

# HALL OF FAME TRAVEL BASEBALL LEAGUE SPRING SEASON – 2010

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# HALL OF FAME TRAVEL BASEBALL LEAGUE SPRING SEASON – 2010

## LEAGUE PLAYING RULES

**The Hall of Fame Travel Baseball League uses National Federation High School Rules. Where there is a conflict between the NFHS rules and those outlined in this supplementary document, those found in this document shall prevail.**

### SPEED UP RULES

#### Guiding Philosophy:

No one likes it when a baseball game is ended early due to the expiration of a time limit. While this will occasionally occur, it should be the exception and not the normal circumstance. In order to minimize this situation, umpires, managers, players and fans all need to do their part and be accountable to one another for keeping the game moving along at a reasonably continuous pace until the last out of the game is called or the maximum time elapses.

There are an increasing number of complaints from managers and fans that opposing teams are intentionally “stalling” and “working the game clock”, in order to maximize their chances of preserving a lead and getting a win as a result of a game being ended due to the expiration of a time limit.

The guiding philosophy of the Hall of Fame Travel Baseball League is that games should be played continuously with minimal time outs and breaks in the action. Our league has instituted a series of “Speed Up” rules to help ensure a higher percentage of games reach their full six or seven inning limit. Please be aware that during the Spring 2010 Season, umpires will be given the discretion to penalize teams if they feel a team is intentionally “stalling” after receiving a warning.

## **A. SPEED UP RULE #1: TIME BETWEEN INNINGS:**

***Rationale:*** During a 6-inning ball game, the teams toggle back and forth between offense and defense ten (10) times. For a seven-inning game, they switch sides 12 times. Consider how much time elapses between each half inning. If it takes five (5) minutes for players to get out onto the field and get warmed up for each half inning, then over 50% of the time allotted to complete the game will be spent on inter-inning “warm-ups”. No one wants this to be the case, but all too frequently this is what’s actually occurring at games because managers, coaches and parents are not training the players to get on and off the field promptly. Since time limits will always be imposed on youth level games, it’s vital that everyone involved agree that the pace of the game must be sped up and maintained throughout the game. No one wants to watch the grass grow....they came to the game to see “action”.

***Rule:*** The time allotted between innings shall be 90 seconds. This period shall be defined as the time between the last called out and a period 90 seconds later when the umpire calls “Play Ball”. The exact time period is at the umpire’s discretion. If the umpire calls “Play Ball” and the batter is not in the batter’s box ready to hit, the umpire has the discretion to call “Strike 1” on the batter. The umpire will wait 20 seconds before “Strike 2” is called. The object of this rule is *not* to penalize players but rather to keep the game moving so that the teams maximize their chances of playing a complete 6 or 7 inning ballgame.

## **B. SPEED UP RULE #2: OFFENSIVE CONFERENCES:**

Each team is allowed one (1) offensive conference per inning. Manager’s cannot call time multiple time outs in a single inning to talk to hitters. Offensive conferences have a one (1) minute time limit. Umpire’s discretion.

## **C. SPEED UP RULE #3: THE “20 MINUTE WARNING” - PITCHERS**

(i) 9U, 10U, 11U, 12U, 13U & 14U DIVISIONS:

(a.) When the game clock reaches 20 minutes remaining in regulation play, the umpire will call “time out” and make the “20-Minute Warning” announcement. During

the last twenty minutes of regulation play a team cannot change pitchers more than twice, unless a pitcher is clearly injured during a play, in which case an immediate and free replacement can be made.

(b.) In the event a regular season game ends in a tie during regulation play, a single inning tie-breaker is permitted. Since no time limit is in effect during the tie-breaker, there is no limit on pitcher changes.

(ii) VARSITY & JV DIVISIONS- No "20 Minute Warning" Rule.

**D. SPEED UP RULE #4: DEFENSIVE CONFERENCES:**

i.) Each team is allowed a maximum of three "trips to the mound" per seven innings. Every trip thereafter must result in a change of pitcher. A team is *not* charged with an official "trip" for a conference that results in a pitcher being replaced.

ii.) Anytime a Manager calls time out and leaves the dugout to instruct a player (regardless of his defensive position), it constitutes a "trip" to the mound. If there is an injury on a play, a Manager can ask the umpire's permission to enter the field to check the status of his player. This is not considered an official "trip" unless the Manager discusses game strategy with the injured player or any other players on the field.

**E. SPEED UP RULE #5: COURTESY RUNNER:**

i.) A courtesy runner can be used for the pitcher and catcher at any time. Courtesy runners are *optional*. However, it is *mandatory* that a courtesy runner be used for the catcher when there are two (2) outs.

ii.) Courtesy runners must be a current substitute player, if one is available. This player can run for the pitcher or catcher, but not both.

iii.) If there are no substitute players in the game, the eligible courtesy runner is the player that made the last out.

# **LEAGUE PLAYING RULES**

## **1. TEAM ROSTER**

- (i.) Size:** The maximum roster size for each team is 16 players.
- (ii) Roster Registration:** Managers are required to enter their team's complete roster on the Nations Baseball website ([www.nations-baseball.com](http://www.nations-baseball.com)) prior to the team playing its first regular season league game against a divisional opponent. A Manager's failure to post his roster online may result in the forfeiture of a game(s), if a formal protest is filed. Players not listed on the website are ineligible to play.
- (iii) How to enter Roster Online:** For help with how to enter your roster online, go to the league website, [www.halloffameleague.com](http://www.halloffameleague.com) and review the "Frequently Asked Questions" section. If still confused, contact Joe Jackson at 561-414-9063 or email him at [joejackson@bellsouth.net](mailto:joejackson@bellsouth.net).
- (iv) Is a Player Allowed to be on Multiple Team Rosters for "League Play"?**

The short answer is "Yes". See stipulations below.

