



HAP MINOR BOYS BASEBALL RULES AND REGULATIONS

The rules of National Federation of High School Associations shall be enforced in the Hap Minor Leagues unless amended below. Situations not specifically covered in these league rules shall be left to the discretion of the Burbank Athletic Federation Board of Directors and Sports Office staff.

I. PLAYERS ELIGIBILITY

- A. All players must be in good standing with the Burbank Athletic Federation.
- B. A player is not eligible until his signature appears on a team's roster.
PENALTY for not rostering a player – FORFEITURE of all games in which he played illegally and suspension of player and manager.
- C. A player can play for only one baseball or softball team under the jurisdiction of the Burbank Athletic Federation.
 1. No additions can be made to the roster after the beginning of the second round of league play except in cases of emergency, and these must be approved by the League Director.
 2. A player may not play in a lower classification than he was originally in after league play starts, except by the League Director's approval.
 3. A player must appear in three league games to be eligible for league play-offs.
 4. All pitchers must be identified on the roster.
- D. The following standards will be applied to the players League Classification procedure:
 1. Team grouping is determined by the highest grade represented by any player on the team.
 2. A boy may play above his grade grouping but not below.
 3. Where there is more than one league within any given grade group, leagues shall be established by ability, as accurately as possible, with the better teams in the higher leagues.
 4. Grade Divisions:
 - a. K – 1st - T-Ball
 - b. 1st – 2nd - Coach Pitch
 - c. 3rd – 4th
 - d. 5th – 6th
 - e. 7th – 8th
- E. Waiver
 1. After the deadline for the roster, a player may be added only by waiver.
 - a. Forms may be obtained from the Sports Office and must be filled out completely. The waiver must be signed by the League Director before they are taken out to be signed by the other managers.
 - b. As soon as the waiver is received and endorsed by the Sports Office, the player will be notified and immediately made eligible to play. Only members of the Sports Office staff may receive applications or waivers for transfers.
 - c. The waiver procedure is valid only through the first round of the season. No waivers will be issued during the second round.
 - d. **WARNING:** Any manager who is asked by another manager to sign a waiver is free to sign or not sign. The signature of the Sports Office staff member on the form does not constitute approval of the waiver.

- F. Release
 - 1. A player desiring a release must have a waiver form filled out, must secure the signature of the releasing manager, and must be authorized by the Sports Office before signing up with another team.
 - 2. A manager may drop a player from his roster only by writing a letter subject to approval by the Sports Office.

II. **TEAM ELIGIBILITY**

- A. No team shall bear the name of, or any trade name of, any alcoholic or tobacco products. All team names including those incorporating a sponsor name are subject to approval of the League Director.
- B. Rosters
 - 1. All coaches and players must register at www.burbankparks.com for current season.
 - 2. The roster must have a minimum of 12 players and may not contain more than 18 players unless by special arrangement with League Director.
 - 3. In any case where a participant has deliberately falsified his record, those games in which he participated shall be forfeited and the player suspended and their case will be reviewed by the Burbank Athletic Federation.
 - 4. All rostered players must live or attend school in Burbank at the start of the season. **Exception:** In all divisions each team will be allowed to have **five** non-resident players provided that the players' parents/guardians actively participate in a team organizational role as approved by the Sports Office. These non-resident players must be noted as such on the roster. A player's residency will be established as of the first day of practice round for the league. Eligibility established at that date will stand for the remainder of the season. Note: Non-resident players will be eligible to play any position including pitcher in these leagues.
 - 5. Any player that puts his signature on two different rosters shall automatically be suspended until his case is brought before the Burbank Athletic Federation.
 - 6. All rosters and waivers are subject to approval by the Burbank Athletic Federation with intentions of maintaining the leagues on an even competitive scale.
 - 7. Managers are responsible for the eligibility of all names of personnel on his roster.

