

Spring 2023



BASEBALL

RULES & REGULATIONS



2023
HARRISBURG PARKS AND RECREATION STAFF

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“Official Rules of Major League Baseball” completely revised, as released through the office of the Commissioner of Baseball, will govern play in all organized youth baseball leagues administered

by the Town of Harrisburg where not stated in this Youth Baseball Policies & Regulations Manual.

If a situation arises that results in teams participating in other leagues in order to have a place to play, those teams will follow the rules set in place by the league in which they are participating.

PROGRAM PURPOSE

The purpose of the Harrisburg Parks and Recreation Athletic Program is to provide the citizens of Harrisburg the opportunity to play organized sports. The leagues will promote, regulate, develop, and conduct competitive play, will encourage sportsmanship, and good conduct among participants, and it will develop such rules and regulations that will be for the general good of the leagues. At all times the health and welfare of each individual will be taken into consideration. It should be clear that participation in Harrisburg Parks and Recreation Athletic Programs is a privilege and NOT an inherent right of an individual. Those who persist in exhibiting a negative attitude toward the program shall be asked to refrain from participating or attending any league activities particularly after they have been counseled and given extended opportunities to change their conduct. This type of action distracts from the positive aspects of the program and the department has an obligation to protect the interests of those who participate within the League’s Rules & Regulations.

HARRISBURG YOUTH BASEBALL OBJECTIVES

The objectives of the Harrisburg Youth Baseball Program shall be to implant firmly in the minds of the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and reverence and to provide a training ground for life to help them become better citizens. These objectives will be achieved by providing supervised competitive athletic games. The supervisors shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary. The development of future citizens is of prime importance.

Leagues will be formed in the following age categories:

Peewee	(Ages 3-4)	Major	(Ages 11-12)
Farm	(Ages 5-6)	Junior	(Ages 13-15)
Rookie	(Ages 7-8)		
Minor	(Ages 9-10)		

ORGANIZATION – STRUCTURE AND RESPONSIBILITIES

1.01 Parks and Recreation Staff

Shall be responsible for determining and administration of all program related fees. Shall be accountable for scheduling all league games. Shall be the chief supervising body of all teams under the Harrisburg Parks and Recreation Youth Baseball Program and reserves the right to suspend any team member, manager or coach whose conduct is considered as detrimental to the best interest of Harrisburg Youth Baseball. The department will also be responsible for ruling on all matters not herein stated in the rules and regulations.

The Parks and Recreation Staff shall have the following additional responsibilities:

- 1) To review all matters concerning complaints, suggestions, violations, and subject concerns of stated program Rules and Regulations.
- 2) To resolve all matters concerning the interpretation of the accepted playing rules.
- 3) To render decisions and rulings on all league matters.

TEAMS

- 2.01 Peewee League (3-4) teams will be composed of players of age three and four.
- 2.02 Farm League (5-6) teams will be composed of players of age five and six.
- 2.03 Rookie Boys League (7-8) teams will be composed of players of age seven and eight.
- 2.04 Minor Boys League (9-10) teams will be composed of players of age nine and ten.
- 2.05 Major Boys League (11-12) teams will be composed of players of age eleven and twelve.
- 2.06 Junior Boys League (13-15) teams will be composed of players of age thirteen and fourteen.

ELIGIBLE PLAYERS

- 3.01 Pewee League (3-4) – A player must be three years of ages on or before May 1 of the current year, and shall not have turned five years of age on or before May 1 of the current year.
- 3.02 Farm League (5-6) – A player must be five years of age on or before May 1 of the current year, and shall not have turned seven years of age on or before May 1 of the current year.
- 3.03 Rookie League (7-8) - A player must be seven years of age on or before May 1 of the current year, and shall not have turned nine years of age on or before May 1 of the current year.
- 3.04 Minor League (9-10) - A player must be nine years of age on or before May 1 of the current year, and shall not have turned eleven years of age on or before May 1 of the current year.
- 3.05 Major League (11-12) - A player must be eleven years of age on or before May 1 of the current year and shall not have turned thirteen years of age on or before May 1 or the current year.

