23 On a walk, a runner may not advance beyond first base until the next pitch is thrown. This includes a walk where a passed ball occurs. This rule is negated if a play is made on another runner.
- 29.24 The batter may be awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule double when the injury is to an outfielder
- 29.25 If a defensive player is removed from the line-up for any reason other than injury, the player cannot return to the field until the next inning.
- 29.26 An injured base runner will be replaced by the last batted out. Any player, regardless of reason, removed from the line-up is not considered an automatic out.
- 29.27 A five (5) run limit per inning will apply, except for the sixth (6th) or final inning, which will be unlimited. During the final inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided.
- 29.28 A difference of fifteen (15) runs at the end of four (4) innings, (three and one-half innings if the home team is ahead) or ten (10) runs after five (5) innings (four and one-half) will constitute a complete game.

### **30.0 Minors (11U) Baseball league pitching rules**

- 30.01 Six (6) outs maximum per pitcher per day. If a pitcher is removed from the mound, that player may not return as a pitcher for the remainder of the game.
- 30.02 Pitchers are not permitted to pitch more than eighteen (18) outs per calendar week. The calendar week begins at 12:00 a.m. Sunday and ends 11:59 p.m. Saturday. After reaching 6 outs, pitchers MUST have 48 hours rest before pitching again.
- 30.03 The manager and/or head coach will be warned if the pitcher hits two (2) batters in a game. If the pitcher hits a third batter, because of being wild, the umpire will have the pitcher removed from pitching duties for the remainder of the game. This rule applies only if the batter(s) have made a sufficient attempt to avoid being hit.
- 30.04 Intentional walks are not allowed.
- 30.05 The balk rules do not apply.
- 30.06 Pitchers will warm up within the confines of the playing field. The home team bullpen will be down the third base line. The visiting team bullpen will be down the first base line. The

warm-up catcher will be facing in the direction of home plate and must be wearing a facemask and helmet. A third player will be placed approximately ten (10) feet behind the pitcher, facing the batter at home plate. The third player is there to protect the two (2) players warming up from being hit by foul balls.

- 30.07 Violation of any pitching rule will result in forfeiture of the game in which the violation occurs.
- 30.08 Each team is allowed to hold 2 defensive charged conferences per 6 inning game (and one in each extra inning). Any defensive charged conference more than 2 in a 6-inning game (or one in an extra inning) requires the pitcher to be removed as a pitcher for the duration of the game.

### **31.0 Minors (11U) Baseball league playing field**

- 31.01 Seventy (70) foot distance between bases.
- 31.02 Fifty (50) feet from the point of home plate to the front edge of the pitching rubber.

### **32.0 Majors (14U) Baseball league rules**

- 32.01 Current official national federation high school rules apply with the following exceptions and provisions.
- 32.02 Managers and coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.
- 32.03 An official Majors (14U) league game shall consist of seven (7) innings. No new inning may begin after two (2) hours from the start of the game.
  - 32.03.a If at, or beyond, the two (2) hour time limit, in the fourth (4th) inning or beyond, the home team will complete their at bat, and the game is declared a complete game. In the event of a tie see [General Rule 7.08](#).
  - 32.03.b If a game is stopped, for weather or darkness, a game is considered a complete game after four (4) complete innings, or after three and one half (3 ½) innings if the home team is winning
  - 32.03.c Any game called because of weather or darkness, which is not a complete game, will be considered a suspended game and will be completed later, when possible, based on scheduling. (See [General Rule 6.04](#))
- 32.04 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

- 32.05 Players are not allowed to play in games while wearing a cast.
- 32.06 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.
- 32.07 Players leaving for anything (including ejections), other than an injury or illness, will be considered out when it is their time to bat.
- 32.08 Every player on the team who is present for a game will not sit on the bench for more than two (2) innings and those innings must not be consecutive. Every player must play a minimum of two (2) infield innings of an official seven (7) inning game. The “penalty” for violating this rule will be the loss of PHBSA coaching privileges for future seasons. The board does not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed. Teams must start by fielding at least eight (8) players. Fewer than eight (8) players will result in forfeit
- 32.09 All players present for the game will be included in the batting order and take his/her turn at bat for the entire game even though they are not playing defensively.
- 32.10 All players must bat in the same order throughout the game. No changes may be made to the batting order after the line-up is turned in. A tardy player must be added to the end of the line-up.
- 32.11 The only players swinging bats during games will be the batter and the player in the on-deck circle. On-deck hitters should be behind the baseline near their dugout.
- 32.12 In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the head coach once. Subsequent penalties may result in the head coach being ejected for breaking this rule.
- 32.13 In the event a player throws a bat after getting a hit, the umpire will warn the player once. Subsequent occurrence will result in the batter being called out
- 32.14 The designated hitter rule does not apply
- 32.15 Intentional walk is not allowed.
- 32.16 If a defensive player is removed from the line-up for any reason, that player cannot return to the field until the next inning.
- 32.17 The batter may be awarded a hit when an injury occurs to a defensive player attempting to field a batted ball. The batter will be awarded a ground rule single when the injury is to an infielder and a ground rule double when the injury is to an outfielder.
- 32.18 Home plate may be successfully stolen once per inning, per team, on any pitcher catcher exchange. Any other play other than between the catcher and pitcher allows a runner from third to attempt to score.
- 32.19 An injured base runner will be replaced by the last batted out. Any player removed from the lineup for illness or injury is not considered an automatic out.