III. **MANAGER'S AND COACH'S RESPONSIBILITY**

- A. All managers and coaches must be in good standing with the Burbank Athletic Federation.
- B. Manager, coaches and "bat handler" signatures must appear on the Official Team Roster or they will not be allowed to sit on the players' bench. "Bat handlers" are not eligible to play.
- C. Managers are directly responsible to the Burbank Athletic Federation and the Parks and Recreation Department for league fees, rosters, team business and conduct of players, coaches, parents, and spectators.
- D. Managers are responsible for Players' Medical Benefit Fund forms and accident forms being filled out and returned to the Sports Office.
- E. Managers are responsible for keeping unauthorized persons out of his dugout and controlling the conduct of his team at all times.
- F. It is the manager's responsibility to prevent players from leaving the field and mingling with the spectators during the game.
- G. Team managers will be responsible for keeping their teams off the general playing area until the conclusion of the preceding game.
- H. Managers are responsible for the proper care and immediate return of all Parks and Recreation Department equipment and all sponsor's uniforms and equipment.
- I. Managers are responsible for the conduct of their team's spectators and will take all necessary steps to inform them of the rules, purposes and philosophy of the Hap Minor Leagues.
- J. Managers must inform their players to report all accidents to the park supervisor at the time they occur so that a Recreation Department Accident Form may be completed.
- K. Managers and coaches may not smoke in the dugout or on the playing field.
- L. All coaches shall be required to comply with the requirements established by the Parks and Recreation and Department for background checks (livescan fingerprinting & NCSI Report) for volunteers.
- M. If a manager or coach is apt to be late, arrangements should be made for another responsible adult to have the line-up and the equipment in order to start the game on time.

- N. Coaches will refrain from verbally coaching their players in a negative manner.
- O. Spectators may not verbally coach from the bleachers, sidelines, opposite side of the field, or in any way interfere with the game.
- P. Managers must keep track of pitchers' inning requirement.

IV. **EQUIPMENT**

- A. Game ball is a full grain leather official Little League hardball for 3rd/4th and 5th/6th and a full grain leather Senior Little League or better for 7th/8th.
 - 1. Both teams will furnish one new ball for the game.
 - 2. If both balls are lost during the course of the game, the home team shall furnish the third suitable ball and the visiting team the fourth, etc.
 - 3. Home team shall have first choice of balls at the end of the game.
- B. Bat requirements:
Bats must be in conformance with Official 2018 USA standards.
For list of legal bats visit: <https://usabat.com/>
 - 1. 7/8 Division- BBCOR-
BBCOR Baseball Bats feature a barrel that does not exceed 2 5/8 inches in diameter and at the most, a -3 length to weight ratio.
 - 2. 7/8 division
-5 USA Stamped
*These are the only two options for 7/8 Division
 - 3. T-Ball, Coach Pitch, 3/4 and 5/6 Divisions must use approved bats from USA Baseball.
*For list of legal bats visit: <https://www.littleleague.org/playing-rules/bat-rules/>
- C. All batters and runners must wear complete safety helmets (NOCSAE Certified). The wrap-around headgear is unacceptable.
- D. Participants must wear close-toed shoes while playing. The multi-purpose rubber-cleated shoe is acceptable. Steel cleats are prohibited in all division except 7/8 boys division. Managers and coaches must also wear appropriate shoes.
- E. Catchers must wear complete protective equipment including chest protector with protective flap, full one-piece helmet/mask with throat guard (hockey-style mask is acceptable); shin guards and use a proper glove and protective cup. The complete safety helmet shall be required (NOCSAE Certified).

V. **GROUND RULES**

All ground rules will be explained by the umpires and/or park supervisor before game time. These will become the official ground rules for the game. Any situations not covered are left to the discretion of the umpire. It would be in the manager's best interest to ask pertinent questions during the pre-game meeting.

VI. **INSURANCE/PLAYERS MEDICAL BENEFIT FUND**

All teams in the Hap Minor Leagues have included as a part of their league fees a membership in the Players' Medical Benefit Fund.