**1. Different Age; Same League:** A player may be included on two separate Nations Baseball rosters provided the teams are NOT in the same age division.

**EXAMPLE:** A 12-year old player can be rostered on and play for both a 12-U team and a 13-U team. Players are allowed to "play up" one age level but are never permitted to "play down" into a lower age bracket. That is, a league age 13 year old player cannot play on a 12-U or younger team.

**2. Same Age; Different League:** A player may be included on two separate team rosters of the *same age* provided the teams are NOT simultaneously enrolled to play in the same travel league or in any other league sanctioned or operated by affiliated entities.

**EXAMPLE:** An 11-year old player could be rostered on a "Nations / Hall of Fame" 11-U team as well as a "Florida Premier League" 11-U team provided neither team played in the other team's travel league.

**(v) ONE HALF RULE: Minimum Play Time to be eligible for the Post Season Playoffs**

**A Player must participate in ONE HALF (1/2) of all league games required by his Team be eligible for the Playoffs. Participation is considered when a player is placed in a game during a live ball situation and confirmed by the umpire. Failure to comply with the ONE-HALF RULE will make the player ineligible for the Playoffs. If an ineligible player participates in a Playoff game, the game is subject to forfeiture, if a formal protest is filed by a league Manager.**

**(vi) Player Transfer Period:**

**Once a player is listed on a team's league roster, the player is allowed one (1) transfer to another team in the league during the first six weeks of the Season. After the sixth week of the season, the team's league roster is frozen and considered "LOCKED DOWN" for the remainder of the season. During the Spring Season, the "LOCK DOWN DATE" will be 12:00 midnight on March 15. During the Fall Season, it will be 12:00 midnight on October 15.**

**Each team's roster will be printed by the League on the LOCK DOWN DATES listed above. Only "eligible" players listed on those rosters will be permitted to participate for their respective team during the remainder of the regular season league games and the post season playoffs.**

**During the first six (6) weeks of the Season, Managers have no authority to prevent a player from transferring to another team. Managers should make every effort to remove a player from their team's league roster on the Nations Baseball website within 24 hours of receiving notice from the player's parent that the player will be leaving the team.**

**Once a player is removed from a team's league roster, the player cannot return to that team for the remainder of the season.**

## **2. DETERMINING A PLAYER'S "LEAGUE AGE"**

### **A. AGE DIVISIONS 14-U & BELOW**

In age divisions 14-U and below, the player's age on April 30, 2010 determines the player's eligible age division for the Fall 2009 and the Spring 2010 travel baseball season. Players can play "up" an age division but can never play "down".

### **B. VARSITY & JUNIOR VARSITY DIVISIONS**

Varsity Division - High School Juniors and Seniors

JV Division - High School Freshman and Sophomores

#### **(i.) Regular Season Eligibility - Playing "Up" or "Down":**

During the 2010 regular season, Freshman and Sophomores are allowed to play "up" on the Varsity squad, but Juniors and Seniors are not allowed to play "down" on the Junior Varsity team.

#### **(ii.) Playoff Eligibility:**

- (a.) During the post season playoffs, Freshman and Sophomores are eligible to play in the JV Division or the Varsity Division, NOT BOTH.
- (b.) It is a Manager's responsibility to make this roster decision.
- (c.) During the playoffs, all Freshman and Sophomores will play in the Junior Varsity Division unless a team's Manager notifies the Hall of Fame League Director, Rich Hofman otherwise. This notification must be made via email to Rich Hofman before the first game of either division's playoff series begins. Mr. Hofman's email address is: [hofball11@aol.com](mailto:hofball11@aol.com)

#### **(iii.) Nations Baseball Tournaments:**

In Nations Baseball Tournaments played in South Florida during the Spring 2010, the divisions of play will frequently be based on

the specific age of a player (i.e. 16-U, 17-U or 18-U). In these tournaments, a player's age on April 30, 2010 determines the player's eligible age division for the Tournament. Players can play "up" an age division but can never play "down".

### 3. TEAM REGISTRATION

All teams participating in the *Hall of Fame Travel Baseball League* must be registered members of the Nations Baseball Network and must carry Team Insurance through Nations Baseball.

- a. **Nations Baseball Network** - Annual Membership Fee is \$40.
- b. **Team Insurance** - A Team Insurance Policy costs \$100/year (not a season) and is issued through Virginia-based CHAPPELL INSURANCE. To review the key details of the policy, go to the Nations Baseball website, [www.nations-baseball.com](http://www.nations-baseball.com) . Once you're at the HOME PAGE click on the word "TEAMS" and select the "INSURANCE" option from the drop down menu.

Payment of the ANNUAL MEMBERSHIP FEE and TEAM INSURANCE is processed online with a credit card at [www.nations-baseball.com](http://www.nations-baseball.com) .

Here's how to do it.....

- 1.) Once you're on the Nations Baseball HOME PAGE ([www.nations-baseball.com](http://www.nations-baseball.com)), click on words "Join Now" located in the upper right hand corner of the page.
- 2.) A Member Registration Form will appear. This form will ask you to provide your email address (which will become your USERNAME) and to establish a private PASSWORD to gain access to the site in the future. Fill out the form, save your self-defined PASSWORD in a safe place, and click the submit button.
- 3.) Once this step is completed YOU are "REGISTERED MEMBER" of Nations Baseball; however, your travel team has not yet been registered and their team membership and team insurance have not yet been paid.

