

HAJBA



RULE BOOK

(BEGINNING 2025 SPRING SEASON)

H AJBA Rulebook
Beginning Spring 2025

1.0 Purpose

1.01 The purpose of the HAJBA program is to provide the Howell area youth, ages 4-17, an opportunity to play organized baseball, softball, and T-Ball with emphasis on good sportsmanship, citizenship, teamwork, and the development of baseball and softball skills.

1.02 Under article 7.1.1 of the bylaws of the Howell Area Junior Baseball Association, Inc." The Board of Directors reserves the right to change any rule at any time."

2.0 Sportsmanship and Field Conduct

<p>2.1 Sportsmanship Managers and Coaches</p>	<p>Managers or 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 to distract during time of play. Please see the HAJBA code of conduct, which is located at www.howellbaseball.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. If you believe this clause has been violated, please report the incident to the Board.</p>
<p>2.2 Sportsmanship and Umpires</p>	<p>Managers, coaches, players, and fans shall not argue judgement calls by umpires which include, but are not limited to, balls, strikes, fair/foul, or safe/out. Only the head coach can engage with the umpire regarding rules interpretation. In order to discuss or clarify a rules interpretation, the head coach must wait until the ball is ruled dead and call timeout or call timeout after the play is over, the ball is securely in the pitcher's hand and no play is in progress. If a timeout is granted by the umpire, the head coach may respectfully approach the umpire to calmly ask about the rule interpretation. All umpire judgements are final and cannot be protested.</p> <p>Managers, coaches, players and fans shall in no way attempt to influence the decision of the umpire or change the rules as written in any manner.</p> <p>Penalty: during a single game, first offense: warning by umpire; second offense: confinement to dugout for remainder of the game; third offense: immediate ejection and suspension from participating in the next scheduled game. Any confinement to dugout or ejection shall be reported to the Umpire in Chief.</p> <p>Youth umpires are learning the extremely complex skills of umpiring and shall be treated with respect and grace as they navigate the challenges of the job.</p>
<p>2.3 Sportsmanship and Fans</p>	<p>Fans shall remain outside the fences of the playing area and dugouts as dugouts are for players, managers, and coaches only. Fans shall cheer in a positive manner at all times. It is the 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. In the case that a fan is in any way violating the HAJBA Code of Conduct, the umpire shall immediately stop the game and communicate the concerns to the head coach who shall in turn immediately communicate a warning to the violating fan. The umpire may address both coaches if he or she is unsure to which team the fan pertains. The game will stop until the coach addresses the behavior and the umpire feels the issue has been resolved. The game clock shall not stop while this occurs.</p>

3.0 Gameplay Rules - T-ball, Coach Pitch: Beginner, Coach Pitch: Advanced

	T-Ball	Coach Pitch: Beginner	Coach Pitch: Advanced
3.1 Governing Rules	NFHS		
3.2 Defensive Positioning	The whole team shall play defense. The player in the pitcher position must wear a batting helmet with protective facemask. Parents are encouraged to assist in collaboration with the head coach.	Ten (10) players (4 in the outfield) or the whole team at coach's discretion. The player in the pitcher position must wear a batting helmet with protective facemask. Three coaches are allowed on the field.	Ten (10) players (4 in the outfield). The player in the pitcher position must wear a batting helmet with protective facemask. Three coaches are allowed on the field.
3.3 Pitcher	Zero (0) pitches, fields position. Pitcher must wear a batting helmet with facemask.	The pitcher shall throw 1 pitch with a safety ball. Pitcher must wear a batting helmet with facemask.	The pitcher shall throw 2 pitches with a safety ball. Pitcher must wear a batting helmet with facemask.
3.4 Balk	N/A	No.	
3.5 Catcher	A coach shall play the catcher position.		
3.6 Umpire	No.	No. One umpire may be assigned to the All Star Game.	No. Base coaches shall act as umpire as needed for safe/out or fair/foul. One umpire may be assigned to the All Star Game.
3.7 Play at plate	No. There will be no play at the plate except a force out.		Yes. Standard baseball rules.
3.8 Batting Order	All players i of n the lineup will bat each inning.		
3.9 Number of innings	3 innings		
3.10 Run limit	No.		
3.11 Mercy Rule	No.		
3.12 Bunt	No.		
3.13 Warmup pitches	N/A	The pitcher may warm up until the infield is set.	
3.14 At Bat Rules	Ball shall be placed on the tee, players will swing until the ball is hit to fair territory.	One (1) kid pitch followed by five (5) coach pitches maximum. Alternatively, at the coach's discretion, a player may hit off of a tee.	Two (2) kid pitches followed by four (4) coach pitches maximum (foul balls allow an extra pitch).
3.15 Outs	Outs are not recorded. At the coach's discretion, a player may return to the dugout if put out.	Outs are not recorded. A player must return to the dugout if put out. However, a player may stay on base at coach's discretion to gain	Standard baseball rules apply.

