

Official NHAA Playing Rules

Babe Ruth



NORDONIA HILLS ATHLETIC ASSOCIATION

NHAA Playing Rules





Babe Ruth

Boys - Ages 5 and 6

Manager Pitch Baseball

A hardball is used and the manager or his designate does the pitching.

NHAA Playing Rules

1. GOVERNING RULES.

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

2. PLAYER ELIGIBILITY/AGE.

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

3. PLAYERS AND POSITIONS.

- 3.1. Minimum to Start Game: n/a.
- 3.2. Maximum Defensive Players: Teams will field 10 defensive players.
 - 3.2.1. Infielders: 6 (includes the pitcher and catcher).
 - 3.2.2. Outfielders: 4.

4. PLAYING FIELD AND EQUIPMENT.

- 4.1. Baseline Distance: 65 feet.
- 4.2. Pitching Distance: 43 feet. (Measured from front side of the pitcher's plate to the rear point of home plate).
- 4.3. Home team will have the 1st baseline bench and visiting team will have the 3rd baseline bench.
- 4.4. No metal spikes will be worn.
- 4.5. Catchers must wear full equipment.
- 4.6. Bat Types and Dimensions
 - 4.6.1. Bats must conform to either USA, BBCOR, or USSSA standards or they cannot be used.
 - 4.6.2. Metal or composite bats are permitted. No wood bats are allowed.
 - 4.6.3. Bats do not have a restriction on diameter.

5. FIELD AND GROUND RULES.

- 5.1. Home team begins its field practice 30 minutes before game time and the other practices 15 minutes before game time.
- 5.2. All players must play 2 innings in the infield and no player may play the same position for more than 2 innings. This rule does not apply to first base due to player safety.
- 5.3. No player shall sit on the bench for more than 1 consecutive inning. Any infraction of this rule must be immediately brought to the attention of the opposing manager.
 - 5.3.1. Any attempt to bypass these rules will result in the forfeiture of that game.
 - 5.3.2. Exceptions: The only exceptions to this rule would be in a disciplinary situation which must be so stipulated to the opposing manager.
- 5.4. No individual league shall make any temporary rule change without first submitting in writing the request to the Board of Trustees as per the NHAA Constitution and Bylaws.



5.5. Scorekeeping and Standings.

- 5.5.1. No scores or standings will be kept.
- 5.5.2. NHAA has provided each team with a scorebook if the managers would like to keep a scorebook for their records and to use for player progress.

5.6. Post-Practice/Game Clean-Up

- 5.6.1. NHAA is a community organization and thus a sense of pride and responsibility should be taken for the facilities used.
- 5.6.2. It is the responsibility of both teams to pick up the trash and garbage around the field at the end of a practice or game. Teams with the final game of the evening have ultimate responsibility for the condition of their side of the playing field, including trash and garbage around the field, in the dugouts, and the bleachers.
- 5.6.3. Each Manager is responsible for their bench area and ensuring their players clean up after themselves. Managers are encouraged to bring a trash bag and together with the players and parents, leave the field and surrounding areas cleaner than it was found.
- 5.6.4. Managers are asked to report any violations of this policy to their League Commissioner as soon as possible, including the date, time and location of the problem.
- 5.6.5. This policy will be strongly enforced by the NHAA. Failure to adhere to this policy can result in action by the Board of Trustees.

6. **PITCHING.**

- 6.1. Team Manager or another their designate will pitch overhand to their own team.
- 6.2. There are no strikeouts. Each batter will have a limit of 5 pitches. If unsuccessful after the 5th pitch, batter will hit off a tee until the ball is put into play (last pitch foul ball does not count against pitch limit). Manager must have 5 balls for pitching to each batter, the catcher will keep the balls until the ball is put into play, or the manager puts the tee out for the batter.
 - 6.2.1. To speed games up, coaches may use up to 5 balls as long as it does not interfere with the game. A small bucket or pail may be used to help gather balls that go past the catcher.
 - 6.2.2. After the 5th ball passes plate, the manager must get the tee and place a ball on it for the batter.
- 6.3. An offensive inning will consist of 8 batters or three (3) outs, whichever comes first. Except for when the 6th inning is being played, in which there will be three outs only to end the inning (and unlimited batters).
- 6.4. The pitching rubber should be set up 43 feet from home plate. The player-pitcher must be within 5 feet right or left of the pitching rubber. The player-pitcher cannot leave his position until the ball passes the plate.
- 6.5. Manager-pitcher hit by a ball:
 - 6.5.1. Any batted ball that touches the manager-pitcher prior to being played by a defensive player will be a dead ball. There is no penalty. Base runners return to their original base and the pitch does not count.
 - 6.5.2. Any ball that touches the manager-pitcher by a defensive player's throw will be a dead ball. There is no penalty. Base runners return to their original base and the pitch does not count.

7. **BATTING.**

- 7.1. All teams will roster bat. Any late arrivals to the game will be placed at the bottom of the batting lineup. Note that an offensive inning will consist of 8 batters or three (3) outs, whichever comes first.
- 7.2. All batters MUST wear protective headgear while at bat and while on the bases.
- 7.3. The batter shall not throw the bat.



- 7.4. No walks allowed.
- 7.5. There are no strikeouts.
- 7.6. No bunting allowed.
- 7.7. Does the infield fly rule apply: No.

8. BASE RUNNING.

- 8.1. No leadoffs or base stealing of any kind.
- 8.2. Base runners cannot advance on field appeal plays.
- 8.3. No fake tags. In the event of a fake tag, a warning should be given to both teams. The next fake tag should result in ejection of said player.
- 8.4. Runners may NOT advance on an overthrow to bases.
- 8.5. There will be no sliding.
- 8.6. Sliding and Malicious Contact:
 - 8.6.1. No player can initiate malicious contact. It is the Managers' judgment call that determines whether the contact is malicious.
 - 8.6.2. If a defensive player is obstructing the runner, contact by the runner is not illegal unless it is malicious.
 - 8.6.3. PENALTY: The player initiating malicious contact is removed from the game. Note: There can be a collision where both players go head over heels that is not malicious contact. The key for malicious contact is intent. Managers must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then you have malicious contact, if the answer is no, then it is a clean play and you have nothing. Managers must be careful when making this call to avoid ejecting players if the intent is not there. Keep in mind that the younger ages are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is intent.

9. RUN LIMIT.

- 9.1. N/A.

10. GAME TIMES AND DURATION.

- 10.1. START TIME: The starting time of the game will be the scheduled start time.
- 10.2. TIME LIMIT: Games length will be 6 innings or 2 hours, whichever comes first. No new inning shall start later than 1 and 1/2 hours after the start of the game.
- 10.3. In the event of a rain or other delay of game, time is suspended until the game is resumed.
- 10.4. **WEATHER - THIRTY-MINUTE RULE:** games shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin.

11. COACH, PLAYER, AND SPECTATOR CONDUCT.

- 11.1. All players and staff, when not playing in the field, warming up, base coaching, or waiting in the batter's circle will remain seated on the bench or standing behind the bench or fence. All equipment will be placed behind the team bench or fence.
- 11.2. No one, including players, parents, coaches, managers, spectators, or vehicles will be allowed behind the backstop (that section between the two poles immediately behind home plate.) This rule is to be enforced by the Team Managers.



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

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

12. **UMPIRES.**

12.1. An umpire will not be provided.

13. **PROTESTS.**

13.1. Protests are allowed in all leagues that keep score.

14. **PROCEDURES.**

14.1. Injury.

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

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