- A. Claim Procedure
 - 1. Injured boy or team manager must obtain a claim form from the Sports Office.
 - 2. A complete City Accident form must be filled out and filed.
 - 3. Team manager must sign the form and return it to the Sports Office for forwarding to the claims office within 48 hours of the incident.
 - 4. Players pay their own medical expenses and may be reimbursed up to \$500 per year. This is at the discretion of the SCMAF office.
 - 5. Detailed instructions are available from the Sports Office.

VII. **GENERAL RULES**

- A. At the start of the game, each team shall designate their Head Coach. This individual shall meet with the umpires prior to the start of the game to discuss ground rules, official starting time, (Plate Umpire shall announce game time after the pre-game meeting) etc. and shall thereafter be the only individual to enter the playing field for the purpose of necessary time

outs, rules interpretations by the Umpires or player assistance (i.e.: injury, equipment repair, etc.). Abuse of this privilege by either coaches or managers may result in the suspension of the offending individuals and possible forfeiture of the game.

- B. All league games in the Hap Minor League shall be scheduled for 7 innings. Number of innings played may be limited by the following time limits:
1. 3rd/4th and 5th/6th Grade: No new inning shall be started after 1 hour and 30 minutes from starting time. No new inning shall be started if one team is leading by 10 runs after 1 hour and 15 minutes from starting time. After the completed inning, the score will be final. This will be the official score. At the request of the losing team, the game will continue and end at 1 hour 30 minutes exactly.
 2. 7th/8th Grade: No new inning shall be started 1 hour and 45 minutes from the starting time. No new inning shall be started if one team is leading by 10 runs after 1 hour and 30 minutes from starting time. After the completed inning, the score will be final. This will be the official score. At the request of the losing team, the game will continue and end at 1 hour 45 minutes exactly.
- C. When there is more than one game scheduled, the first game will start as listed on the schedule. The second and third game if applicable, will start as scheduled or immediately following the conclusion of the first game. Ties shall be played if time limits permit.
- D. Infield practice:
1. The visiting team will take its infield practice 20 minutes before scheduled game time of the first game.
 2. The home team will take its infield practice 10 minutes before scheduled game time of the first game.
 3. Teams not present for their infield practice shall lose the time, and the other team may use that time for their own practice.
 4. Infield practice does not include batting practice.
- E. During league play, each team will be allowed not more than one manager, two coaches, and one bat handler in the dugout during the game. The manager must note coaches on the line-up cards before the beginning of the game. All adults in the dugout or playing field must be livescanned.
- F. A team shall forfeit its game unless it is able to start the game at the scheduled game time with at least seven players.
1. If a team has seven players present at game time, they can start the game providing one is an eligible pitcher.
 2. A team not having at least seven of its players ready to play at game time will forfeit the game.
- G. All games will be played according to the schedule without change.
1. Cases involving extreme circumstances may justify cancelling a game.
 2. Cancelled games will not be made up.
 3. **FORFEITS: A \$10 ADMINISTRATION FEE WILL BE CHARGED FOR ALL FORFEITED GAMES.**
- H. All tie games will be recorded as ½ win and ½ loss and will not be replayed.
- I. Home team will occupy the bench on the third base side of the field. Team at bat is responsible for chasing foul balls.
- J. Home team is listed on the right hand side of the schedule.
- K. In all leagues, free substitution including hitting all the way through their players present and changing defensive players at any time must be used. (Exception: Pinch runner may be used for an injured player only. The runner shall be the player who made the last out.) Any change must be cleared with the umpire. There is no designated hitter. Each player must play one inning per game defensively. In the event that a batter cannot take his turn at bat and continue to play due to injury or having to leave the game, his turn will be ruled an out on the first occurrence and then removed from the order for the remainder of the game. All players in attendance will appear on the line-up card and must bat in proper rotation. No change is ever permitted in the batting order. If a player arrives late to the game, players name will be added to the bottom of the order.
- L. Defensive Conferences: There shall be only 3 charged conferences between the manager from the dugout with any of the defensive players in a 7 inning game. The 4th Defensive Conference will result in the removal of the pitcher for the remainder of the game. The pitcher may play any defensive position but cannot pitch again. Coming out for an injured player will not be considered a time out at the discretion of the umpire. **Offensive Conferences:** Only 1 offensive conference per ½ inning while the team is at bat. Coach may call time and talk to the batter and/or runners.
- M. Managers must submit line-ups to the scorekeeper 10 minutes before game time.