	T-Ball	Coach Pitch: Beginner	Coach Pitch: Advanced
		experience.	
3.16 Pitching distance	N/A	40' (with 5' leeway forward at coach's discretion)	46'
3.17 Base distance	50'	60'	60'
3.18 Out-of-league games	No team will play extra games outside the league.		

4.0 Gameplay Rules: 10u, 12u, 14u

	10u	12u	14u
4.1 Governing Rules	NFHS		
4.2 Uniforms	While on the field, all players shall be properly uniformed. This is defined as wearing HAJBA issued pants (or equivalent), HAJBA issued shirt or jersey tucked in, and HAJBA issued hat (or a legal batting helmet while on offense).		
4.3 Number of Defensive Players	<p>10 players maximum (4 in outfield); 8 players minimum.</p> <p>If a team fails to have 8 players, that team forfeits the game. All players must play 2 innings in the infield and 2 innings in the outfield minimum. The catcher position can count either an infield or outfield position. Players must play a minimum of 5 innings unless the game ends early due to weather or curfew. The "penalty" for violating this rule will be the loss of HAJBA 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.</p>	<p>9 players maximum, 8 players minimum.</p> <p>If a team fails to have 8 players, that team forfeits the game. All players must play 2 innings in the infield and 2 innings in the outfield at a minimum. The catcher position can count either an infield or outfield position. Players must play a minimum of 5 innings unless the game ends early due to weather or curfew. The "penalty" for violating this rule will be the loss of HAJBA 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.</p>	
4.4 Batting Order and Designated Hitter	All uniformed players bat in a continuous batting order. Tardy players may be added to the end of the lineup without penalty. There is no designated hitter allowed.		

	10u	12u	14u
4.5 Number of innings	6 innings		7 innings
4.6 Number of coaches on field	No defensive coaches are allowed on the field. When a team is on offense, a base coach at first base and a base coach at third base are allowed.		
4.7 Complete Game	4 innings (3 ½ innings if the home team is winning). Or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from where the game ended (inning, outs and count on the batter).		
4.8 Game Time Limit	2 hours A new inning may not start after 2 hours from the actual game start time. A new inning begins immediately after the third out of the previous inning. If the time limit is reached during an inning, that inning is treated as the last inning. During weather delays, the clock is suspended until play restarts.		
4.9 Run limit per inning and scorekeeping	5 runs per inning. Last inning: Unlimited The half inning immediately ends after the 5th run is scored unless in the last inning. The last inning is defined as the 6th inning for 10u and 12u. For 14u, the last inning is the 7th inning. Scorekeepers must confirm the score with the other team at the end of each 1/2 inning. Umpires are not responsible for keeping score or resolving scoring disputes. That responsibility falls on the scorekeepers and head coaches. The head coach of the winning team is responsible for reporting scores per protocol established by the Board of Directors and/or the age-level commissioner.		
4.10 Mercy Rule	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.	A difference of 15 runs at the end of five (5) innings (four and one-half innings if the home team is ahead), or ten (10) runs after six (6) innings (five and one-half if the home team is ahead) will constitute a complete game.	
4.11 Tie Games Allowed	YES. If time permits, extra innings must be played using the International Tie Breaker rules.		
4.12 Intentional Walks	No.		
4.13 Balk warnings	Unlimited - Educational per umpire discretion.		One (1) balk warning per pitcher per umpire discretion.
4.14 Fake to 3B – Throw to 1B	N/A (no leadoffs)	Balk.	
4.15 Hit Batter Limitation	A maximum of 3 hit batters/pitcher/game can occur. Pitcher is removed from the pitching position immediately after the 3rd hit batter. Player may remain in game unless determined to be intentional per umpire discretion.		
4.16 Maximum Outs per Pitcher	6 outs per day. Coaches are encouraged to follow MLB PitchSmart Guidelines.		9 outs per day. Coaches are encouraged to follow MLB PitchSmart