- 3.06 Junior League (13-15) - A player must be thirteen years of age on or before May 1 of the current year and shall not have turned sixteen years of age on or before May 1 of the current year.
- 3.07 Any player wishing to advance to a higher level than their current age must be evaluated by the appropriate level volunteer coordinator and will not be allowed to advance more than one group from their current level. The appropriate coordinator and athletics coordinator will have the final decision on players advancing to a higher level. Once one game is played in the older age group, participants will not be allowed to move back down to their original age group.
- 3.08 No player will be permitted to advance to a higher level unless they are in the older of the two ages in their age appropriate league.
- Ex. Only 4 year olds can move to the 5-6 division, only 6 year olds can move to the 7-8 division, only 8 year olds can move to the 9-10 division, only 10 year olds can move to the 11-12 division, only 12 year olds can move to 13-15 year old division.*
- 3.09 Players are eligible who reside inside and outside of Cabarrus County. Player's legal residence is determined by the residence of their legal guardian or parent that has primary legal custody of said player at time of registration.
- 3.10 All players new and old will be drafted every season.
- 3.11 All participants will be required to pay a participation fee as adopted by the Harrisburg Town Council.
- 3.12 The Parks and Recreation staff shall have the authority to suspend any team member, whose conduct is considered as detrimental to the best interest of Harrisburg Youth Baseball.

SPONSORS

- 4.01 Harrisburg Youth Baseball shall be sponsored only by those organizations or business firms whose activities or products are not detrimental to the welfare of the youth of the community.

OFFICIAL EQUIPMENT

- 5.01 Teams are to be dressed in baseball uniforms. Uniforms shall consist of a cap, shirt, pants, shoes or cleats and stockings.
- 5.02 Each participant will be provided with the uniform for their respective league except for the pants and shoes. At the conclusion of the season each child will be allowed to keep their cap, shirt, and stockings. Pee wee League will be provided with only a jersey and hat and will be allowed to keep both at the conclusion of the season.

- 5.03 Players who do not wear the proper game uniform will not be allowed to participate in that game.
- 5.04 Wooden, metal, graphite or ceramic bats manufactured specifically for baseball play which are round and not more than two and five-eighths at the thickest part, not more than 42 inches in length, are acceptable. Bats manufactured specifically for use in tee-ball play, shall not be used when the ball is pitched by a player.
- 5.05 Tennis shoes, rubber soled or plastic cleats are permitted. **NO METAL CLEATS ARE ALLOWED IN ANY DIVISION OF PLAY.**
- 5.06 A protective helmet must be worn by all batters, on deck batters, base runners, and by players in the coach's boxes. Helmets must be one that gives protection to the temples, ears and the base of the skull.
- 5.07 Catchers must wear all protective equipment: mask (**with helmet**), shin-guards, chest protector and athletic supporter with protective cup.
- 5.08 **Any player warming up a pitcher shall wear a mask.**
- 5.09 No jewelry shall be worn by any player, except for medical identification. Jewelry is defined as "any ornaments for personal adornment, including but not limited to, necklaces, earrings, bracelets, including those made of base metals, glass, plastic, rubber, cloth, leather or the like." Those players with a medical condition that need to wear medical alert tags in the form of bracelets or necklaces will be allowed to do so. If worn, the medical alert tags should be taped to the body so that the medical alert information remains visible.

FORFEITURE

- 6.01 During the regular season teams unable to field at least eight eligible players by scheduled game time will be allowed to "pick up" enough players to play with a maximum of 9 players should the coach choose to do so (applies to all age groups). The extra player(s) will be required to play out field and bat in the last spots in the batting order. A maximum of 3 "pickup players" can be used during a game (**Rookie League (7-8) and above**).

(Rookie (7-8) League and Minor (9-10) League)

Ex. Teams with 6 players present may pick up 3 players from other teams.

Teams with 7 players present may pick up 2 players from other teams.

Teams with 8 players present may pick up 1 player from other teams.

*Teams with 9 or more players present may **NOT** pick up any players from other teams.*

- 6.02 "Pick up" players must be current registered participants in the sports program and must be registered participants in the same age group as the team they are being "picked up" for.

