

# HOBGOOD

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## B A S E B A L L

### Recreation League Guidelines

#### General Rules

- Home team will occupy the dugout on the first-base side of the field.
- Away team will bat first.
- Each game will be officiated by an umpire. The decision of the umpire is final.
- The home team is responsible for operating the score board and maintaining the official book of record including Pitch Counts.
- The home team coach is responsible for reporting the final score to the league director. Day game scores must be reported the same day and night game scores must be reported by the following day.

#### Offense

- Each team will complete a lineup (batting order) prior to each game and use the same lineup through the entire game. The lineup will rotate through all players on the team. Players that arrive after the start of the game will be placed at the end of the lineup in the order of their arrival.
- Batting will occur in the order of the lineup and continue until the batting team has three outs or when appropriate (6-8s) scored seven runs in an inning.
- 6-8s – Batting will be by coach pitch. Each batter will receive up to five pitches and will be allowed three strikes. If the fifth pitch is a foul ball, the batter may continue to receive pitches. Following the fifth or final pitch that is not a foul ball, the batter is out.
- 6-8s. - A batted ball that does not go past the arch in front of home plate is a foul ball.
- 6-8s - A hit that is touched by the defensive team prior to passing the arch in front of home plate is a foul ball.
- Following a hit the runners may advance until the defensive team has effectively stopped the lead runner.
- Runners may not advance following the third out or seventh run. Base coaches should not clear the field by running players home.
- The batter on deck must use the on deck circle behind the batter. (Example: If a right hand batter is batting, use the on deck circle near 3<sup>rd</sup> base dugout and if a left hand batter is batting, use the on deck circle near 1<sup>st</sup> base dugout).

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- The offensive team is limited to a maximum of three coaches and/or adults on the field at any given time (pitcher, 1<sup>st</sup> base coach and 3<sup>rd</sup> base coach).
- 6-8s – Following a hit the pitching coach must retrieve the bat and leave the infield.
- 6-8s – The pitching coach can only coach players between home and 1<sup>st</sup> and 3<sup>rd</sup> and home.
- An offensive coach is allowed a maximum of three visits to an individual batter per at-bat.

### Defense

- 6-8s - Each team will field 10 players each inning. Teams will use a normal infield (pitcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop and 3<sup>rd</sup> base and catcher), with the remaining four players positioned in the outfield.
- 6-8s - One coach is allowed on the dugout side of the field is to provide additional coaching. This coach is not allowed on the playing field.
- 6-8s – Catchers are required to wear a catcher’s mask and chest protector. They are not required to wear protective equipment on their legs.
- A minimum of 8 players is required to play a game.
- The outfielders must be on the grass when the ball is pitched.
- A player is only allowed to sit out one consecutive inning.
- 6s - The defensive team is limited to a maximum of two coaches on the field at any given time. Coaches must remain behind the outfielders.
- 7s - The defensive team is limited to a maximum of two coaches on the field at any given time. Coaches must remain in the grass in foul territory.

### Time Limits

- A new inning begins at the instant that the last out is made in the previous inning.
- No manager or coach shall employ tactics designed to delay, shorten or extend the game. The umpires shall be instructed and empowered to continue any game one (1) additional inning if, in his judgment, any coach or manager as much as appears to be in violation of this rule.
- Time limits for regular season and regular season tournament play are as follows (the final tournament game is unlimited time):
  - Tee-Ball-5s One Hour
  - 6s One hour 15 minutes
  - 7s One hour 20 minutes

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- 8s                      One hour 20 minutes
  - 9/10s                  One hour 30 minutes
  - 11/12s                One hour 30 minutes
  - 13/14s                One hour 50 minutes
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- Mathematical Elimination – A game shall be called whenever a team has been mathematically eliminated from the possibility of at least tying the game in the last regulation inning.
  - Mercy Rule – A ten run lead after four innings rule will be applied for ages 11 and up.
  - An inning is over after the following:
    - Farm League (6-8s)            Three outs or 7 runs per inning
    - Minors (9-10s)                Three outs
    - Freshmen (11-12s)            Three outs
    - Sophomores (13-14s)        Three outs

### Rule Violations

- Any manager or coach who is found to have knowingly committed rules violations shall be subject to discipline, including immediate suspension, at the discretion of the HPYA Board of Directors.
- Any manager found to have violated pitching rules shall be disciplined by the HPYA Board. While protest concerning pitching violations must be made in a timely manner, there will be not time limit on action by the Board in this area.
- Any manager found to have knowingly committed a rules violation, including pitching violations and participation violations shall be suspended for one game. The suspension will be served during the next game played by the team after the penalty is imposed.
- Any individual suspended for a game shall not be in the park from thirty minutes prior to game time until thirty minutes after the conclusion of the game.
- Any individual ejected from a game shall leave the park until thirty minutes after the conclusion of the game and is automatically suspended for his/her next game.