	10u	12u	14u
			Guidelines.
4.17 Pitching Distance	46'	50'	54'
4.18 Base Distance	60'	70'	80'
4.19 Leadoff	No. Runner may not leave a base until the ball is put in play via hit or if forced to the next base via walk.	Yes.	
4.20 Stealing	Yes. Once the ball crosses the plate, players may only steal one base at a time even with an overthrow. No stealing of home. Players may only advance to home on a hit or a walk that forces them home.	Yes. Players may only steal one base at a time even with an overthrow. On an overthrow, the umpire shall rule the ball dead. Players may steal home once per half inning on a pitcher-catcher exchange.	Unlimited.
	<p>10u Clarification: If a player attempts to steal home and is tagged out, the runner is out. If no play is made, the player returns to the previous base without penalty.</p> <p>12U Clarifications: 1) If a runner on 3rd scores on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning, the runner is returned to 3rd base without penalty. 2) If a runner on 3rd attempts to score on a steal or as part of a pitcher-catcher exchange and the scoring team has already scored their 1 allowable run for the inning and the runner is tagged out before reaching the plate, that runner is out. The stealing home rule does not protect that runner from being put out. 3) A failed suicide squeeze is considered a steal attempt.</p>		
4.21 Bunting	No.	Yes.	
4.22 Infield Fly	No.		Yes.
4.23 Dropped third strike	No.		Yes.
4.24 Overthrown Ball	If a ball is overthrown by the defense and lands out of play, the ball is dead and all runners advance to the next base. If a runner is between bases, they are awarded his or her destination base and no more no matter from where the ball was thrown.		
4.25 Player Injury	If a player is injured during a play, the umpire shall declare the ball dead immediately. Runners shall not advance but shall return to the last base they touched. If a runner is injured and cannot continue to play, even if temporarily, that runner shall be replaced by the player who last recorded an out for the offensive team.		
4.26 Courtesy Runner	In order to keep the game moving as quickly as possible, coaches are encouraged to use a courtesy runner for the player scheduled to play the position of catcher in the next half inning. This is optional and can be done with any number of outs. A courtesy runner for the next half inning's pitcher may be used with two outs.		
4.27 Warmup Pitches	In order to keep the game moving as quickly as possible, a new pitcher will be afforded a maximum of 8 warm up pitches. A returning pitcher will be afforded a maximum of 5 warm up pitches. A coach shall serve as catcher for a pitcher warming while the catcher gets his or her gear on.		

	10u	12u	14u
4.28 On-Deck Circle	The on-deck circle shall be near the third base dugout when a right-handed batter is in the batter's box. When a left-handed batter is in the batter's box, the on-deck circle shall be near the first base dugout. Coaches are prohibited from warming batters up while they are in the on-deck circle.		
4.29 Thrown Bat	If the umpire determines that a batter throws a bat in an unsafe manner, the umpire shall issue one warning. After one warning, the next instance of a thrown bat by <i>any other player on the violating team</i> will result in the batter being called out. All runners must return to their original bases. If the umpire determines that the bat was thrown intentionally in an unsafe manner, that player shall immediately be declared out, the ball is dead, and the player shall be ejected.		
4.30 Swinging bat outside confines of the playing field	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.		
4.31 Absent with illness or injury	If a player is removed from a game due to injury or illness, his/her position in the batting order will be skipped without penalty. The injured or ill player may not re-enter the game once their position in the batting order is skipped. The injured or ill player may reenter the game in the next half inning. A team must play with a minimum of 8 defensive players to complete the game. In the continuous batting order, if a batter is injured and unable to complete the at-bat, the at-bat is skipped without penalty. If a batter is injured during his/her at bat, the next batter will assume the injured batter's balls/strikes count.		
4.32 Absent without illness or injury	If a player is a hitter in the batting order, this position will be declared an 'out' should this player become absent during the game for a reason other than injury or illness. Another player may replace the absent player defensively but may not hit in the absent player's position in the line-up. A team must play with a minimum of 8 defensive players to complete the game.		
4.33 Spikes/cleats/shoes	Rubber or Plastic Cleats Only (No Metal); tennis/gym shoes are allowed but discouraged.		
4.34 Out-of-league games	No team will play extra games outside the league.		
4.35	The Board of Directors highly encourages coaches to create a batting lineup and defensive positioning lineup prior to the game to help ensure that all players play the required positions (2 infield and 2 outfield per game).		

4.36 (10u only) This rule is only in effect for balls that are hit to the outfield.