- 6.03 A team failing to field at least eight eligible players shall forfeit the game. There is a 5-minute grace period. **(Rookie League (7-8) and above.**
- 6.05 Peewee (3-4) and Farm (5-6) Leagues are solely instructional so games will take place regardless of number of players present at game time.
- 6.06 If the preceding game ends early, the next scheduled game can only begin early with the approval of both team managers. If approval is not issued, game time will immediately revert to the original schedule game time.

PLAYING RULES

- 7.01 A player removed from the game by the coach may return to the game as a base coach.
- 7.02 All eligible players present at game time will be in the batting order. Players will bat in this order for the duration of the game regardless of substitution. **(All Leagues)**
- 7.03 Free substitution is allowed. Players may leave the game but remain in their same spot in the batting order.
- 7.04 All runners may advance upon the base paths due to those actions and effects caused by the batter.
- A. Batted Ball- Runners may advance with liability to be put out.
 - B. Base on Balls- Batter/Base runner shall advance one base, while all other base runners shall advance when forced. **(Minor (9-10) and older)**
 - C. Awarding of Bases- Due to defensive team rules infraction (Example: Overthrows to dead ball area, Catcher's Interference)
- 7.05 No more than three players shall "**huddle**" on the playing field at any one time during the game. Umpires should discourage such "huddling" when it is tending to delay the game.
- 7.06 **Situation** - Collisions around bases & home plate area. Ruling - All runners must slide to avoid all possible collisions. **Head first sliding will not be allowed at home plate. Penalty:** Runner will be called out automatically. If action by runner is flagrant he/she may be removed from the game. **(Umpire's Judgment)**
- 7.07 **Official Score** – The official score will be kept by the home team's book keeper. It is recommended that scores be compared between the two teams every half inning as to avoid confusion and confrontation.
- 7.08 The following will be the regulation base distances:
- Peewee (3-4), Farm (5-6), Rookie (7-8) - 60 ft.
 - Minor League (9-10) - 60 ft.
 - Major League (11-12) - 70 ft.

- Junior (13-15) - 90 ft.

7.09 Teams will be permitted to warm up only in the cage which is on the field that their game takes place. The visiting team will get cage time 30 minutes prior to game start and must exit 15 minutes prior to game start. The home team will get cage time 15 minutes prior to game start and must exit the cage at the scheduled start time of the game.

Example: For a scheduled 12:00pm game time on Field 4, the visiting team will get cage time in the Field 4 cage only from 11:30am-11:45am. The home team will get cage time on Field 4 only from 11:45am-12:00pm.

(The following rules apply to the PEEWEE (3-4) and FARM (5-6) DIVISIONS ONLY)

7.10 No score will be kept.

7.11 A team's inning is completed when the team at bat hits one time through the lineup regardless of how many outs occur. The last batter rule will be used.

This is where the coach announces "this is my last batter". After the last batter hits the ball, all runners attempt to reach home. The inning ends a soon as the last runner reaches home. Runners are not allowed to run over a player covering home plate.

7.12 The Peewee (3-4) and Farm (5-6) league will use an alternating batting rotation. The alternating batting lineup will consist of the following (assuming a 12 player team):

Inning 1: player 1 – player 12
 Inning 2: player 12 – player 1
 Inning 3: player 1 – player 12

Rotation continues until the game is over.

7.13 The Peewee and Farm Leagues are solely instructional. **No outs are kept track of in the Peewee League.** Outs are kept track of in the Farm League. If a player is put out, he/she is not allowed to remain on base. While each team hits one time through the lineup to complete an inning, if a defense is able to get three outs before the offensive team goes through their lineup, bases will be cleared before the batters continue to hit through the lineup.

7.14 All players shall be used defensively. The outfielders must be positioned in such a way that there is a clear distinction between infielders and outfielders. Outfielders must be position behind the baselines.

7.15 Batters are not permitted to bunt the ball. The batting tee shall be placed on home plate. The coach is responsible for removal prior to any play at home plate.

