

HILLSBORO BOYS BASEBALL ASSOCIATION

MINOR LEAGUE RULES

GOAL: The goal of the HBBA programs are to develop the skill of each player and provide them with the opportunity to play baseball. Coaches and parents are expected to be role models in sportsmanship, conduct, and behavior, and to provide a positive learning and playing environment.

NOTE: Regular Baseball rules apply with the following exceptions:

ELIGIBILITY

1. To be eligible for Hillsboro Boys Baseball, the parents or legal guardian must have established residence in the Hillsboro School District.
2. To play for a school outside Hillsboro, the player must attend that school. Players whose school does not have teams must apply to the Hillsboro board for placement on a team.
3. Only registered players may participate in any HBBBA League games. Late registrants must wait 24 hours after notification to the coordinator before playing.
4. All players in the minors must be in the third or fourth grade.

EQUIPMENT AND FIELDS

1. The bat shall not be more than 32" in length and can be either metal or wood. Metal bats must have grips or tape and may be taped up to the trade mark.
2. The ear-flap type batting helmet shall be worn by all batters and runners at all times while they are in the "On-Deck Circle", at bat or on base. If the player removes his helmet intentionally, the player is out.
3. The home team is responsible for putting away the bases (if needed). The visiting team is responsible for picking up litter around the dug out and field areas. Note: Peg-type bases remain in place.
4. All players must be in full issued uniform (Hat, Shirt, Pants) when participating in any league game, Jamboree, or Tournament.
5. No metal cleats allowed.
6. Pitching distance is 45 feet.
7. Base length is 60 feet.
8. First team listed on the game schedule is home team.
9. Home team will occupy the third base bench. Home team will supply the umpire with a NEW game ball and an alternate game ball.

10. Home team has from 5:30-5:45PM to take their infield practice; visiting team has from 5:45-6:00PM to take infield practice.
11. **Games start at 6:00PM.** Each team must field seven (7) players by 6:15PM or forfeit the game.
12. **All games are six (6) innings with no inning to start after 8:30PM –NO EXCEPTIONS!**
13. Once an inning is started, it will be completed. The sixth out of an inning designates the end of one inning and the beginning of the next inning.
14. Three outs or four (4) runs terminate an inning except in the sixth inning, in which eight runs can be scored. If the umpire calls the game prior to the sixth inning the 4 run rule applies.
15. Umpires will decide to call a game because of rain or darkness after conferring with both coaches. The safety of the players is the determining factor.
16. **Pitchers** may pitch in only six (6) league innings in any seven day period (including Saturday and Sundays). **Pitchers shall not pitch more than four (4) innings per day.**
17. After a pitcher has been removed from the mound, he may not return to the mound again in that game.
18. An inning pitched by a pitcher is determined by the delivery of one pitch and/or completion of the inning.
19. **Every player will play a minimum of three (3) innings defensively in the field.** If a player has missed three practices in a row, the coach is not required to play the player. **There will be ten (10) players in the field. (6 – Normal fielding positions, 4 outfield positions).**
20. A batting order will be made out prior to the start of the game, listing in preferred batting order, all players present on a team. All listed players will bat each time through the batting order. Players on the team who arrive late will be inserted at the end of the listed batting order and take their regular turns.

PLAY

1. No Balks will be called on the pitchers.
2. Runners cannot lead off base until the ball leaves the pitcher's hand.
3. With a runner on base, the pitcher is not required to take a stretch.
4. Batters cannot run on a **dropped third strike.**
5. **The runner on third base cannot score on a pass ball.** He can only score on a batted ball or a play on any runner.
6. On an overthrow from the catcher to the pitcher (after the pitch), the ball is a dead ball.
7. On an **overthrow** to first or third base that goes into an out of play area, the runner gets the base he is running to plus one more base. An overthrow to second base is a live ball. A runner may score on an overthrow to second base.

8. **The strike zone** is from the shoulders to the bottom of the knees in a normal stance. Umpires may open the strike zone to induce hitters to swing the bat.
9. If a batted ball goes under, between or hits a parked car in the outfield playing area – it is an automatic triple.
10. An intentional curve ball thrown by the pitcher is an illegal pitch. The umpire shall automatically award a base-on-balls to the batter immediately after an illegal pitch.
11. There is no in-field fly rule in effect. Any batted fair ball is a live ball for both batter and runner on all or any base.
12. No defensive player can dominate a line with the ball; this includes the catcher.
13. When two runners occupy the same base, there is no automatic out. A runner acquires the right to the proper unoccupied base if he touches the base before he is out. He is then entitled to this base until he is put out or until he legally touches the next base while it is unoccupied or until a following runner is forced to advance to the base he has occupied.

Example: While fielders try to tag our runner 1 between 2B and 3B, runner 2 advances to 2B. Runner 1 escapes to 2B.

Question: If one or both runners are on 2B when tagged, which runner can be put out?

Ruling: If both are on the base only runner 2, when tagged, is out. If only runner 1 is on base when tagged, he is not out.

GENERAL

1. **NO** arguing with the umpires by players, coaches, or spectators.
2. If a player misses three practices or games (unexcused) the coach may drop him from the team, but must first contact the coordinator.
3. Players are to direct all remarks to their own players – NOT the opposing team.
4. Players are to stay in the dugout or bench area away from the baselines.
5. The coach of each team is responsible for reporting game results to the Hillsboro Argus within 24 hours after the game (503 648-1131).
6. **NO CALL WILL BE MADE TO ANY BOARD MEMBER AFTER 9:00PM.**
7. Rainouts will be made up when the schedule allows. This is up to the coaches involved; they decide on a date, then contact the coordinator, who arranges for fields and umpires.
8. The coach is responsible for the conduct of the team's fans. IF the fans become unruly, the coach will be given two (2) warnings to control the team's fan(s). After the second warning the coach will be dismissed by the umpire.
9. The offensive coaches can only coach from the first base and/or third base coaches' box or their dugout area. Defensive coaches shall only coach from their dugout area.

NOTE: ALL Violations of any rule shall be reported to the Coordinator