- 4.) Now that YOU are registered as “MEMBER”, go back to the HOME PAGE of the Nations Baseball website ([www.nations-baseball.com](http://www.nations-baseball.com)) and “Log In” as a Member, utilizing the USERNAME and PASSWORD you just established on the MEMBER REGISTRATION PAGE. As a reminder, your USERNAME will be your email address. Your PASSWORD is self-defined and only known by you.
- 5.) Once you are “Logged In”, click on the word “TEAMS” located under the Nations Baseball logo and you’ll see a drop down menu appear. Click on “ADD NEW TEAM”. After a short delay, a form will appear on your screen for you to input your TEAM’S NAME, AGE DIVISION other pertinent information.
- 5.) At the top of the form you will notice a payment option called:

***CALENDAR YEAR MEMBERSHIP & TEAM INSURANCE.***

Please note that the button for this option is automatically filled in. This is the most economical option available to teams and the one that over 90% of the managers in the league choose to purchase. The total cost is \$140 per year and is broken down as follows.

\$40 per year - Annual Nations Baseball Membership Fee.

\$100 per year (*not per season*) for Team Insurance.

Payment for these items must be processed online with a credit card.

- 6.) Managers have the option to create a custom team page on the Nations Baseball website. The cost is \$20 per season. Please note on the Team Registration form that this option for this custom team page has automatically been marked with a “check” mark, indicating an affirmative response from the Manager for this optional, add-on feature. If you want the extra team page, simply leave the box next to that option “checked” and your credit card will be charged an extra \$20. If you don’t want the team website, “UNCHECK” that box to prevent your card from being charged.

**NOTE:** For teams that paid for their Nations Baseball Membership and Team Insurance in the Fall 2009, please note that those memberships and team insurance policies will expire on July 31, 2010. To renew, teams will need to go online after August 1<sup>st</sup> and pay an additional \$140. This premium will extend their membership and team insurance coverage until July 31, 2011.

Teams that have a valid Nations Baseball Membership and Team Insurance through Nations are eligible to participate in as many Nations Baseball sanctioned leagues and tournaments throughout the United States as they would like. These teams are also eligible to fully utilize the Nations Baseball website and view their team's State and National Power Rankings.

#### **4. PLAYER BIRTH CERTIFICATES**

Managers have the option to scan and upload to the Nations Baseball website ([www.nations-baseball.com](http://www.nations-baseball.com)) a copy of each team member's birth certificate. Once this is done and the birth certificate verified, the player never has to provide another hard copy of his birth certificate to a Nations Baseball sanctioned league or tournament for the remainder of his youth baseball career. The player's age will be considered "permanently verified".

If a Manager elects NOT to upload his player's birth certificates to the Nations Baseball website, he must carry photocopies of each player's original government issued birth certificate or other government-issued identification that specifies birth date (such as a passport) with him to each league game and tournament.

#### **5. ILLEGAL PLAYERS**

**(i.) Definition:** A player who is in violation of the current "Hall of Fame Travel Baseball League Rules" is considered an "illegal player".

**(ii.) Penalty:**

(a.) If a player is found to be an illegal player and is discovered during or after a Hall of Fame Travel League game, the offending team will be forced to forfeit all prior games in which the illegal player participated.

(b.) The illegal player will immediately be removed from the team roster and will be ineligible to play on any Hall of Fame Travel League Team for the remainder of the season.

### **(iii.) Manager's Responsibility:**

A team's Manager is responsible for the eligibility of the players on his team. If it is determined by the Hall of Fame Review Committee that an illegal player deliberately deceived the Manager as it relates to any material fact regarding the player's eligibility, the player may be suspended for up to a year. If it is determined that a Manager had knowledge or *should have had knowledge* about an illegal player's eligibility and deliberately allowed the Player to participate in games in which he should have be ineligible, then the Manager can be fined and/or suspended from the league for a time period determined by the Hall of Fame Review Committee.

## **6. TEAMS PLAYING IN TWO AGE DIVISIONS**

Teams may enroll to play in two separate Age Divisions within the Hall of Fame League during a single season. The cost for registering in the second Age Division is an extra \$125.

Teams may play in either Age Division's playoffs but not both. The Team Manager has six (6) weeks from the Opening Day of the Season to declare which Age Division his team will participate in during the post season playoffs. The Manager must notify League Director, Rich Hofman of this decision by email. Mr. Hofman's email address is: [Hofball11@aol.com](mailto:Hofball11@aol.com) During the Spring Season, this notification must be made by March 15<sup>th</sup>. During the Fall Season, this election must be made by October 15<sup>th</sup>.

## **7. GAME SCHEDULES:**

### **i.) Minimum Required Games:**

Each team is required to play two games against every other team in their Age Group or Division, if the age group is split.

*Note:* Special rules regarding minimum required games may be established at the beginning of the season in certain age divisions and not in others. These rules will be discussed at the Manager's Scheduling Meeting and will supercede the requirements outlined in this paragraph.

A Team's failure to play the minimum number of games required against its Divisional opponents will disqualify that team from the post season playoffs.

The only exception to the “minimum play requirement” is when weather-related cancellations do not allow teams to play the final Saturday or Sunday of the season. Those games will not be counted as ‘forfeits’ but merely as games “not played”.

#### **ii.) Forfeited Games**

A forfeit is not considered a “played game” for the team that forfeits the contest. Forfeited games will be scored as a 6-0 win to the benefit of the team receiving the forfeit. The team that forfeits is disqualified from participating in the post season playoffs.