7.16 Players will get no more than three (3) swings at live pitches before placing the ball on a tee. **(Farm (5-6) League only)**

- 7.17 The batter will get unlimited swings to hit the ball off the tee. **(Pewee (3-4) League only.)** For game time purposes, after failing to hit the ball from three live pitches, a player will get no more than five swings to hit the ball off the tee before being put out. **(Farm (5-6) League only.)**
- 7.18 No catcher will be used in Pewee (3-4) and Farm (5-6) Leagues. Coaches will be used as catchers unless there is a play at the plate in which case a player must make the play.
- 7.19 Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit. PENALTY: If the runner is off the base and the ball is hit the runner must return to the base and the ball is dead and the pitch will not be counted.
- 7.20 Base runners will only move station to station when the ball is in play. **(Pewee (3-4) League only.)** The play is over when all runners have advanced to the appropriate station.
- 7.21 Infielders must throw the ball to first base to get a runner out. The first baseman is the only infielder that may run to first base to record an out. **(Pewee (3-4) League only.)**
- 7.22 There is no infield fly rule.
- 7.23 If the ball is hit to the outfield and not stopped by an outfielder, this will be considered a ground rule double and each runner will be allowed to advance 2 bases.
- 7.24 An overthrow at any base shall result in a dead ball and runners will not be allowed to advance any further than the base they currently occupy. **(Farm (5-6) League only.)**
- 7.25 No player substitution rules apply. Free substitution on defense is allowed, including the pitching position.
- 7.26 No more than four (4) defensive coaches may position themselves in the outfield for directional guidance.

(The following rules apply to the ROOKIE (7-8) DIVISION ONLY)

- 7.27 Ten players shall be used defensively. The four outfielders must be positioned behind the baselines when the pitching motion is made.
- 7.28 All players must play in the outfield at least one full inning within the first three innings of every game. The catchers position shall be considered an outfield position for rotation purposes.
- 7.29 Batters are not permitted to bunt or soft swing at the ball. All hit balls in fair territory will be considered live balls. If a coach is caught instructing their team to bunt, they will be warned on the first offense and ejected on the second offense after a warning is issued.
- 7.30 The batter shall be called out after failing to hit a fair ball after five (5) pitches are delivered by a coach-pitcher. The batter is out if there are three strikes before the fifth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. The batter is not out on a foul or foul tip.

- 7.31 The defensive team must field a pitcher and a catcher at all times. The player pitcher must have at least 1 foot inside the pitchers circle when the ball crosses the plate. The catcher must assume the catchers position and cannot stand away. (There is no dropped third strike rule.) When playing with only 9 players, the team must field three outfielders, and when playing with 10 players, teams must play with exactly 4 outfielders.
- 7.32 Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit. PENALTY: If the runner is off the base and the ball is hit, the runner must return to the base and the ball is dead.
- 7.33 There is no infield fly rule.
- 7.34 No base runner shall be allowed to advance farther than 1 base on balls fielded in the infield. Balls hit to the outfield are live balls until the defensive team returns the ball to the infield dirt. When the ball is returned to the infield dirt the ball shall be called dead. Base runners that are not half way to the next base when the ball is considered dead should return to the previous base.
- 7.35 If a batted ball hits the coach-pitcher, the ball is dead. The ball will be re-pitched with no penalty and no runners may advance. If a live ball hits the coach-pitcher or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead and the lead runner is out.
- 7.36 Players may not advance on overthrows on the infield under ANY circumstance.
- 7.37 Coach pitchers must have at least one foot inside the circle while pitching the ball. All pitches must be thrown overhand.
- 7.38 No more than **three (3)** defensive coaches will be allowed on the field at a time. They are to be in **foul territory** and one coach, regardless of number of coaches on the field one defensive coach must backup the catcher against the fence behind home plate.
- 7.39 No player substitution rules apply. Free substitution on defense is allowed, including the pitching position.
- 7.40 No team shall score more than five runs in the first inning. In subsequent innings, teams can only score up to five runs or if they are trailing, they may score however many runs are necessary to take a five run lead.
- Ex. If a team is trailing 10-5 in the bottom of the second inning, they may score 10 runs during that at bat in order to take a five run lead.*
- 7.41 Players playing the pitcher position must wear either a protective helmet with face mask or a face Shield (both provided by the parks and recreation department).
- 7.42 There is no 15 run rule. If a team is up 10 runs after the fourth inning, the game will end.