- N. Managers are responsible for reporting all pitching changes as they occur to the scorekeeper. Managers must ensure that the change is recorded by the scorekeeper. Failure to report or ensure recording of a change will result in the disqualification of that player for the remainder of the game.
- O. A pitcher will not be allowed more than 5 warm-up pitches between innings.
- P. A batter will not be required to keep one foot in the batter's box throughout his time at bat.

VIII. **SPECIAL RULES**

- A. The hidden ball play shall not be allowed. This is any play that deliberately attempts to deceive the baserunner.
- B. Any player who takes his place in the batters box without a batting helmet shall immediately be ruled out by the umpire.
- C. All baserunners must wear a batting helmet. Any player not doing so will be ruled out after one pitch has been delivered. If he intentionally removes his helmet while on base or advancing, he shall be called out. In addition, any runner who scores or who is put out is required to wear a batting helmet until reaching the bench/dugout while the ball is alive.
- D. The managers must inform the scorekeeper before the game begins of any players not being played due to discipline problems. The scorekeeper will note those on the official scorecard.
- E. In the 3rd/4th grade league, the breaking curve ball will be illegal. Pitcher will be warned once; the second time he will be removed from the mound.
- F. If, in the judgement of the umpire, a baserunner attempts to steal home and the batter swings at the pitch, the baserunner will be called out and the pitch ruled no pitch. (Bunting in this situation is legal.)
- G. A pitcher may move to another position and then return to the position of pitcher one time providing he meets the pitch requirements.
- H. All pitchers must be seen in a game situation by a field supervisor in practice round for classification purposes. However, because of time constraints, a field supervisor may allow a manager to show a pitcher outside of the game. Teams are limited to showing 6 pitchers in practice rounds, and those 6 pitchers must be designated with a "P" on the roster. All players in the top division will be allowed to pitch.
- I. Field Dimensions
 - 1. 3rd/4th grade
 - a. Bases: 60 feet
 - b. Pitching: 43 feet
 - 2. 5th/6th grade
 - a. Bases: 65 feet
 - b. Pitching: 46 feet
 - 2. 7th/8th grade
 - a. Bases: 90 feet
 - b. Pitching: 60'6 feet
- K. **No team will be allowed to steal a base with a 10 or more run lead. If a steal is attempted by a team with a 10 or more run lead the runner will be sent back with no out recorded if the runner was safe. If the baserunner is thrown out, the out will be recorded.**

IX. **SPECIAL RULES - 3/4 GRADE DIVISION**

- A. During each half of an inning, the team batting will bat until three outs are made or **8** batters, which comes first. The umpire should announce that the 8th batter is coming up. After 3 outs, or 8 batters that half of the inning will be considered completed.
- B. There are no balks in the 3rd/4th grade division.
- C. Runners starting at first or second base are entitled to advance one base only per pitch with liability to be put out. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base.