- 32.20 A difference of ten (10) runs after five (5) innings (four and one-half if the home team is leading) will constitute a complete game.
- 32.21 A five (5) run limit per inning will apply, except for the seventh (7th) or final inning, which will be unlimited. During the final inning, each team will continue to bat until three (3) outs have been reached, or the outcome of the game has been decided

### **33.0 Majors (14U) Baseball league pitching rules**

- 33.01 Nine (9) outs maximum per pitcher per day. If the pitcher is removed from the mound, that player may not return as a pitcher for the remainder of the game. (See [General Rule 14.14](#))
- 33.02 If a pitcher has not pitched the maximum number of outs allowed and completes an inning, they may not pitch an inning and return at a later inning to resume pitching until reaching the maximum number of outs. This Assumes they have not already reached their weekly limit
- 33.03 A pitcher is not permitted to pitch more than twenty-seven (27) outs per calendar week. The calendar week begins at 12:00 a.m. on Sunday and ends at 11:59 p.m. on Saturday. After reaching nine (9) outs, pitchers MUST have 48 hours rest before pitching again.
- 33.04 The manager and/or head coach will be warned if the pitcher hits two (2) batters in a game. If the pitcher hits a third batter, because of being wild, the umpire will have the pitcher removed from pitching duties for the remainder of the game. This rule applies only if the batter(s) have made a sufficient attempt to avoid being hit.
- 33.05 Balks may be called with instruction from the umpire; no defensive advantage will be allowed with a balk infraction. This is a subjective call by the umpire focusing on the few balk maneuvers asked by the head umpire for the PHBSA Umpires to focus on. NOT ALL possible balk maneuvers will be enforced. Reminder, subjective calls by umpires are not up for discussion. See [General Rule 5.03](#).
- 33.06 Violation of any pitching rules shall result in forfeiture of the game in which the violation occurs.
- 33.07 Pitchers will warm up within the confines of the playing field. The home team bullpen is down the third base line. The visiting team bullpen will be down the first base line. The warm-up catcher will be facing in the direction of home plate and must be wearing a facemask and helmet. A third player will be placed approximately ten (10) feet behind the pitcher, facing the batter at home plate. The third player is there to protect the two (2) players warming up from being hit by foul balls.
- 33.08 Each team is allowed to hold 2 defensive charged conferences per 6 inning game (and one in each extra inning). Any defensive charged conference more than 2 in a 6-inning game (or one in an extra inning) requires the pitcher to be removed as a pitcher for the duration of the game.

### **34.0 Majors (14U) Baseball league playing field**

- 34.01 Eighty (80) foot distance between bases.
- 34.02 Fifty-four (54) feet from the rear point of home plate to the front of the pitching rubber.

### **35.0 Pony (16U) Baseball league rules**

- 35.01 Current official MHSAA and national federation high school rules apply with the following exceptions and provisions.
- 35.02 Managers and coaches will not participate in or allow any arguing with umpires, or harassment of the opposing team by players or any other person(s). This includes clapping, talking or communicating in any fashion to any opposing pitcher, fielders, batters or runners in an attempt to distract during time of play. Please see the [PHBSA Code of Conduct](#), which is located at [www.pinckneyball.org](http://www.pinckneyball.org) for additional information. It is the responsibility of the head Coach affiliated with the offending individual to bring this rule to the offender's attention. We must promote a standard of fair play and good sportsmanship for the youth to follow.
- 35.03 An official Pony (16U) league game shall consist of seven (7) innings. No new inning may begin after two (2) hours from the start of the game.
  - 35.03.a If at, or beyond, the two (2) hour time limit, in the fourth (4th) inning or beyond, the home team will complete their at bat, and the game is declared a complete game. In the event of a tie see [General Rule 7.08](#).
  - 35.03.b If a game is stopped, for weather or darkness, a game is considered a complete game after four (4) complete innings, or after three and one half (3 ½) innings if the home team is winning
  - 35.03.c Any game called because of weather or darkness, which is not a complete game, will be considered a suspended game and will be completed later when possible, based on scheduling. (See [General Rule 6.04](#))
- 35.04 In the event of a tie after seven (7) innings of play, or five (5) innings of play of a second game of a scheduled double header, or time limit, the game will continue until no longer able to play. (See General rules [7.01](#) and [7.07](#))
  - 35.04.a In the event of a scheduled standard double-header, the second game will only be a five (5) inning game with no new inning beginning after one (1) hour and forty-five (45) minutes from the start of the game. If at, or beyond, the time limit; in fourth (4th) inning or beyond, for seven (7) inning game; or third (3rd) inning or beyond, for five(5) inning game; and the home team is ahead, and is at bat, the game shall be stopped and declared a complete game, regardless of the number of outs achieved.
- 35.05 Players arriving more than 30 minutes after the first pitch are not required to meet the minimum play requirements.