(The following rules apply to the MINOR (9-10) DIVISION ONLY)

- 7.43 Ten players shall be used defensively. The four outfielders must be positioned behind the baselines when the pitching motion is made.
- 7.44 Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be warned on the first offense and made to return to the base and on the second offense shall be called out and the pitch shall be considered as a dead ball.
- 7.45 Base runners may **ONLY** score on hit balls or by being walked to home plate.
- 7.46 The catcher does not have to catch the third strike. The batter is automatically out. However, all other play is live.
- 7.47 **No balks will be called.**
- 7.48 The infield fly rule will not be in effect.
- 7.49 No slashing (fake bunt, then swing away).
- 7.50 There is no 15 run rule. If a team is up 10 runs after the fourth inning, the game will end.
- 7.51 No team shall score more than five runs in the first inning. In subsequent innings, teams can only score up to five runs or if they are trailing, they may score however many runs are necessary to take a five run lead.

Ex. If a team is trailing 10-5 in the bottom of the second inning, they may score 10 runs during that at bat in order to take a five run lead.

SPECIAL LEAGUE CONSIDERATIONS

- 8.01 Only approved and badged coaches/parents may be on the field during practices and games. **(Pewee (3-4) Division only.)**
- 8.02 Players and **4 badged coaches** must remain in the dugouts, on the benches or in the prescribed areas throughout the game. No other persons are allowed in these areas. **(Farm (5-6) and Rookie (7-8) Divisions)**
- 8.03 Players and **3 badged coaches** must remain in the dugouts, on the benches or in the prescribed areas throughout the game. No other persons are allowed in these areas. **(Minor (9-10) and older)**
- 8.04 Hands cannot be raised to remove helmets while running. Intentionally removing a helmet while running will result in the player being removed from the game with no out charged. **(Judgment of Umpire.)**

- 8.05 The Home Team will occupy the dugout on the first base side.
- 8.06 The Visiting Team will occupy the dugout on the third base side.
- 8.07 A runner for the pitcher is optional at any time. A runner for the catcher is mandatory with two outs and optional with less than two outs. Runners for the pitcher and catcher must be someone who is not in the batting order or starting line-up if possible. If a team has no extra players on the bench the courtesy runner must be the player who made the last out.

REGULATION GAME

- 9.01 The following constitutes a regulation game:
- Peewee (3-4) - 3 innings
 - Farm (5-6) - 4 innings
 - Rookie (7-8) - 6 innings
 - Minor (9-10) - 6 innings
 - Major (11-12) - 6 innings

 - Junior (13-15) - 7 innings
- 9.02 All games must be completed unless shortened by the run rule or by time limit. It is considered a regulation game if 4 or more innings have been played.
- 9.03 If a game is called before it becomes a regulation game, it must be replayed from the exact point of interruption with the same line-up as near as possible.
- 9.04 10-Run Rule
- All Divisions: If a team is leading its opponent by at least 10 runs after four (4) or more equal innings have been played and/or after three and one half innings if the home team has the required scoring margin, or before the completion of its fourth inning, the game shall be terminated and the team in front declared the winner.
- 9.05 15-Run Rule (Only applies to Major and Junior boys divisions).
- If a team is leading its opponent by 15 or more runs after three (3) or more innings have been played and/or after two and one-half innings if the home team has the required scoring margin, the game shall be terminated and the team in front declared the winner.
- 9.06 Time Limits

There will be a one-hour time limit for all games in the **Peewee (3-4) division**. It will be the responsibility of the coaches to judge the time limit. The coaches will end 60 minutes after actual start time regardless of which team is batting.