#### **iii.) Playoff Seeding:**

The playoff seeding will be based on a team’s final record and the winning percentage will be used. All teams should seek to finish their required league games one week before the end of the season. Managers should make an effort to save the last weekend of the regular season for make-up games, non-league games to ensure that all required games are completed. The final seeding process and playoff brackets will be determined by the Hall of Fame League Director.

#### **iv.) Creating A Game Schedule:**

Each Manager is responsible to attend the Manager’s Scheduling Meeting to create a Game Schedule for his team. It is a Manager’s responsibility to input all of his HOME GAMES into the League website, [www.halloffameleague.com](http://www.halloffameleague.com), so that umpires may be scheduled for those games by the League. Managers should make every effort to have their full game schedule input into the website five (5) days prior to their first league game.

Occasionally, games cannot be scheduled until a few weeks after Opening Day due to uncertainty surrounding field availability. In these cases, Managers should input these expected games on their team’s online game schedule. It is important that Managers input the name of the park where the Manager “seeking approval” to play the contest. WHY? Because the league website schedules umpires based on the specific LOCATION of the ball game. If no location is designated or if TBA (to-be-announced) is selected as the venue, nothing will get processed with the umpires. If a “specific field” is not designated on the website’s Game Schedule, no umpires will be scheduled for that particular game.

If any meaningful element of an UPCOMING GAME needs to be changed, it is the responsibility of the Home/Host Manager to make the change(s) on the league website, [www.halloffameleague.com](http://www.halloffameleague.com) . To ensure there are no gaps in communication, if a change is made to a Game less than 3 days before the scheduled date of that Game, the Home Team's Manager is expected to call the County Umpire Assignor and Visiting Team Manager to notify them of the change.

### **Contact Info for Team Managers**

Go to [www.halloffameleague.com](http://www.halloffameleague.com)  
Click the main navigation tab labeled, "League".  
Click "View Manager Profiles".

Manager Contact Sheets provided at the Scheduling Meeting.

### **Contact Info for the County Umpire Assignors is outlined below:**

Palm Beach County: Dave Fouquart [xdjf23@yahoo.com](mailto:xdjf23@yahoo.com) 561-718-0777

Broward County: Dick Rushin [dickrushin@bellsouth.net](mailto:dickrushin@bellsouth.net) 954-684-1581

### **v.) Inputting Games into the League Website:**

This is very easy. Start by going to the league website, [www.halloffameleague.com](http://www.halloffameleague.com) At the HOME PAGE log into the "Coaches Area" by entering one's USERNAME and PASSWORD. Remember, the Manager's USERNAME is his full email address and his PASSWORD is his last name, until reset. Passwords should be reset to something private after entering the site for the first time.

Below are the keystrokes required to input one's GAME SCHEDULE.

- 1.) Click on the red-colored submenu tab called "MANAGE MY SCHEDULE".
- 2.) Scroll down to the bottom of the page and click on the red button that says "SCHEDULE A GAME".
- 3.) Move your cursor so that it's inside of the empty "CHOOSE THE DATE" box. Left click and a scheduling calendar will burst out of the empty "Choose the Date" input box. Select the month and day of your game. Finish by clicking on the red "NEXT" button.

- 4.) Find your Opponent's name on the list of teams and click on the red "SCHEDULE" button located to the right of your opponent's team name.
- 5.) Now it's time to choose the PLACE and TIME of the game. Locate the VENUE box and click the down arrow on the right side of the box. This will display an alphabetical list of ball fields in the Tri County area. If the field you are playing on is not listed here, call or send a text to Joe Jackson at 561-414-9063 and he will arrange to have the venue added to the master list of fields. Otherwise, scroll down the list and select the field where the game will be played.
- 6.) Next, click on the down arrows located in the empty GAME TIME boxes. Enter the appropriate game times. Be sure to click on "A.M." or "P.M." in the third TIME box. Finalize by clicking the red SUBMIT button. You will be sent to a page that says "THE GAME IS ON". The scheduling process for that game is complete.
- 7.) To enter your next Game, click on the red submenu tab located to the left called "MANAGE MY SCHEDULE" and repeat steps above. Once all league games have been entered, click on MANAGE MY SCHEDULE and scroll down to see your team's full UPCOMING GAME SCHEDULE. Review game listed here for errors and omissions.

**(vi.) Editing a Game's Start Time, Date, Location or Opponent**

Any time a change is made to a game's start time, venue, location or opponent, it is the responsibility of the Home Team Manager to immediately change the game information on the league website. Here's how to do it.....

To make changes, simply go to the league website, [www.halloffameleague.com](http://www.halloffameleague.com).

1. Sign in and click on "MANAGE MY SCHEDULE" to see your UPCOMING GAME SCHEDULE.
2. Click on the red button on the right hand side of the page that says "CHANGE".
3. Make the changes and click "SUBMIT" button.

Any changes made less than 3 days before the originally scheduled game date require the Home Team Manager to call the opposing

Manager and County Assignor to notify them of the change. The Contact Information for all Team Managers is on the league website as well as on the Manager Contact Sheet provided at the Scheduling Meeting. The County Assignors can be contacted as listed below:

Palm Beach County: Dave Fouquart [xdjf23@yahoo.com](mailto:xdjf23@yahoo.com) 561-718-0777

Broward County: Dick Rushin [dickrushin@bellsouth.net](mailto:dickrushin@bellsouth.net) 954-684-1581

**(vii.) Schedule In Advance to Ensure Umpires are Assigned**

Individual games should be input on the league website at least five (5) days prior to the date of the contest to allow adequate time for the County Assignors to arrange an umpire for the game.

