

NORTH HILLS ATHLETIC ASSOCIATION

2015 Beginners League Rules

1. MISCELLANEOUS RULES:

- A. The Beginners League can be co-ed.
- B. When possible, rosters will be limited to ten (10) players.
- C. The Beginners League program will last approximately nine (9) weeks, but can be adjusted as needed.
- D. Practices can begin April 1 or once the fields are ready. Teams can practice up until the regular season games. Once games begin, practices can be held, provided field time is available.
- E. Practices will be limited to 1-hour. It will be the Manager's discretion, time permitting, to continue practice beyond the specified time.
- F. Only official tee ball baseballs will be used for practice and games.
- G. Each player will receive a participation award at the Annual NHAA Awards Day.
- H. A Coach will be required to remain in the dugout/bench when each team is batting.
- I. It is encouraged that each team be assigned a "team parent" to coordinate the team snack schedule for each game.

2. ROSTER SELECTION:

- A. The Beginners League Commissioner will assign players to each team, and will make all attempts to maintain parity throughout the League.
- B. NHAA will make every attempt to honor parent requests to place their child on a specific team. NOTE: this request should be limited to transportation purposes only. All requests should be made in writing to the League Commissioner. The Commissioner can attempt to group kids by school if possible, while still maintaining parity throughout the League.

3. THE GAME:

- A. The length of game will be three (3) innings.
- B. Official Game: A game will become official after two (2) complete innings.
- C. Pre-Game Warm-up: Each team will be permitted 15-minutes for Pre-Game Warm-up. The Pre-Game Warm-up period will begin 30-minutes prior to the Game Start Time. The team designated as the "Home Team" will practice for the first 15 minutes and the team designated as the "Visiting Team" will practice for the last 15 minutes.
- D. There will be no forfeits.
- E. Rainouts: Both Managers will decide if a game shall be played or not due to weather or field conditions. Once the game begins, the Managers will decide if the game shall continue. The Home Team Manager will notify the League Commissioner of the rainout and the Commissioner will re-schedule the game. A game should be called if there is any doubt about the players' safety due to poor playing conditions. NOTE: A playable infield does not always insure the well-being of the outfielders.
- F. No score will be kept for games.
- G. The Coaches will serve as the official Umpires.

A non-profit organization dedicated to the development of baseball and softball programs for our young leaders of tomorrow.

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4. THE FIELD:

- A. The bases will be fifty-five (55) feet.
- B. The pitching rubber will be 40 feet from home plate.
- C. There will be a ten (10) foot diameter circle around the pitching rubber with a five (5) foot radius from the center of the pitching rubber. This will be known as "THE PITCHERS CIRCLE".
- D. There will be an ARC extending from foul line to foul line on a 25-foot radius from the back of home plate. This will be known as "THE ARC". A batted ball must pass this arc to be considered in play.

5. GENERAL PLAYING RULES:

- A. No standings will be recorded and/or published by the Commissioner.
- B. Any decision or dispute relative to the game is to be resolved by the two Managers. Any discussion will occur in foul territory, away from the players and spectators.
- C. There will be absolutely no arguing between Managers! Unsportsmanlike conduct will not be tolerated. Violations of this rule will be subject to immediate dismissal from the League.
- D. Protests are not allowed.
- E. An inning consists of each team batting through its entire lineup.
- F. A late player can enter the game at the time of arrival and must enter the batting order as the last batter.
- G. Managers and Coaches are encouraged to maintain presence on the playing field while their team is on defense.
- H. During time-out, the Manager may delay the game for instructional purposes. This procedure is encouraged for the development of our young players. This instructional opportunity is not to be abused by causing extensive delays in the game.
- I. The infield fly rule will not apply.
- J. If a player is hit by a thrown ball and any Coach thinks he/she is hurt, play is stopped immediately. The batter earns the base he has reached prior to the time-out. Advancement by base runners is subject to their position in relationship to the halfway markers.
- K. A batter throwing a bat should be instructed on holding the bat until completion of swing, dropping it at home plate and then running to first base.
- L. No player is permitted to swing a bat other than the batter that is on-deck (behind backstop). A player who violates this rule will receive one (1) warning per season, and then will forfeit an at bat for each subsequent violation. This rule must be strictly enforced by each Manager and his/her Coaches.

6. DEFENSIVE RULES:

- A. The Manager and Coaches are encouraged to instruct the players on fundamental defensive play (i.e., force outs, throwing to the cutoff, etc.)

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- B. All players will participate on defense. Normal infield positions will be strictly enforced. The infielders must be positioned between the baseline and the outfield grass. Outfielders must be positioned on the grass.
- C. Managers are strongly encouraged to rotate players to various defensive positions. However, safety of less skilled players must be paramount in positioning players.
- D. There will be no defensive catcher. Plays at home are not permitted; however, a player may run to tag out a base runner trying to score.
- E. Set infield positions are not permitted.
- F. On a ball hit to the outfield, the base runners can advance to the next base from where they are at the time the ball is hit by the batter. Base runners and the batter, under the discretion of the Coaches, may advance two bases only on balls hit past the positioned outfielders.
- G. The pitcher can pursue an out, at any time, on any runner at any point in the base path, prior to time the ball crosses the pitching circle.

7. **BASE RUNNING RULES:**

- A. No leads from any base at any time. The runner is out after one warning.
- B. If a runner is hit by a batted ball, no outs occur and all base runners must return to their original bases. This is treated as a foul ball and the batter continues his at bat.
- C. Tagging to advance on a fly ball is not permitted. The defensive player may not play on a base runner for failure to tag on a fly ball.
- D. An overthrown ball that goes 'out of bounds' is a dead ball and all base-runners must remain at the base attained. Out of bounds is defined as the territory on the foul side of either base line.

8. **PITCHING RULES:**

- A. The pitching rubber will be 40 feet.
- B. A batter may use the tee or be pitched to by the teams designated pitcher. A seven (7) pitch rule will be in effect. If the ball is not hit into play after seven (7) pitches, the hitter will revert back to the tee.
- C. If the Manager chooses to pitch to a batter, and the batter is having difficulty making contact, the Manager may at any time elect to revert to using the tee.
- D. The pitcher need not be the normal Manager or Coach. Pitchers cannot be changed during an inning to accommodate individual hitters' preferences.
- E. The Managers pitching position must start beyond the ARC. If a foot touches or goes beyond the ARC in the act of pitching, the pitch is valid.
- F. The adult pitcher must make every effort not to interfere with a batted ball. If the adult pitcher interferes with a play or batted ball, it will be replayed.