There will be a one-hour time limit for all games in the **Farm (5-6) division**. It will be the responsibility of the coaches to judge the time limit. The coaches will designate the official starting time. The coaches will end 60 minutes after the actual start time regardless of which team is batting. **A new inning will not start within 10 minutes of the time limit.**

There will be a one-hour and fifteen minute time limit for all games in the **Rookie (7-8) division**. It will be the responsibility of the home plate umpire to judge the time limit. The plate umpire will designate the official starting time and will inform both coaches of the time. **A new inning will not start within 10 minutes of the time limit.**

There will be a one-hour and thirty minute time limit for all games in the **Minor (9-10) and Major (11-12) divisions**. It will be the responsibility of the home plate umpire to judge the time limit. The plate umpire will designate the official starting time and will inform both coaches of the time. **A new inning will not start within 10 minutes of the time limit.**

There will be a one-hour and forty five minute time limit for all games in the **Junior (13-15) division**. It will be the responsibility of the home plate umpire to judge the time limit. The plate umpire will designate the official starting time and will inform both coaches of the time. **A new inning will not start within 10 minutes of the time limit.**

PITCHING RULES

- 10.01 Any member of a team may pitch, however all pitchers are subject to all pitching rules.
- 10.02 A pitcher can return to the mound only **ONE** time in the same game after being removed. If the pitcher is removed a second time during the same game, they cannot return to the mound for the duration of the game.
- 10.03 As soon as a pitcher delivers one pitch to a batter he/she is considered as having pitched one inning.
- 10.04 Pitchers must have at least 36 hours of rest if they pitch the maximum number of innings per day for their respective league. This applies to tournament pitching as well.
- 10.05 In local league play a pitcher shall not pitch more than two (2) innings in a calendar day and four (4) complete innings between Monday and Sunday night. **(Minor (9-10) division only)**
- 10.06 In local league play a pitcher shall not pitch more than three (3) innings in a day or six (6) complete innings between Monday and Sunday night. **(Major (11-12) division only)**

- 10.07 In local league play a pitcher shall not pitch more than four (4) innings in a day or seven (7) complete innings between Monday and Sunday night. **(Junior (13-15) division only)**
- 10.08 In local tournament play a pitcher shall not pitch more than three (3) innings in a day or six (6) complete innings between Monday and Sunday night. **(Minor (9-10) division only)**
- 10.09 In local tournament play a pitcher shall not pitch in more than four (4) innings in a day or eight (8) complete innings between Monday and Sunday night. **(Major (11-12) division only)**
- 10.10 In local tournament play a pitcher shall not pitch in more than five (5) innings in a day or nine (9) complete innings between Monday and Sunday night. **(Junior (13-15) division only)**
- 10.11 The following will be the regulation pitching distances for each league:
- Minor (9-10) - 46 ft.
 - Major (11-12) - 50 ft.
 - Junior (13-15) - 60 ft. 6 in.

PROTEST

- 11.01 There will be no protests.

MANAGERS AND COACHES

- 12.01 Persons interested in coaching must fill out a Harrisburg Parks and Recreation Youth Sport Coaches Application, Criminal Background Check, Coaches Code of Conduct and have a Coach's Badge.
- 12.02 A person must be at least 18 years of age to be considered for a coaching position for the Harrisburg Parks and Recreation Department.
- 12.03 Completed coach's information will be sent to the appropriate league volunteer coordinator who will recommend coaches for the league they oversee. The coordinator's documented recommendation is then returned to the Parks and Recreation Athletic Coordinator for final decisions and approval.
- 12.04 A. A defensive manager or coach may call time only once in an inning and a player leave his or her position to give or receive instructions. On the second offense the pitcher must be removed. **(Minor (9-10) and older leagues only)**
- B. Umpires will not permit more than one offensive time out in each half inning to allow a manager or coach to talk with a batter or runner. Clarification: The time out is one per half inning not one for each batter or runner. At the discretion of the umpire, repeated attempts by a manager or coach to circumvent this rule may result in the ejection of the offending manager or coach from the game.