**UMPIRES CAN RARELY BE ARRANGED WITH JUST A SINGLE DAY NOTICE.** Managers are expected to give the County Assignors a minimum of 72 hours notice to schedule umpires. If an umpire is need with less than 72 hours notice, please call the County Assignor directly to discuss availability. Assignors will try to help but there are no guarantees if a Manager calls at the last minute.

## **8. RE-SCHEDULING A GAME**

The League expects its teams to adhere to their *final game schedule*. With the exception of a rainout or a problem with a field reservation, there are very few acceptable reasons for re-scheduling a game.

**(i) Suspended / Postponed Game:**

If a game gets suspended or postponed due to rain or darkness, the Managers have seven (7) days from the date of the suspended game to agree upon a new date for the game to be resumed and to post that date on the League website.

**(ii) Roster Extra Players to Minimize need to Reschedule Games:**

Travel Managers are expected to plan ahead and add a sufficient number of extra players that can be called upon to participate in league games in the event a Team's core players get hurt, sick or unexpectedly have to go out of town. The League expects the Team Manager to anticipate the occurrence of situations like these and make roster arrangements ahead of time to enable these unforeseen events to be handled without the need to cancel a game. All teams are allowed to roster 16 players. Every team should have extra players and every effort should be made to play and complete a game once it has been scheduled.

If Managers agree to reschedule a game, the game must be made up prior to the end of the regular season. If the game is not played, the League Director will make a determination as to which team will receive a forfeit. This decision will be based on the Director's opinion as to which Manager made the most reasonable and consistent effort to get the game re-scheduled and completed.

## 9. FORFEITS

“No shows” for a scheduled game will be considered “forfeits” by the League. Teams that forfeit due to a “no show” are ineligible to participate in the post season playoffs.

Most travel teams take their game schedule seriously and do not want to win a game by a “forfeit”. Players in our league practice hard and want to compete between the lines to win ball games on the field. Forfeits are generally unwanted and create negative situations for everyone involved. The Hall of Fame League highly discourages forfeits.

## 10. OFFICIAL START TIME / END TIME / MERCY RULE

**(i) Game Clock starts at First Pitch:** The game officially starts “AT THE FIRST PITCH”, not at the plate meeting between the managers and umpires. The start time, according to the plate umpire's watch, will be announced to the scorekeepers of both teams prior to the first pitch. Each team should make a note of the start time so there is absolute clarity on the end time of the game.

### **(ii) Time Limits**

AGE GROUP	MAXIMUM TIME	MAXIMUM INNINGS
9U thru 12U	2 Hours	6 Innings
13 U & 14 U	2 Hours	7 Innings
Varsity & JV	2 Hrs. 15 Min	7 Innings

**(iii) Definition of “New Inning”:** A new inning is considered “started” when the last out of the prior inning is made, not when the teams change sides and the batter is in the box ready to hit.

9U thru 14-U Divisions: No new inning will start after the 2 hour time limit has been reached.

Varsity & JV Divisions: No new inning will start after the 2 Hour, 15 Minute time limit has been reached.

**(iv.) Mercy Rule**

**6 INNING GAMES:** 10 run differential at the end of 4 innings  
8 run differential at the end of 5 innings

**7 INNING GAMES:** 10 run differential at the end of 5 innings  
8 run differential at the end of 6 innings

**11. RAIN DELAYS / CANCELLATIONS**

**(i) Notification Requirement:** The Home Team's Manager should contact the Visiting Team's Manager and the County Umpire Assignor no less than two hours prior to game time to discuss the weather conditions or to cancel the game. The County Assignors will take the responsibility of contacting the local umpires.

Palm Beach County: Dave Fouquart [xdjf23@yahoo.com](mailto:xdjf23@yahoo.com) 561-718-0777

Broward County: Dick Rushin [dickrushin@bellsouth.net](mailto:dickrushin@bellsouth.net) 954-684-1581

**(iii) Waiting Period:** If it's raining but not a complete "Wash Out", the umpires will wait at the ball field for 30 minutes from the originally scheduled start time of the game. During this time they will confer with the Manager of the Home team to determine what course of action will be taken, if any, to repair the field. An official decision on the playability of a game will be made no later than 30 minutes after the originally scheduled start time. If the field is deemed to be "unplayable", the game will be considered "postponed" and no umpire fee will be due. If the field can be repaired in a reasonable amount of time, the umpires will remain at the field and the game will be played.

**12. UMPIRE FEES**

Umpires will be paid in cash or by check at the plate meeting as outlined below.

AGE GROUP	MAXIMUM TIME	MAXIMUM INNINGS	Umpire Cost Broward County	Umpire Cost Palm Beach County
9U thru 12U	2 Hours	6 Innings	\$45	\$45
13 U & 14 U	2 Hours	7 Innings	\$45	\$45
Varsity & JV	2 Hours, 15 Min.	7 Innings	\$50	\$50

Umpires earn and retain the officiating fee paid to them at the plate based on the duration of the game. For games that are suspended in innings 1, 2 or 3 due to rain or lightning, a full officiating fee is not due. Umpires earn their officiating fee based on the following sliding scale. This system fairly compensates the officials for the work actually completed.

**(i) Inning 1 & 2**

Once the first official pitch of a game is thrown, the umpires earn and retain \$15 of their officiating fee. This \$15 covers the first two innings of the game regardless of what happens with the weather.

**(ii.) Innings 3, 4, 5**

Beginning in the third inning of a game, and depending on the Age Group of the game, the umpire earns \$10 or \$15 for every completed inning until the game is considered “official”. See Compensation Chart in Paragraph (v.) below.