IX. **SPECIAL RULES - 3/4 GRADE DIVISION (cont.)**

1. A runner, attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in contact with a base.
 2. After all play ceases, and the ball becomes dead, if a runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
 3. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing an advancing runner out.
 4. A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, the runner shall be returned to first base.
 5. Runners can only score:
 - a. On a batted ball, or
 - b. When forced home by a base on balls or hit batter, or
 - c. On an awarded base when the ball goes out of play, or obstruction. (Home base will not be awarded during a steal situation.)
- D. A runner cannot score or steal a base on a return throw or catchers error from the catcher to the pitcher. A runner may steal second or third base when the ball leaves the pitcher's hand. No delayed steals allowed. Base running rules pertaining to a runner on third base remain in effect. A runner will not be awarded home on a steal to third base when the ball goes out of play. It will become a dead ball and advancement to home will not be awarded.
- E. **After 4 balls from the pitcher, the coach from offensive team will come out to pitch**
 Coaches pitch to their own team. Coaches can kneel or stand and can pitch overhand or underhand inside the pitcher's circle. Coaches pitching area will be marked between 25 - 30 feet.
 Adult pitcher will have 3 balls with them to start each at bat.
 The coach pitch pitcher must be 18 years or older.
 The pitcher will stand on the Pitcher's Plate in the circle during the delivery of a pitch. If the ball is hit straight back at the mound, the adult pitcher must try to get out of the way, being careful not to interfere with a fielders attempt to make a play on the ball. If at any time the adult pitcher intentionally interferes with a batted ball or a fielder, interference will be called, and the ball will become dead immediately. The lead runner on the base will be called out at the time of the interference, and the other runners will be returned to the last base touched. If the adult pitcher is struck unintentionally by the ball, the ball will become dead the batter and all runners will be safe.
 There are no called strikes or balls when the coach is pitching. A batter cannot walk.
 If a batter has not put the ball in play after 3 pitches, the player is out.

X. **SPECIAL RULES**

- A. The hidden ball play shall not be allowed. This is any play that deliberately attempts to deceive the baserunner.
- B. Any player who takes his place in the batter's box without a batting helmet shall immediately be ruled out by the umpire.
- C. All baserunners must wear a batting helmet. Any player not doing so will be ruled out after one pitch has been delivered. If he intentionally removes his helmet while on base or advancing, he shall be called out. In addition, any runner who scores or who is put out is required to wear a batting helmet until reaching the bench/dugout while the ball is alive.
- D. **Pitcher Eligibility:** The manager must remove the pitcher when said pitcher reaches the limit for player's age [group](#) as noted below, but the pitcher may remain in the game at another position (more information and pitching record on additional attachment) *Also check for rest days in-between days after pitching

7/8 Grade Division-	95 Pitches per Day
5/6 Grade Division-	85 Pitches per Day
¾ Grade Division-	75 Pitches per Day

F. ****League Pitching Record Document must be kept by all teams and all games (provided by sports office)***

- G. **Exception:** If a pitcher reaches the limit imposed in Regulation Special Rules D for player's league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that

batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

- H. ***Managers are responsible for making sure their pitchers pitch count is correct.*** Pitchers pitch count will be kept on team pitching record. It will be turned in by both teams with the manager's signature on it at the end of each game. Home team will be responsible for keeping track of the score and all game stats. Visiting team should also keep track of the score and game stats as well. Both managers must sign the scorecard verifying its accuracy. Plate Umpire will keep a running score as well.
- I. A pitcher may move to another position and then return to the position of pitcher one time providing he meets the pitch requirements.

X. **SPORTSMANSHIP**

- A. Yelling at the opposing team will not be tolerated. No negative yelling will be allowed, including the harassment of the pitcher, officials or opposing players. One warning will be issued. After that, the game will be subject to forfeiture. Parents, coaches and managers are expected to serve as good examples.
- B. Unison Cheers: The Umpires and/or Park supervisor will be the judge of whether a "unison cheer" is acceptable.
- C. Good sportsmanship will be expected at all times, under all circumstances. This includes spectators and participants showing good sportsmanship.
- D. Encourage your own players. Do not talk about or talk to opposing players.
- E. It is mandatory for at least one manager or coach from each team to shake hands before the start of each game and at the conclusion of each game. Teams must participate in an end of game cheer for the other team. Good Sportsmanship must be kept in mind when doing the cheer.

XI. **PROTESTS**

- A. Protests will be resolved between the sports staff and the umpires. The protest must be lodged prior to the next pitch. Protest will not be entertained for judgment calls. Misapplication of the rules by the umpires can be protested only. The decision made on the field will be final.