- 12.05 The only exceptions to 12.04 are in case of injury, time called by the opposing coach or time called by the umpire.
- 12.06 The Parks and Recreation Manager shall approve all coaches annually. Those coaches shall be responsible for the selection of their teams and for their actions on the field.
- 12.07 The Recreation staff shall have the authority to suspend any manager or coach whose conduct is considered as detrimental to the best interest of Harrisburg Youth Baseball.
- 12.08 Coaches must be badged for all league practices and games.
- 12.09 Any coach expelled from a game must be reinstated through the Harrisburg Parks and Recreation Staff prior to entering the next scheduled team game. If this is not done, then the coach in question will be automatically expelled from the Youth League Baseball Program for the remainder of the season.
- 12.10 All expelled coaches must immediately leave the facility and will automatically serve a one week suspension.
- Events that caused the ejection will be recorded by the official and submitted to the Harrisburg Parks and Recreation Athletic Coordinator.
 - If the police are called as a result of the ejection the player/coach will be suspended indefinitely.
 - The suspension includes practices as well as all team affiliations.
- 12.11 If a coach is ejected, the ejection will stand regardless of the circumstances.
- 12.12 Second offensives will merit automatic expulsion from the total Youth League Baseball Program for the remainder of the playing season.
- 12.13 No profanity or un-sportsman-like conduct will be allowed. Coaches will be ejected from the game (no warnings).
- 12.14 Objectionable demonstration or dissent at any official's decision by the use of profanity and/or mannerisms may result in expulsion from the game and/or premises.

PLAYER CONDUCT

- 13.01 The Recreation staff shall have the authority to suspend any player whose conduct is considered as detrimental to the best interest of Harrisburg Youth Baseball.
- 13.02 Any player expelled from a game must be reinstated through the Harrisburg Parks and Recreation Staff prior to entering the next scheduled team game. If this is not done, then the player in question will be automatically expelled from the Youth League Baseball Program for the remainder of the season.

- 13.03 All expelled player must immediately leave the facility and will automatically serve a one week suspension.
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 - The suspension includes practices as well as all team affiliations.
- 13.04 If a player is ejected, the ejection will stand regardless of the circumstances.
- 13.05 Second offensives will merit automatic expulsion from the total Youth League Baseball Program for the remainder of the playing season.
- 13.06 No profanity or un-sportsman-like conduct will be allowed. Players will be ejected from the game (no warnings).
- 13.07 Objectionable demonstration or dissent at any official's decision by the use of profanity and/or mannerisms may result in expulsion from the game and/or premises.

PLAYER SELECTION

- 14.01 Kids will be allowed one placement request that will allow them to have improved confidence, whether through being on the same team as a friend or with a coach they know. There are no guarantees. **(Pee wee (3-4) and Farm (5-6) division only)**
- 14.02 Teams are created by the coordinator randomly picking kids out of a pool and assigning them to coaches. Volunteer Coordinators and the Parks and Recreation Athletic Coordinator will have the discretion to adjust for team balance. **(Pee wee (3-4) and Farm (5-6) division only)**
- 14.03 All players who are new to the Athletic Program or those who have not participated in baseball in the last calendar year are required to attend a skills assessment. **(Rookie (7-8) division and older)**
- 14.04 Players will be selected based on current evaluations and those gained at skill assessments.
- All players, scores and the one day they are unable to practice will be provided to the appropriate coordinator.
 - All coaches will pick their practice times before the draft.
- 14.05 Volunteer Coordinators and/or the Harrisburg Parks and Recreation Athletic Coordinator are responsible for controlling the kids available for each round of the draft. This can be accomplished by limiting the number of kids available in a round to equal the number of teams plus five (5) kids and/or group like scored kids together.
- 14.06 Each coach will be assigned their child and the child of one (1) assistant coach prior to the draft. Their score and ranking will be added to the coach's team total.

- 14.07 The coach with the lowest score will pick first with picks alternating to the coach with the lowest score after each individual selection.
- 14.08 Selections may not be made from lower levels until the all the players from the current selection range have been chosen.
- 14.09 Siblings who become eligible for the same age group will be placed on the same teams.