**(iii.) Official Game**

Age 9U thru 12U: Game is “official” after 3.5 or 4 innings.

Age 13U and Above: Game is “official” after 4.5 or 5 innings.

**(iv.) Official Game = Full Officiating Fee**

Once a game is “official”, the umpire is entitled to retain his full officiating fee as outlined in the chart above. Umpires do not collect the “per inning” fee AND the “official game” fee. They are entitled to one or the other based on the duration of the game.

**(v.) Gimme Some Change!**

If the game is suspended, the umpires are expected to reimburse the Manager that paid them according to the compensation chart listed below. Refunds should be paid by umpires before leaving the field of play.

Umpires are expected to carry enough money (\$5's & \$10's) with them to the ball field to ensure they can give the correct refund to a Manager in the event an officiating credit is due the Manager because of a suspended game.

**UMPIRE'S SLIDING SCALE COMPENSATION CHART:**

	<b>9-U THRU 12-U DIVISIONS</b>	<b>13-U &amp; ABOVE DIVISIONS</b>
<b>PERIOD OF THE GAME</b>	<b>Each Umpire is Owed</b>	<b>Each Umpire is Owed</b>
<b>First Pitch of Game</b>	<b>\$15</b>	<b>\$15</b>
<b>Inning 1</b>		
<b>Inning 2</b>		
<b>Inning 3</b>	<b>\$15</b>	<b>\$10</b>
<b>Inning 4</b>	<b>Game is official at end of 3.5 or 4 innings. Full Officiating Fee is Due</b>	<b>\$10</b>
<b>Inning 5</b>	<b>. Game is official. Full Fee</b>	<b>Game is official at end of 4.5 or 5 innings. Full Fee is Owed.</b>
<b>Inning 6</b>	<b>Game is official. Full Fee.</b>	<b>Game is official. Full Fee Owed.</b>
<b>Inning 7</b>	<b>.</b>	<b>Game is official. Full Fee Owed.</b>

**13. TIES & TIE BREAKERS****(i) Regular Season Games**

If a game ends in a tie before the expiration of the time limit, one tie-breaker inning can be played.

(a.) The tie-breaker format is listed is item (13.ii) below.

(b.) If a regular season game ends in a tie and there is no time remaining, the game is reported in the standings as at "Tie".

**(ii) Playoffs**

In Playoff Games, the contest cannot end in a "tie". In the event a tie-breaker is required, the visiting team will start the first extra inning with bases loaded and no outs. The last three batters of the prior inning are the base runners. The last batter of the prior inning is at 1st base, the second to last batter is at second base and the third to the last batter is at third base. After three outs are registered, the Home Team has an opportunity to hit and receives the same base running advantage as the Visitors – bases are loaded with 0 outs. Prior innings base runners are in the same positions as described for the Visiting Team. During the Playoffs, if there is a tie at the end of the first extra inning, the procedure will continue in one inning increments until there is a winner.

#### 14. RECOMMENDED PITCHER'S MOUND & BASE PATH DISTANCES

AGE	Pitcher's Mound	Base Length	Permitted Cleats	Butcher Boy Bunts
8-U	36 Feet	60 Feet	No Spikes	NO
9-U	46 Feet	65 Feet	No Spikes	NO
10-U	46 Feet	65 Feet	No Spikes	NO
11-U	50 Feet	70 Feet	No Spikes	NO
12-U	50 Feet	70 Feet	No Spikes	NO
13-U	54 Feet	80 Feet	Spikes Allowed	YES
14-U	60 Feet	90 Feet	Spikes Allowed	YES

\*The pitching distances and base path lengths listed above are *recommended guidelines*. If a visiting team arrives at a park and finds the distances not in compliance with the measurements listed above, the visiting must still play the game. Many parks have pre-set mound distances and base path distances that cannot be modified. Refusal to play the game will result in a forfeit.

#### 15. SPIKES

Spikes are only permitted in league games for the 13-U Division and above.

#### 16. BUTCHER BOY / SLASH HITTING:

Butcher Boy / Slash Hitting is only permitted in Ages 13-U and above.

*Exception:* Prior to the start of the game, if both Managers in a 12-U contest agree at plate meeting with the umpires to allow the Butcher Boy play to be utilized, then it can be used.

Permission must be granted by both Managers at the plate meeting before *each game*. *Example: If the Managers agrees to allow Butcher Boy in Game 1 of a double header and then one of the Managers objects, at the plate meeting of Game 2, to the continued allowance of this technique in Game 2, then the Butcher Boy play cannot be used in Game 2.*

## 17. DUGOUTS

### (i.) Who Chooses?

Home Team gets their choice of dugout.

### (ii) Notification:

When a team is playing at its "Home" field, it is the responsibility of the Home Team's Manager to notify the Visiting Team's Manager of the dugout designations. This should be done before the teams arrive at the ballpark to avoid any confusion or dugout swapping during the pre-game warm up period.

## 18. WHO IS THE "HOME TEAM"?

### (i) Single Game:

If the game is being played at a team's home field, then that team is designated as the "Home" team and that team gets their choice of dugout.

If both teams are playing at a neutral site, then the dugouts are determined by first come, first served. A coin-toss determines the Home Team unless otherwise agreed to by the Managers prior to the game.

**(ii.) Regular Doubleheader:** When playing a double header, the "Host" Team gets their choice of dugout and is designated as the Home Team in Game #1. The Traveling Team will be Home Team in Game #2. There is no change of dugouts in a regular double-header.

**(iii) 3-Team Round Robin:** When teams are playing in a 3-game round robin format, where each team plays two different opponents, the HOST TEAM is the Home Team for both of their games and gets their choice of dugouts if they play in Game 1.