### Courtesy and Etiquette

- Sportsmanship: Manager and coaches are expected to read and abide by the HPYA Code of Behavior concerning conduct and sportsmanship, on-field behavior and the use of obscene language or direct derogatory remarks to players, umpires, other managers or league officials.
- Heckling players, coaches or umpires – Players and fans shall not ride, kid, heckle, poke fun at or in any other manner do anything that distracts any other player or team. Umpires will issue one warning then individual players or fans will be subject to ejection.

## **Recreation League Guidelines**

- **Batting Cages** – Bating Cages are to be used as scheduled. One hour prior to a scheduled game, the batting cages are reserved for competing teams. The “Visitor” has the first 20 minutes; Home Team has the second 20 minutes. For any open cages, first priority goes to players assigned to the specific age.
- Each team will have five minutes of infield practice before starting the game. The field must be cleared five minutes prior to game time.
- **Trash** – it is the responsibility of the team manager to ensure that all trash is removed from the batting cages, dugout, playing field and surrounding common area upon his team’s departure after every game or practice. This includes all trash even if it was there upon the team’s arrival.
- No player, manger, coach or umpire may use any tobacco product or apparent tobacco product while on any playing field at Hobgood Park.
- All team members (including coaches) must enter and exit the playing field from the appropriate dugout gate.
- Post-game team meetings will be held off the playing field. (i.e. the common area)

### **Safety Concerns**

- **Bat Swinging** – It is a **SAFTEY VIOLATION** to allow bat swinging in any common pedestrian area. This includes the areas directly behind all dugouts and in general, includes most areas outside of field fences. Manager and coaches should supervise all bat work. Safety is everyone’s responsibility.
- **Lightning** – When lightning is sighted at anytime during any field activity, the field shall be cleared until no lightning has been sighted for a period of at least fifteen minutes.
- **Defensive Headgear** – Any player may wear a helmet with or without a facemask while playing in the field.
- **Catcher’s Equipment** – Any player assuming the regular catcher’s position behind the plate to receive a pitched ball shall wear the appropriate catcher’s protective equipment.
- **Stones** – No Stones or Rocks are allowed to be thrown in the park.

### **Operations**

- **Vehicles** – Extreme caution should be exercised in the parking lots in and around the park. Personal vehicles are allowed only in designated parking areas and are not allowed near the fields.
- **Bascomb and Carmel Fields** – No one is allowed on **SCHOOL PROPERTY** (including the parking lot) until 5:45 P.M on schooldays.
- **Field Closings** - Field Closings will be posted on the Hobgood web site. When appropriate, signage will be placed on the fields and at the entrance to the park.

## Recreation League Guidelines

- The umpire in charge of each individual game will determine game delays, or cancellations due to weather conditions. Coaches will communicate and coordinate with their League Directors to reschedule these games.
- All games will be played as scheduled unless the field is closed or the game is cancelled by the umpire on the field.
- Closed Fields – Anyone entering a closed field will be suspended for his next two scheduled games.
- No digging on any baseball field at Hobgood. Anyone caught digging may be subject to a one game suspension.
- The decision to close fields due to weather conditions is the responsibility of Field Operations, the Baseball Commissioner or the Director of Rec Baseball. Umpires can and will call games due to hazardous conditions including impending weather. In the event a game is called due to weather conditions the League Director will coordinate the rescheduling of this game with the Director of Rec Baseball.
- The park will be closed on the day before opening day. All fields and cages will be closed.
- Games will not be rescheduled for personal reasons.
- League Directors must clear all schedule changes in writing through the Rec. Commissioner.
- Weekday rainouts will be rescheduled for the first open slot of the following week.
- Saturday rainouts will be scheduled for the next available Sunday.

### Pitching

- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below and/or reaches the Dizzy Dean Inning Limit for his/her age limit as noted below, but the pitcher may remain in the game at another position:

#### **DIZZY DEAN PITCHING RULES STILL APPLY**

##### **League Age**

<b>Junior League 15 – 16</b>	105 pitches per day
<b>Sophomore League 13 - 14</b>	95 pitches per day
<b>Freshman League 11 - 12</b>	85 pitches per day
<b>Minor League 9 -10</b>	75 pitches per day

- **Exception:** If a pitcher reaches the limit imposed for his/her league while facing a batter, the pitcher may continue to pitch until that batter reaches base or is putout.
- **Note 1.** If the pitcher reaches the limit imposed on his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.

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- **Note 2.** Intentional walks do not count towards pitchers pitch count.
- **Note 3.** Home team will keep official record of pitch count.