TOURNAMENT PLAY

- 15.01 All tournaments will be single elimination.
- 15.02 No seeding will occur except to separate the number one (1) and two (2) teams from starting in the same bracket. A coin toss will determine the home/away team prior to the start of the game.
- 15.03 There are no “pick up” rules during tournament play. A team will forfeit if they do not have the minimum number of 8 required players.
- 15.04 If a team is short a player (ex. 8 rather than 9), it is not counted as an out in the batting order when #9 is to bat.
- 15.05 A player arriving late, can enter the game immediately and will bat last in the batting line-up with no penalty.
- 15.06 All tournament games must be completed unless stopped by the ten run rule, fifteen run rule or time limit. If a tournament game is tied after the time limit has expired, play will continue until a winner is determined.
- 15.07 All tournament games halted before a winner is determined shall be resumed from the exact point where play was ceased.
- 15.08 The player participation policy is still in effect for tournament games.
- 15.09 During tournament play if the home team is behind when time expires they get their last at bat.
- 15.10 Any tournament game that goes two (2) innings past a complete game and/or 30 minutes past the time limit will revert to the international rule at the beginning of the next inning.
- **International Rule** – The batting teams last **OUT** from the previous inning will start the current inning at second base. This rule will continue until a winner is determined.

PLAYER PARTICIPATION POLICY

- 16.01 The following shall be the minimum mandatory play rule for all Parks and Recreation youth baseball teams.
- All players shall bat during the game. All eligible players present for the game shall bat in rotation for the entire game.
 - No one player on any team can sit out more than one (1) inning in the field during any one game.
- 16.02 Due to time limits and run rules that might shorten games from the regulation innings, a player may not be able to meet their playing requirement for a specific game. If a player is not able to meet their minimum playing requirement in a particular game that child will start their next scheduled game and remain in the game until their minimum playing time for the current game has been met.
- 16.03 If a game makes it to the fifth inning, all players who have not yet entered the game to meet their minimum playing requirement must be placed into the game. If the game ends, due to the run rule or time limit, before those players have met their minimum playing requirement they shall start their next scheduled game and remain in the game until their minimum playing time for the current game has been met.
- Failure of a coach to allow a player to receive all of their required time, after being informed of a player's eligibility, shall result in forfeiture of the game and possible expulsion from the league.*
- 16.04 In the cases of a player missing practices, games or other disciplinary problems, the coach may not have to meet a player's participation requirement. In such a case, prior to the start of the game, the coach must present to the Volunteer Coordinator and/or Parks and Recreation Staff his/her reasons for anyone that is not going to meet their playing requirement in the game in question. The Volunteer Coordinator and/or Parks and Recreation Staff will make a final decision on playing time for the game in question.
- 16.05 In the case of a player arriving after the game has already started, the coach does not have to meet that player's participation requirement for that game.
- 16.06 In the case of a player who becomes a disciplinary problem after the game has started, the head coach can make an immediate appeal to a Volunteer Coordinator and/or a Parks and Recreation Staff member. If the individual agrees with the decision the said player may not have to meet their playing requirement for that game.

WEATHER RELATED GAME POSTPONEMENTS

- 17.01 In cases of inclement weather occurring before 4:00 p.m. on game day, all attempts will be made to contact the coaches about postponements or cancellations.

- 17.02 In cases of unfavorable playing conditions occurring after 4:00 p.m., teams should report to their respective fields prepared to play. All decisions to postpone or cancel games will be made by game time. On-site decisions shall be umpires judgment. Information after 4:00 p.m. will be available on the recreation department voice mail system.
- 17.03 In the event of postponements or cancellations no decision on rescheduled times and dates shall be made until the following morning. Coaches should call the Recreation Department after 10:00 a.m. on the morning following the postponement or cancellation for the reschedule.
- 17.04 Practice cancellations are at the discretion of the coach. The Parks and Recreation Department will only cancel practices in the event weather conditions or field conditions are deemed unsafe.
- 17.05 Reschedule Considerations
- A. On game cancellations and postponements an effort shall be made to reschedule during the same calendar week.
 - B. Teams should prepare for weekday games (Monday-Friday) play on game cancellations and postponements.
 - C. Games not played in the same calendar week will be rescheduled as soon as possible. Pitching Rules will revert back to that week.