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 the possession of an infielder in the infield and no further defensive play is attempted, (trapped is acceptable). **If a runner is between bases, the runner may continue to the next base but proceed no further and is still at risk of being put out. The umpire shall declare a dead ball once all runners have reached their bases and can proceed no further.. This includes home plate.**

4.37 (10u only) This rule is only in effect for balls that are hit and do not leave the infield area. 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. Once the ball is in the possession of an infielder in the infield and no further defensive play is attempted, (trapped is acceptable). **If a runner is between bases, the runner may continue to the next base but proceed no further and is still at risk of being put out. The umpire shall declare a dead ball once all runners have reached their bases and can proceed no further. This includes home plate.**

5.0 Team selection - draft and draw procedures.

5.1 Age groups - (As of May 1 of the current season/year)

- T-Ball baseball: 4 - 5-year-old
- Coach Pitch Beginner: 6-7-year old first year players
- Coach Pitch Advanced: 7-8-year old
- 10u baseball: generally 9-10-year old
- 12u baseball: generally 11-12-year old
- 14u baseball: generally 13-14-year old
- 17u baseball: generally 15 -17-year-old

5.2 10u, 12u and 14U Teams will be formed by an open draft. T-ball, coach pitch beginner, and coach pitch advanced will be conducted as a blind draw.

5.3 Head or assistant coaches returning or moving up in any division will NOT retain players from the previous season. Siblings playing in the same division will be placed on the same team. These teams will draft or draw the number of players to fill their rosters.

5.3a If a Head Coach moves up to the next division and the Assistant coach returns to the same team as the Head Coach, the team will not retain players from the previous season that are still eligible for that division unless they have chosen to return to the same team/coach during registration. These teams will draft or draw the number of players to fill their rosters. - Rule 6.12 still applies - If the team sponsor changes, the sponsor player from the previous season will not be placed automatically on the team. If a team sponsor changes within the same season for any reason, players will not move teams.

5.4 Managers will be supplied a complete listing of players names for their league.

2.05 Prior to the open draft 10u, 12u, and 14u, managers will be provided sufficient opportunity to observe players during evaluation. Players that do not attend player evaluations will not be available for drafting. They will be added to a team via blind draw only.

5.5 Head Coaches may protect players prior to draft. Protected players must be the immediate family relative of the Head Coach and assistant coach. Protected players must be used by the fourth round and must be designated prior to evaluations. Protected players cannot be late registrations.

5.6 Head Coaches may receive an additional protected player if they bring their own NEW team sponsor to HAJBA (with a commitment prior to MARCH 1 of the calendar year). Each team may only have one sponsor protected player per season. All protected sponsor players must be chosen, with parent/guardian approval PRIOR to player evaluations.

5.7 Trading players or draft/draw position is strictly prohibited.

5.8 Managers will draw numbers to determine their position in the draft/draw. The following is an example of the first three rounds of a four-team league draft/draw.

Round 1	Round 2	Round 3
1	4	1
2	3	2
3	2	3
4	1	4

5.9 After the last "full" round of draftees is completed, any remaining draft selections must be entered into a "blind draw" with players who did not attend league evaluations.

5.10 In attendance at the draft/draw meeting will be managers, coaches, commissioners, and other league officials involved in administering the draft/draw procedure. Players may not attend

draft meetings under any circumstances. No exceptions.

5.11 If your team sponsor from last season is not sponsoring your team this season, the child associated with that team sponsorship from last season will be put back into the draft process and not be placed automatically on your team.

5.12 If you were a head coach/manager/assistant coach for a team last season, and you are not returning as a head coach/manager/assistant coach this season, in the same division, your child will be placed back into the draft/draw process and not be automatically placed on the previous team.

6.0 Teams

6.1 All divisions will have a target of twelve (12) players, except T-Ball which has a target of eight (8) players

6.2 Managers and coaches are not required to wear uniforms. However, all adults on the field SHOULD do their best to MATCH with the team jersey color, or at worse, not wear the color of the opposing team.

7.0 Players

7.1 All registrants must present a birth certificate to a board member within 24 hours if any player's age is challenged.

7.2 It is the responsibility of each parent to be sure their player is properly and safely equipped (bat, ball glove, helmet). All bats will meet appropriate standards for the division. All helmets will be crack-free and in good condition. All male players in every division will have and wear an athletic supporter with a protective cup.

7.3 10u, 12u and 14u baseball will be offered player evaluations prior to a player draft. Any player choosing to not attend player evaluations may only be assigned to a team via blind draw.

8.0 Coaches and Volunteers

8.1 The Head Coach must report to a league board member before any discipline will be handed out to a player. This action must be reported to the opposing Head Coach and the umpire before the start of the game.

8.2 Application of release must be approved by the HAJBA board of directors before any player can be released by the Head Coach for insubordination, misconduct, etc.

8.3 A Head Coach, assistant, or volunteer must set a good example for all youth to follow. A Head Coach, assistant, or volunteer will not socialize with umpires during games and/or in between innings. A Head Coach, assistant, or volunteer will remain professional on each baseline to onlookers, bystanders, and spectators. There will be no trash talking from the inside the diamond to spectators or other players. This will be given (1) warning from the umpire. If the Head Coach, assistant, or volunteer does not comply with the umpires warning, he or she will be ejected from the game and such action will be reported to the HAJBA board.