If the HOST Team does not play in Game 1 of the Round Robin, the dugouts are taken on a first come first served basis and a coin-flip between the Managers will determine which team is the Home Team. In Game 2 of the Round Robin, the HOST TEAM will use the dugout vacated at the end of Game 1 by the team that has a Bye.

## 19. OFFICIAL LINE-UP CARD

**(i.) Courtesy Exchange:** As a courtesy, teams should provide their lineup card to the opposing team no later than fifteen (15) minutes prior to the start of the game time.

**(ii.) Required Exchange:** A team's lineup is considered "official" and unchangeable when it is accepted by the umpire at the plate meeting with the managers.

**(iii.) Substitute Players:** All substitute players must be listed on the lineup card.

**(iv.) Eligible Players:** Only players listed on the lineup card are eligible to play in the game.

## 20. PRE-GAME INFIELD / OUTFIELD

Teams are expected to show up one hour before game time to stretch and warm-up.

**(i.) Home Team Takes Pre-Game First:** The Home team gets to take pre-game infield first. If requested, they shall have unobstructed use of the infield and outfield.

**(ii) Time:**

**(a.) Home Team:** The Home team can take the field no later than 30 minutes prior to the start of the game. They are entitled to the field for 10 minutes. No more.

**(b.) Visiting Team:** The Visiting team gets to take "pre-game" second and is also entitled to the field for 10 minutes. No more.

**(c.) Field Prep and Plate Meeting:** After each team completes their 10 minutes of pre-game infield / outfield, there are 10 minutes left for the plate meeting and to prep the field for the opening pitch.

**(d.) Manager Courtesy:** Managers are expected to respect the time limits on pre-game. They must get their players on and off the field within their allotted time so that both squads get equal time.

## 21. BAT SIZE

**(i.) Varsity and Junior Varsity Divisions:** Must follow the bat specifications of the NFHS (National Federation of State High School Associations).

**(ii.) 9-U thru 14-U Divisions:** Teams in these divisions are NOT subject to the limitations outlined in the NFHS. Players must use regulation baseball bats (not softball bats) made of an approved material; they must be smooth and round. There is no “maximum size” of the bat barrel as commonly found in recreational league rules.

## 22. MINIMUM NUMBER OF PLAYERS

**(i.) 9-U thru 14-U Age Divisions:** Teams can play an official game with an eight-player line up. If a team plays with an eight-player lineup, an “out” is declared for the ninth position in the batting lineup at each turn at bat.

Teams can start a game with eight players provided they take an out for the ninth player. Teams must have a minimum of eight players to start a game; anything less than eight and the game is declared a forfeit.

If an eligible player arrives at the game after the commencement of the game, he can be inserted in the ninth batting position provided his name was listed on the line-up card as a substitute.

**(ii.) Varsity & Junior Varsity Divisions:** Teams are required to have nine players to start a game. A game is forfeited if the minimum number of players is not present at game time. If a player is removed from the game for any reason, the team can continue to play with eight players but must record an “out” in the removed player’s batting position.

## 23. BATTING LINE-UP

**(i.) Traditional Nine-Player Batting Order:**

**Eligible Players:** A Manager may elect to bat a traditional nine-player lineup. All other players must be listed separately on the lineup card as “Substitutes” in order to be eligible to play in the game.

**(ii.) Continuous Line-Up:**

**Eligible Players:** A Manager may elect to bat all eligible players on a team's roster or any combination of players listed on the lineup card given to the umpire at the plate meeting. This format allows the Manager to designate multiple "Extra Hitters" if he so desires. This election must be made at the beginning of the game and cannot be changed once the rosters have been presented at the plate meeting with the umpires.

In this format, the original offensive lineup, inclusive of all designated Extra Hitters on the lineup card, must remain unchanged throughout the game.

**(iii.) Defensive Positions:**

Starters and players designated as Extra Hitters in the Batting Line Up can be moved in and out freely on defense.

**(iv.) Substitutes:**

(a.) All "substitutes" must be listed on the lineup card in order to be eligible to play in the game.

(b.) Once a Substitute enters the game, the player that comes out for them becomes the substitute. This player can courtesy run and is eligible to re-enter the game one time for the player he is married to via substitution.

**(v.) Player Removed from Lineup:**

(a.) If a player is removed from the lineup for sickness, injury or ejection that player is scratched from the lineup and an out is recorded in his batting order position.

(b.) If a substitute is available, he can take the removed player's place in the lineup.

**24. DESIGNATED HITTER**

The position of "Designated Hitter" is ONLY USED in the Varsity and Junior Varsity Division of the Hall of Fame Travel Baseball League.

## **25. PINCH RUNNER:**

**(i.) Eligible Players:** The only players eligible to be a Pinch Runner are the players designated as substitutes for that specified inning.

**(ii.) Pinch Runner vs. Courtesy Runner:** A pinch runner is different from a Courtesy Runner. A Pinch Runner stays in the game and becomes the “married substitute” for the player being removed.

## **26. SLIDING**

### **(i) Legal Slide:**

#### **(a.) On a “Force Play”:**

If a runner slides, he or she must slide **DIRECTLY INTO THE BAG** on any force play.

#### **(b.) On a Non-Force Play:**

A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock must be on the ground and the runner must be within hand reach or foot reach of the base.

### **(ii) Headfirst Slide:**

#### **(a.) 9-U & 10-U:**

A player may slide head first into any base **EXCEPT** home plate.

A Player deemed to be sliding head first into home plate will automatically be called out.