- 35.06 Players are not allowed to play in games while wearing a cast.
- 35.07 Courtesy runners are only allowed for the Catcher of record, with 2 outs remaining in the inning. Courtesy runner must be the last batted out.
- 35.08 Players leaving for anything (including ejections) other than an injury or illness will be considered out when it is their time to bat.
- 35.09 Players may not be benched from playing defense for two (2) consecutive innings.
- 35.10 Every player on the team who is present for a game will play a minimum of four (4) innings defensively of an official seven (7) inning game. The “penalty” for violating this rule will be the loss of PHBSA coaching privileges for future seasons. The board does not have the staff to monitor player rotation during games, and we count on the integrity of our coaches to ensure it is followed. A team must field nine (9) players to start a game, but in the event of injuries, will complete the game with eight (8) players. Less than eight (8) players will result in a forfeit.
- 35.11 Each player who is present for the game will be included in the batting order and take his/her turn at bat, even though not playing defensively.
- 35.12 Players must bat in the same order throughout the game. No changes may be made in the batting order after the lineup card is turned in. A tardy player must be added to the end of the line-up.
- 35.13 Head coaches are responsible for the safety of their players and the fans. Swinging a bat outside the confines of the playing field is absolutely prohibited.
- 35.14 The only players swinging bats during games will be the batter and the player in the on-deck circle. On-deck hitters should be behind the baseline near their dugout.
- 35.15 In the event a player illegally swings a bat, inside or outside the confines of the playing field, the umpire will warn the head coach once. Subsequent penalties may result in the head coach being ejected for breaking this rule.
- 35.16 In the event a player throws a bat after getting a hit, the umpire will warn the player once. Subsequent occurrence will result in the batter being called out
- 35.17 The designated hitter rule does not apply, therefore, no designated hitters.
- 35.18 Intentional walk is not allowed.
- 35.19 If a defensive player is removed from the line-up for any reason, that player cannot return to the field until the next inning.
- 35.20 The batter will be awarded a hit when there is an injury to a defensive player attempting to field a batted ball. The ball will be called dead, and the batter will be awarded a ground rule single if the injury is to a defensive infielder
- 35.21 A difference of ten (10) runs after five (5) innings (four and one-half if the home team is ahead) will constitute a complete game.

35.22 An injured base runner may be replaced by the last batted out. Any player, regardless of reason, removed from the lineup is not considered an automatic out.

### **36.0 Pony (16U) Baseball league pitching rules**

36.01 Twelve (12) outs maximum per pitcher per day. If a pitcher is removed from the mound, that player cannot return as a pitcher for the remainder of the game. (See [General Rule 14.14](#))

36.02 If a pitcher pitches more than six (6) outs per day, they are required to have a minimum of forty (40) hours rest before being allowed to pitch again.

36.03 A pitcher is not allowed to pitch more than thirty-six (36) outs per calendar week. The calendar week begins at 12:00 a.m. Sunday and ends at 11:59 p.m. Saturday.

36.04 A manager and/or head coach will be warned if his pitcher hits two (2) batters during a game. Should a pitcher hit a third batter during the game, because of being wild, the umpire will have the pitcher removed from pitching for the remainder of the game. However, it must be understood that the batter(s) must have made a sufficient attempt to avoid being hit. Any intentionally hit batters may be cause for warning and/or immediate ejection.

36.05 The violation of any pitching rules will result in the forfeiture of the game in which the violation occurred.

36.06 Pitchers will be warmed up within the confines of the playing field. The home team bullpen will be down the third base line. The visiting team bullpen will be down the first base line. The warm-up catcher will be facing in the direction of home plate and must be wearing a facemask and helmet. A third player will be positioned approximately ten (10) feet behind the pitcher, facing the batter at home plate. The third player is there to protect the other two (2) players from being hit by foul balls. This rule applies to game and pregame warm-up.

### **37.0 Pony (16U) Baseball league playing field**

37.01 Eighty (80) foot distance between bases.

37.02 Fifty-four (54) feet from the rear point of home plate to the front edge of the pitching rubber.

37.03 MHSAA Pitch count rules do not apply. PHBSA recommends all coaches follow Pitch Smart Guidelines. Information is available at [www.mlb.com/pitch-smart](http://www.mlb.com/pitch-smart).