8.4 Head coaches are vested with the ultimate responsibility for the team. Assistant Coaches (approved by HAJBA) assist the managers. Volunteer parent coaches (non-HAJBA approved volunteers) may assist the manager and assistant coaches; however, have no official on-field authorities and may not operate a team without the prior consent of the league commissioner and notification of the opposing coaches and umpires at game time.

8.5 All candidates for managing or 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 HAJBA 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 doesn't possess the knowledge or skills to coach the youth athletes at a satisfactory level and/or lack of available coaching openings.

8.6 If there are more head coach applicants than head coaching positions available, head coaches shall be selected in the order of these criteria (assuming they have met all criteria of HAJBA rule 5.05):

Head coach applicants that are head coaches in another division of baseball or softball that same season shall be removed from consideration. Priority is as follows:

- First: head coaches in the same division in that sport the previous year.
- Second: qualified assistant coaches in the same division in that sport the previous year.
- Third: head coaches in another division in that sport the previous year.
- Fourth: qualified assistant coaches in another division of that sport the previous year.
- Fifth: parents or legal guardians of the player on the team.
- Sixth: family member of player on team (i.e., brother/sister, grandparent, uncle/aunt).
- Seventh: community member with no familial ties to any players.
- Eighth: a non-community member.

8.7 Each coach is recommended and highly encouraged to follow Pitch Smart Guidelines. Guidelines are available at www.mlb.com/pitchsmart/

9.0 Schedules

9.1 A schedule of pre-season practices, regular season games, and postseason in-house tournaments will be prepared by HAJBA. Coaches may not reschedule or cancel their own games without approval of the HAJBA Board.

9.2 Coaches may schedule additional practices during the season, when fields are available. Player participation cannot be made mandatory for players when additional practices are scheduled. Fields chalked and prepped for game play are not open for practices. Any scheduled game or practice takes priority over coach scheduled practices.

9.3 The regular schedule will provide for not less than one (1) game per team per week.

9.4 In most cases, cancellation of games will 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 HAJBA board will do its best to notify players and coaches via the HAJBA website, text message, an email, and social media when possible.

9.5 Rescheduling of rained out, postponed, or suspended games is at the discretion of the HAJBA Board. Many factors are involved in determining when and where a rained out, postponed, or suspended games will be played. Make-up and rescheduled games are posted on the HAJBA website. It is the coach's responsibility to check their make-up games to inform their players. Please note in many cases, these games will be scheduled to take place on a Saturday, but this may not be the case for all situations. We are not able to honor requests from coaches for these games to be made up at a specific date/time. The date/time of these games will be determined solely by the director of scheduling/HAJBA Board. In some instances, a coach/team may have only one day's notice concerning a rescheduled game. Due to the number of games we schedule each season, it is important that we get any rained out, postponed, or suspended games rescheduled as soon as possible to allow for any future games that may be rained out, postponed, or suspended.

10.0 Games, forfeits, and suspensions

10.1 All games will start at 6:00 p.m. unless otherwise scheduled. Fall games will run to their time limit only unless darkness causes the safety of the players to be a factor. Except for games scheduled to be played at Bennett Field, there will be no games played at dusk.

10.2 Game time starts when the umpire calls out the game time prior to saying play ball, before the first pitch. The game time will be marked in both scorebooks.

10.3 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.

10.4 No infield practice is allowed before a game. Teams may use the outfield or foul territory on their dugout's baseline.

10.5 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.

10.6 Umpires and head coaches (or designate: if a head coach designates an assistant coach to represent his/her team at the plate meeting, that assistant coach will inform the umpire of who the head coach is) will meet at home plate five (5) minutes before game time to review the ground rules of the game. The umpires and head coaches (or designates) can make no changes to this rule.

10.7 GAMES MAY END IN A TIE. If the score is tied after regulation, and time allows, extra innings may be played using the International TieBreaker format: A runner shall be placed on second base (that runner shall be the player who recorded the last out of the previous inning) at the beginning of each half inning. The batting order remains the same and play continues until the game clock has run out or the tie is broken at the end of an inning.

10.8 In the event of inclement weather, only the board member of the day can cancel games and completion will follow section 9.4.

10.9 If a game is suspended, due to darkness or weather, any players on a team's roster will be allowed to play in the game upon continuation. If a team has a call-up player(s) in the line-up to start the game, they will not be penalized with outs if the call-up player(s) do not play or if

different call-up players replace them. See rule 30.07 regarding adding late arriving players to the line-up.

