

HALL OF FAME TRAVEL BASEBALL LEAGUE FALL SEASON – 2009

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HALL OF FAME TRAVEL BASEBALL LEAGUE FALL SEASON – 2009

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 Fall 2009 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.

OTHER SUPPLEMENTARY LEAGUE RULES & GUIDELINES

1. MAXIMUM ROSTER SIZE

(i) **Size:** The maximum roster size is 22 players.

(ii) **Roster Registration:** All team rosters must be registered on the Nations Baseball website. Players not listed on the website are ineligible to play. For help with how to register your roster online, contact Joe Jackson at 561-414-9063 or email him at joejackson@bellsouth.net.

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 Fall 2009 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 Administrator otherwise. This notification must be made via email to Dick Rushin before the first game of either division's playoff series begins. Mr. Rushin's email address is: dickrushin@bellsouth.net

2. PLAYERS LEAGUE AGE (Continued)

(iii.) In Nations Baseball Tournaments played in South Florida during the 2009 and 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. The annual membership fee for Nations Baseball is \$45. Payment can be processed online by visiting www.nations-baseball.com. Click on "How to Register" and follow the links. The membership is valid for the 12 month period from August 1, 2009 thru July 31, 2010.

Once the membership fee is paid, teams are qualified to participate in Nations Baseball sanctioned leagues and tournaments throughout the United States. Additionally, teams are eligible to fully utilize the Nations Baseball website.

4. PLAYER BIRTH CERTIFICATES

Manager's have the option to scan and upload to the Nations Baseball website 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. TEAM ROSTER

Manager's are required to input their team's complete roster on the Nations Baseball website prior to playing their first regular season game against a divisional opponent.

A Manager's failure to post his roster online may result in the forfeiture of a game(s).

TEAM ROSTER (Continued)

A player may be included on two separate Nations Baseball rosters provided the teams are not in the same age division. By way of 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.

i.) Player Transfers: Players may freely transfer from one team to another team during the month of September 2009. During this period, manager’s have no authority to prevent player transfers.

Prior to joining another team, the Hall of Fame Travel League requires a player’s parent to first email a roster termination letter from the player to his former Manager with a copy to Nations Baseball League Administrator, Dick Rushin. Dick’s email address is dickrushin@bellsouth.net. The player’s former Manager is required to acknowledge receipt of the termination letter by electronically replying to the parent’s letter and copying the Nations Baseball League Administrator on the reply. The Manager is required to go to the Nations Baseball website and remove the player from his online roster within 24 hours of receipt of the termination letter.

Once a player formally leaves a team, the player cannot return to that team for the remainder of the season.

ii.) Adding New “Playoff Eligible” Players: New players may be added to a team provided the Manager activates the new player on his Nations Baseball online roster prior to 12:00 midnight on September 30, 2009. September 30 is the deadline for players to transfer teams and for Managers to add new “playoff eligible” candidates to their team roster – NO EXCEPTIONS.

iii.) Adding New “Non-Playoff-Eligible” Players: Managers may continue to add new players to their Nations Baseball roster thru 12:00 midnight on October 15, 2009. IT SHOULD BE NOTED THAT ANY PLAYER ADDED TO A TEAM ROSTER BETWEEN OCTOBER 1 AND OCTOBER 15, 2009 WILL NOT BE ELIGIBLE TO PARTICIPATE IN ANY HALL OF FAME TRAVEL LEAGUE OR TRI-COUNTY CHAMPIONSHIP; HOWEVER, THESE PLAYERS ARE ELIGIBLE TO PLAY FOR THE TEAM IN THE EVENT THE TEAM ADVANCES TO THE FLORIDA STATE CHAMPIONSHIP, “SUPER-8” CHAMPIONSHIP OR NATIONAL CHAMPIONSHIP.

iv.) Rosters Locked: After October 15, 2009 all team rosters will be locked and no additional players can be added.

6. ILLEGAL PLAYERS

(i.) Definition: A player who is in violation of the “2009 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 Appeals 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 suspended from the league for a time period determined by the Hall of Fame Appeals Committee.

7. SCHEDULES:

i.) Minimum Required Games: Each team is required to play every other team in their division at least once during the regular season in order to be eligible for the post season playoffs. The result of the first game played against a team’s Divisional opponent is the game that will count towards the team’s playoff seeding. Teams may cross divisions and play as many games as they wish during the Fall season.

ii) Preliminary Schedules: Managers should email their preliminary game schedule to Dick Rushin no later than Thursday, September 10th. Dick’s email address is dickrushin@bellsouth.net Throughout the month of September, schedule changes can be made for any reason. Any date changes or new games should be promptly emailed to Mr. Rushin so that the master scheduling database can be kept updated and current.

7. SCHEDULES (Continued)

(iii) Schedule Changes Require Prompt Notification to League Administrator

The Home/Host Manager is expected to email any pre-arranged schedule changes to Mr. Rushin no later than 48 hours prior to the originally scheduled game start date. This will allow him adequate time to arrange an umpire for the game. **UMPIRES CAN RARELY BE ARRANGED WITH JUST A FEW HOURS NOTICE.** Managers are expected to give Mr. Rushin a minimum of 48 hours notice to schedule umpires.

iv.) Schedule Lock Date: The deadline for finalizing schedules and emailing same to Dick Rushin is midnight on September 30th. This is the date schedules will be locked.

v.) All Division Games Completed by Nov. 1: The last day of the regular season is Sunday, November 8th ; however, all Division games should be completed by Sunday, November 1st with game scores submitted by Monday November 2, so the playoff brackets can be set and the venues secured.