Headfirst Hook Slides into home plate are considered “Headfirst” slides and are prohibited in this age group.

#### **(b.) 11-U thru 14-U:**

Headfirst slides are allowed at any base, including home plate.

#### **(c.) Varsity and Junior Varsity Divisions:**

Headfirst slides are allowed at any base, including home plate.

**(iii) NO MALICIOUS CONTACT**

**(a.) No player can initiate malicious contact.**

Baserunner's cannot "truck" or otherwise attempt to run over the catcher at home plate. It is the umpire's judgment call that determines whether the contact between any offensive and defensive players is malicious.

**(b.) PENALTY FOR MALICIOUS CONTACT:** The player initiating malicious contact is removed from the game and may be suspended from future games depending on the severity of the contact.

**Sliding 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. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up a 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. Umpires must be careful when making this call to avoid ejecting players if the INTENT is not there. Keep in mind that the younger players are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. KEY WORD is INTENT.

**27. PITCHING**

**(i) Pitcher Returning to Pitcher's Mound:** A pitcher removed from the pitching position cannot return to the pitching position during a game, but can re-enter to any other position.

**(ii) Warm-Up Pitches Between Innings:** A pitcher is permitted 8 warm-up pitches in the first inning of the game or when he enters as a relief pitcher. Thereafter, the pitcher is allowed 5 preparatory pitches to the catcher or coach.

**(a.) 9-U thru 12-U Division:** A player may pitch a cumulative maximum of six (6) innings in a double header series.

**(b.) 13-U & 14-U Division:** A player may pitch a cumulative maximum of seven (7) innings in a double header series.

**(c.) Varsity & Junior Varsity Division:** National Federation Rules.

## **28. BALKS:**

### **(i) 9-U & 10-U Division:**

Umpires will call pitchers for balks. Each pitcher is given one (1) warning per game. Umpire shall explain the error and how it is corrected. When a pitcher's first balk is called, the ball is immediately dead and all base runners must return the base of origin prior to the balk. Each subsequent balk by the same pitcher shall result in a one base advancement by all base runners.

### **(ii) 11-U Divisions and Above:**

Balks are called and enforced without any warnings.

## **29. INTENTIONAL WALKS:**

An intentional walk can be issued without pitching to the batter.

## **30. GAME SCORES**

Game scores are submitted by the winning team. Game scores should be submitted on the League Website, [www.halloffameleague.com](http://www.halloffameleague.com), within 24 hours of the completed game date.

## **31. FIELD DECORUM / SPORTSMANSHIP**

The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Hall of Fame League activity, is subject to disciplinary action by the Hall of Fame League Board of Directors.

**(i.) Player Behavior:** Players are allowed to cheer for their own team, not against the other team. Derogatory comments made by players of one team towards players of another team are unacceptable and will not be tolerated.

Players in the dugout may cheer for their own team at any time except when the opposing pitcher steps on the rubber to begin his delivery to the plate. Players cannot chant or make other verbal comments toward the field of play once a pitcher steps on the rubber to begin his delivery to the plate.

**(ii.) Fan Behavior:** Fans are expected to exhibit proper sportsmanship and refrain from unruly or disruptive behavior. The Manager is responsible to monitor the behavior of his fans. The Manager is subject to ejection from the game if his fans do not respond favorably to an umpire's request to stop exhibiting or encouraging certain behaviors. If, after the Manager is ejected, the behavior continues, the Team is subject to forfeiture of the game.

### **32. TRAVESTY OF THE GAME**

Managers, players and fans cannot make a "travesty of the game". Actions deemed to be a "travesty of the game" will be at the sole discretion of the plate umpire. The umpire will give the team Manager one warning. If the action continues, the umpire has the authority remove the Manager from the game and/or the forfeit the game against the offending team.

### **33. PROTESTS**

#### **(i.) Game Related Protest:**

- (a.) Only decisions that involve a misinterpretation or misapplication of a rule may be protested. No protests will be allowed for decisions that are solely the umpire's judgment.**
- (b.) Protests can only be made by the Team Manager. Protests must be made with the umpire immediately following the play in question. A protest is not valid if not made before the next pitch.**
- (c.) The protest must be recorded by both scorekeepers.**

#### **(ii.) Eligibility Protest:**

- (a.) Upon request from the league officials, all Managers agree to provide original documents (birth certificate, alien card, green card, social security number) when requested.**
- (b.) The player in question is immediately suspended from play until the documents are submitted to the league for review.**

**(c.)NO COPIES of the original documents will be accepted for review if a formal eligibility protest has been submitted.**

**The Protest process is as follows:**

- a. In order for a protest to be valid, the Manager must file a written protest with the League within 24 hours of the incident.**
- b. Step 1: POST A REFUNDABLE PROTEST FEE OF \$100. A Manager must log into the Hall of Fame League and go to the “Pay Protest Fee” option listed under the red “COACHES” navigation tab. Process the refundable \$100 protest fee via credit card.**
- c. Step 2: After the payment is processed, the Manager should print a copy of the league’s Protest Form which is also found on the league website under the “COACHES” tab. The Form should be filled out completely and faxed or email to the League Director, Rich Hofman. Mr. Hofman’s fax number is 954-835-0394. His email is [Hofball11@aol.com](mailto:Hofball11@aol.com)**
- d. Once the protest has been submitted, it will be evaluated by League Director and the League’s Review Committee. Every effort will be made to render a ruling within 72 hours.**
- e. If the protest is upheld, the \$100 protest fee will be returned to the protesting Manager. If it is not upheld, the fee is not refunded.**
- f. All decisions of the Hall of Fame Review Committee are final.**