10.10 The Home team scorebook (paper book or electronic version) is considered the official scorebook for any discrepancies.

10.11 The manager of the winning team is responsible for reporting the score of the game to the league commissioner within 24 hours of the completion of the game. Managers may email, text, leave a voicemail for the league commissioner with the score details. (Home team, coach, score and Visiting team, coach, and score)

11.0 Field decorum

11.1 Players, managers, coaches, umpires, spectators, and league officials must always conduct themselves with dignity.

11.2 Smoking or vaping, any use of tobacco, or consumption of alcoholic beverages will not be permitted on the school property of which any HAJBA games are taking place.

11.3 Anyone arriving at any HAJBA practice, game, or function, believed to be intoxicated, will be reported to the Howell Police Department or Livingston County Sheriff.

11.4 Alcoholic beverages and any beverages that resemble an alcoholic beverage are not permitted on the facilities. Violators will be reported to the Howell Police Department or Livingston County Sheriff.

11.5 To comply with Howell Public School rules and for safety reasons, dogs, cats, or other pets are not allowed at the facilities at any time.

11.6 Head coaches are responsible for the behavior of the team's parents and fans in attendance at their game (cross reference rule 2.0)

11.7 No hitting baseballs into fences at any field. Hitting wiffle balls into fences is acceptable.

12.0 Equipment

12.1 Team members must wear uniforms provided by HAJBA defined as HAJBA issued pants (or equivalent), HAJBA issued jersey, and HAJBA issued hat. Players are responsible for their own uniforms.

12.2 Each team must provide batting helmets, which may be furnished by HAJBA. If other helmets are used, they must meet the NOCSAE standard.

12.3 The batter, on-deck batter, all base runners, and any offensive player on the field during live ball play must wear a batting helmet.

12.4 Catchers must wear catching helmets and masks with a throat protector properly secured, chest protector, and shin guards.

12.5 If a problem arises where one team is not properly equipped, the opposing team must share their **HAJBA-issued** equipment.

12.6 Any player, manager, or coach abusing the equipment, or any property owned or used by HAJBA is subject to suspension.

12.7 - Bat Requirements for T-Ball, Coach Pitch-Beginner, Coach Pitch Advanced, 10u, 12u, and 14u - Wood bat, USA Bat or USSSA BPF 1.15 mark.

12.8 Baseball players in the Major (17U) baseball division are limited to using BBCOR stamped/approved baseball bat (-3) or wood.

13.0 Protests

13.1 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 that 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.

13.2 The Head Coach, or their assistant coach in their absence, will have the right to protest a game.

13.3 Protests will be made as follows:

- The protesting manager must immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest and why.
- 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 HAJBA 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.
- If no HAJBA 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.
- Protests may only be on an incorrect application of the rules, not on any judgment calls by any umpires.

13.4 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.

13.5 All protests, for any reason, must be submitted by the manager, in writing (email is acceptable) to the HAJBA President, League Division Commissioner and Umpire-in-Chief within twenty-four (24) hours from the end of the game being protested.

13.6 A committee composed of the President and two (2) or more other officers or directors that are not managers or 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.

13.7 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 HAJBA board of directors.

13.8 Precautions should be taken to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately. (Example: should a league official, manager, scorekeeper, 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 manager of the team involved. Such action should not be delayed until the infraction has occurred.) Head Coaches should take precautions to ensure that violations do not occur. All coaches must remember that they are responsible to set a good example for the youth.

14.0 Call-up procedure rules

14.1 In the event of possibly not having enough players, teams may call-up a maximum of three players from the immediate lower league to help field a team of ten (10) players.

14.2 The league commissioner 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 the day of the game risks not having players available. At 15 minutes before game time, the opportunity to request Call-up players has closed.

14.3 Call-up players cannot pitch and must play the outfield at least (2) innings during the game.

14.4 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.

14.5 The league commissioner is required to abide by and use the call-up procedure.

14.6 Call-up players will have the same rights to play in the field and be included in the batting order as the regular players.

14.7 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.

14.8 When requesting call-up players, the requesting manager must notify his commissioner 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.

14.9 Any violation of the call-up procedure rules, or rules governing the use of call-ups, will result in forfeiture of the game.

14.10 Call-up players attending a game must meet minimum play requirements and remain in the batting order for the entire game.

15.0 Parent/guardian role

15.1 Parents/guardians are encouraged to accept responsibility and take initiative to ensure the success of the program. The HAJBA is a nonprofit voluntary effort supervised and assisted by parents. We must all become involved. Please see the HAJBA code of conduct, which is located at www.howellbaseball.org for additional information. Parents are NOT allowed to heckle umpires or opposing coaches/players during gameplay.