8. RE-SCHEDULING A GAME

The League expects its teams to adhere to their *final game schedule*. With the exception of a rainout, there are very few acceptable reasons for re-scheduling a game. Below is the procedure for re-scheduling games suspended or postponed due to rain/lightning.

(i.) Reason: Rainout / Lightning

If a game gets suspended or postponed due to a rain or other inclement weather, the opposing Managers have 3 days from the rained out game to agree upon a date for the game to be re-schedule and to inform Dick Rushin of same. If Mr. Rushin does not get an email from one of the Managers within three days, he will consult with them and take responsibility for making the decision. Every effort will be made for the game to be played within one week of the suspended/postponed game.

(ii.) Below are other reasons Managers commonly use to cancel/re-schedule games.

- (a.) "I don't have enough players"
- (b.) "I have three players that are sick"
- (c.) "I have three players out of town or on a school field trip"
- (d.) "My players have other sport or family commitments"
- (e.) "My stud left-handed pitcher isn't available and we don't have a chance without him."

8. RE-SCHEDULING A GAME (Continued)

These and others like them will NOT BE RECOGNIZED BY THE LEAGUE AS VALID REASONS TO RE-SCHEDULE A GAME. Do not look for latitude from the League Administrator in these situations. All teams are allowed to roster 22 players. Each Manager should have sufficient extra players that can play with the team in the event starters get hurt, sick or unexpectedly have to go out of town. This is a Team Manager's problem; not a problem for the opposing coach or League.

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. Any team that forfeits twice in a single season will be suspended from the league. Most teams do not want to win a game by a "forfeit". Most take their travel baseball seriously. The players practice hard and want to compete between the lines and win games on the field. Forfeits are unwanted and create negative energy for everyone involved.

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 & 10U	1 Hr. 45 Min.	6 Innings
11 U & 12 U	2 Hours	6 Innings
13 U & 14 U	2 Hours	7 Innings
Varsity & JV	2.5 Hours	7 Innings

10. OFFICIAL START TIME/END TIME (Continued)

(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 & 10U Divisions: No new inning will start after the 1 hour and 45 minute time limit has been reached.

11-U, 12-U, 13-U & 14U 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 2.5 hour 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: The Home team should contact the Visiting team no less than two hours prior to game time to discuss the weather conditions or to cancel the game.

(ii) Contact League Administrator: If a game is cancelled, the Manager of the Home team must immediately call Hall of Fame League Administrator, Dick Rushin to inform him of the cancellation. Dick will be responsible for contacting the umpires.

League Administrator: Dick Rushin
Cell Number: 954-684-1581
Email Address: dickrushin@bellsouth.net

(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 & 10U	1 Hr. 45 Min.	6 Innings	\$35	\$40
11 U & 12 U	2 Hours	6 Innings	\$40	\$45
13 U & 14 U	2 Hours	7 Innings	\$40	\$45
Varsity & JV	2.5 Hours	7 Innings	\$50	\$55

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, the umpire earns \$10 for every completed inning until the game is considered “official”.

(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 schedule before leaving the field of play.

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

UMPIRE’S SLIDING SCALE COMPENSATION CHART:

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

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 (14.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 the playoffs, games 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. In the event of 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. DUGOUTS

(i.) Who Chooses?

Home Team gets their choice of dugout.

(ii) Notification: When a team is playing at it's "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.

16. WHO IS THE "HOME TEAM"?

(i) Single Game: If the game is being played at one of the team's home field, then that team is designated as the "Home" team. If both teams are playing at a neutral site, then a coin-toss determines the Home Team. The Home Team gets their choice of dugout.

(ii.) Regular Doubleheader: When playing a double header, the "Host" Team will be the Home Team in Game #1 and 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, a coin-flip between the Managers will determine the Home Team for each game. The Home team has its choice of dugout.

17. 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.

18. 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 it 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.

19. 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.

20. 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.

(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 recorded an “out” in the removed player’s batting position.

21. BATTING LINE-UP

Traditional Nine-Player Batting Order:

(i.) 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.

Continuous Line-Up:

(i.) 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.

21. BATTING LINEUP (continued)

(ii.) Batting Order:

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 Extra Hitters 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.

22. 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.

23. 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.

24. 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.

24. SLIDING (Continued)

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. Remember, the key word is INTENT.

25. 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, 10-U, 11-U & 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.

26. 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.

27. INTENTIONAL WALKS:

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

28. GAME SCORES

Game scores are submitted by the winning team. Game scores must be submitted on the League Website within seven (7) days of the completed game date.

29. 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.

30. 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.

31. 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 must be made verbally with the umpire by the offended team at the time of play and before the next pitch. 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 the protest within 24 hours of the incident.**
- b. POST A REFUNDABLE PROTEST FEE OF \$50. A Manager must log into the Hall of Fame League website and pay a refundable \$50 protest fee via credit card.**
- c. After payment is processed, the site will prompt the manager to fill out a Protest Form online. The Form should be fill out completely and must include name and phone number of both Managers and Umpires as well as a detailed description of the incident.**
- d. Once the protest has been submitted, it will be reviewed by League officials and a ruling will be made within 72 hours. If the protest is upheld, the \$50 protest fee will be returned to the Manager.**
- e. All decisions of the Hall of Fame Appeal Committee are final.**