16.0 Safety code

16.1 If a game is canceled due to inclement weather or unsafe playing conditions, no practice may be held on that field. Games could be canceled with no warning at the HAJBA boards discretion.

16.2 Only background checked adults, players, and umpires are allowed on the playing field and in the dugouts during games or practices. If a substitute assistant coach is needed in an emergency situation and that person has not been subjected to a background check by HAJBA, the head coach must inform his/her division commissioner as soon as possible and a background-checked coach (head coach or assistant) must be present for the entire game.

16.3 Coaches must inspect equipment regularly to ensure proper fit and repair.

16.4 Batters, on-deck batters, and base runners must wear protective helmets both during games and practices.

16.5 Horseplay is absolutely prohibited.

16.6 Players who must wear glasses are encouraged to wear safety glasses.

16.7 Players are not permitted to wear jewelry. Exceptions are religious or medical jewelry.

16.8 Catchers must wear face masks while warming up pitchers both between innings and in bullpen practices.

16.9 Motor vehicle drivers must use extreme caution when driving near the facilities.

Absolutely no motor vehicles are allowed on the facility grounds. (Exceptions: HAJBA president, equipment manager, concessions supervisor, or special projects vehicles.)

16.10 The league will make no transportation arrangements.

16.11 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.

16.12 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.

16.13 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.)

16.14 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.

16.15 Players are prohibited from playing in any game while wearing a cast.

16.16 There will be no batting practice using real baseballs before a game. Use of hit sticks and wiffle balls for batting practice within the confines of the outfield grass, in a safe manner, is permitted prior to a game. Please remember, safety first!

17.0 Team manager and coach selection

17.1 The commissioner of each league must submit the name of each person that has volunteered to coach teams for board approval and background check. Each year the board of directors must approve all managers. The board reserves the right to accept, reject, or remove any person as manager.

17.2 Board considerations shall be based on honesty, integrity, fairness, sportsmanship, knowledge of and ability to teach baseball and softball and background check.

17.3 For 10u, 12u, and 14u each team Head Coach may select up to one (1) assistant coach. Each coach's name must be given to the league commissioner. The commissioner will submit all coach's names for board approval before player evaluations and player draws. T-Ball and Bantam (9U) divisions are allowed two (2) assistant coaches.

17.4 Each team shall designate a team parent/guardian to monitor dugout behavior.

17.5 It will be the responsibility of each league commissioner to alert the board of any manager or coach that does not meet any of the above. The board will then determine, by a majority

of the total board members, one (1) of the following courses of action:

- The manager/coach will be removed for one (1) year from participating in any capacity.
- The manager/coach will be subject to other action to be determined by the board. Please see the HAJBA code of conduct, which is located at www.howellbaseball.org for additional information.

18.0 Regular season standings

18.1 Wins shall count as two (2) points, ties shall count as one (1) point and losses shall count as zero (0) points. The team with the highest point count at the end of the season shall be declared that age division's winner (10u, 12u, and 14u only). Coach Pitch Advanced may use a mutually agreed upon hybrid system to determine that age division at the direction of the Coach Pitch Advanced commissioner.

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

- winner of head-to-head record
- Lowest number of runs allowed.
- Highest number of runs scored
- If these tie breakers fail to break a tie in records, then an official tie shall be declared. In this case, a coin flip shall determine the higher seeding in the postseason tournament.

18.3 No standings will be kept in T-Ball or Coach Pitch Beginner. Coach Pitch Advanced may use a mutually agreed upon hybrid system at the direction of the Coach Pitch Advanced commissioner.

19.0 Post-season tournament

19.1 After the completion of the regular season schedule, a postseason tournament may be conducted for all teams in all leagues, except T-Ball. Format may vary based on team counts and field availability.

20.0 Ejection rules

20.1 When a player is ejected during a game for unsportsmanlike conduct, that player shall be withheld by his/her manager/coach from participating in that team's next game. Please see the HAJBA code of conduct which is located at www.howellbaseball.org for additional information.

20.2 When a manager or coach is ejected during a game for unsportsmanlike conduct, that manager/coach shall be prohibited by the HAJBA from coaching or attending at least that team's next game. Please see the HAJBA code of conduct which is located at www.howellbaseball.org for additional information.

20.3 Failure to comply with rules 17.01 and 17.02 may result in forfeiture of that team's game or the ejected individual's dismissal for the season, or both.

21.0 Ejection procedure

21.1 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.

21.2 The ejected player shall go immediately to the bench and to the manager.

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

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

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

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

21.7 The umpire shall submit in writing a written report (email is acceptable and encouraged) to the Umpire in Chief within forty-eight (48) hours after the end of the game where the incident occurred. That report should contain: date, teams, inning the incident occurred, number of outs when the incident occurred, and a detailed description of the incident. Reports may contain more than one (1) incident from the same game for players, managers, and coaches of the same team. A separate report must be made for each team.

21.8 Any player or coach ejected from a game can be subject to additional penalties, suspension, or removal from play for the season by the HAJBA Board of Directors following a review of the **umpire report and any additional investigation as deemed necessary by the Board of Directors.**

22.0 Jesse Mack - In-House Postseason Tournament Additions

22.1 All rules will remain the same as the regular season, unless specified differently below.

22.2 “Home Team” status will be given to the highest seeded team in each game, except for the following:

22.3 (In double elimination format) In the championship game the “Home Team” status will be granted to the team without a loss.

22.4 (In double elimination format) In the “if necessary” championship game the “Home Team” status will be granted to the team that won the previous game.

22.5 In the event of a game being suspended (for any reason) when the game is continued, all HAJBA rules regarding playing time and line-ups still apply, however tournament pitching limits will still recognize it as a single game.

23.0 All-Star Game Additions

23.1 Coach Pitch Beginner, Coach Pitch Advance, 10u, 12u and 14u Divisions of Baseball and Softball will have all-star games each spring season of two teams of all-stars from the league's players.

23.2 Format of coach and team selection will be established by the commissioner for each division based on the number of teams that year.

23.3 Head coaches for each team will be responsible for deciding how their all-star representative(s) are selected.

23.4 Home team for the game will be decided by a coin flip prior to the game.

23.5 Coaches are expected to distribute defensive playing time among all players.

23.6 All rules will remain the same as the regular season, unless specified differently
Below

23.7: Any player, manager, coach, or assistant coach who has been ejected from any HAJBA game within the same season shall be disqualified from participation in that season's All-Star Game.

24.0 17u Rules

24.1 The governing rules for the 17u division are NFHS. HAJBA makes no rule additions or exceptions beyond the following.

24.2 HAJBA shall attempt to create an in-house league for this division. When this is not possible, 17u HAJBA teams are permitted to play similar teams from other nearby cities.

24.3 17u games shall play for 2 hours or 7 innings. No new inning may begin after the two-hour time limit has been reached.

24.3 A complete game consists of 5 innings (4 ½ innings if the home team is winning), or determined by time limit. If a game is called due to weather or darkness prior to the time limit and the required innings for a complete game, the makeup game is restarted from where the game was suspended (inning, outs and count on the batter). If a game is called before an inning is completed, the score reverts to the score at the end of the last complete inning played unless the home team is winning or the home team tied the game in their half of the current inning.

24.4 Game time limit is 2 hours. A new inning may not start after 2 hours from the actual game start time. A new inning begins immediately after the third out of the previous inning. If the time limit is reached during an inning, that inning is treated as the last inning. During weather delays, the clock is suspended until play restarts.

24.5 Mercy rule: A difference of 15 runs at the end of five (5) innings (four and one-half innings if the home team is ahead), or ten (10) runs after six (6) innings (five and one-half if the home team is ahead) will constitute a complete game.

24.6 Players may not be benched for two consecutive innings except for illness or injury.

24.7 There will be a continuous batting order and all uniformed players shall bat. There is no designated hitter.

24.8 Coaches shall follow PitchSmart Guidelines.

24.9 Basepaths shall be 90' in length; the pitchers' mound distance shall be 60' from the rear of the plate to the front of the pitching rubber.

25.0 Fall Baseball Season Rules

25.1 Games will be played, and scores may be kept, but standings will not be kept.

25.2 Only 1 umpire per field will be provided for 10u, 12u, and 14u..

25.3 A minimum of three teams per division is needed for that division to be formed.

25.4 Each Division will be limited to no more than 6 teams.

25.5 Teams will be formed via Blind Draw. The only players protected on a team are the Head Coach and Assistant Coaches children. No other players can be protected.

25.6 The season will run from the middle of August through the first week in October. Actual start dates and finish dates will be provided each season.

25.7 Players will be placed in the division they will play in for the following year's Spring/Summer season. It will be based on their age as of May 1 of the following year.

25.8 All Divisions other than T-Ball will play 2-hour games (90 minutes?, with a start time of 6:00pm (5:30pm later in the season).

25.9 T-Ball teams will play 1-hour games..

25.10 Games postponed due to weather will not be rescheduled.