

HOLLIDAYSBURG AREA SUMMER BASEBALL LEAGUE

CONSTITUTION AND BY-LAWS

Amended April 10, 2011

ARTICLE I. Name-Object-Membership

- Section 1. This organization shall be known as The Hollidaysburg Area Summer Baseball League Inc.
- Section 2. Its object is to provide baseball for more boys and girls throughout the Hollidaysburg Area, promote good sportsmanship, fair play and honesty, and to teach the players the fundamentals of baseball.
- Section 3. Membership is open to persons interested in promoting and supporting baseball in the Hollidaysburg Area.

ARTICLE II. The Organization

- Section 1. The officers of the Organization shall consist of a President, Vice President, Secretary and Treasurer.
- Section 2. The Board of Directors shall be composed of the President, Vice President, Secretary, Treasurer and Umpire Coordinator.
- Section 3. The President, Vice President, Secretary and Treasurer shall be elected at a general League meeting.
- Section 4. The length of term for all officers shall be two (2) years with elections to be held at the March meeting. Officers shall assume duties on September 1st of the election year.
- Section 5. Any of the Officers may be removed by a three-fourths vote of the entire membership of the Board of Directors.
- Section 6. The Commissioners of the different Leagues are appointed by the President and are subject to the approval by the Board of Directors. Commissioners will select their Assistant Commissioners, also subject to approval by the Board of Directors.
- Section 7. Nominations for Officers will be made from the floor at the election meeting. All nominees must have consented to serve if elected.
- Section 8. Election of each Officer shall be by secret ballot, unless there is only one nominee for the office, whereupon the nominee may be elected by voice vote or by the Secretary casting a ballot for the Board of Directors.
- Section 9. The Vice President and President of the Board approve any and all items to be voted on by the board at board meetings.

Section 10 Anyone voting for board positions are required to attend and sign in at 75% or more of the public meetings.

ARTICLE III. Duties of elected officials

Section 1. President
(a) Shall preside at all meetings
(b) Shall be Chairman of the Board of Directors and carry out policies set forth by the Board
(c) Shall exercise all other powers and perform such duties usually exercised and performed by such an Officer in organized baseball
(d) Shall be ex-officio member of all committees except the nominating committee

Section 2. Vice President
(a) Shall attend all meetings
(b) Shall be a member of the Board of Directors
(c) Shall assist the President with carrying out policies set forth by the Board
(d) Shall exercise all other powers and perform such duties usually exercised and performed by such an officer in organized baseball

Section 3. Treasurer
(a) Shall attend all meetings
(b) Shall be a member of the Board of Directors
(c) Shall be responsible for maintaining and balancing the League finances
(d) Shall be responsible to have a written balance sheet of the League finances available at each meeting
(e) Shall be responsible for arranging an independent audit for the League's finances at the conclusion of the current playing year

Section 4. Secretary
(a) Shall attend all meetings
(b) Shall be a member of the Board of Directors
(c) Shall be responsible to record all topics discussed at all meetings
(d) Shall be responsible for the reading of minutes from the previous meeting

Section 5. Commissioners
(a) Shall attend all meetings
(b) Shall be responsible for setting the date, time and place of each League's draft
(c) Shall be responsible for creating a playing schedule for each League and scheduling all make-up games
(d) Shall be a liaison between the Board and the respective League
(e) Shall be responsible for working out field and field maintenance problems with the Board

- (f) Shall furnish the Board with a roster of all players and teams in his League, as well as a list of all people cut from the roster, at least one week prior to the first game
- (g) Shall submit names of potential coaches to the Board for approval
- (h) Shall hold a minimum of two (2) coaches meetings during the season

Section 6.

Standing Committees

- (a) Board of Directors
 - a. Shall have general authority and supervision over the affairs of the organization, as long as its acts are within the Constitution and By-Laws of the League
 - b. Shall set up policies governing elimination series, playoffs and tournaments
 - c. Shall recommend and act upon rule changes
- (b) Protest Committee
- (c) Budget Committee
- (d) All other committees as required by outside affiliations and approved by the Board of Directors

ARTICLE IV.

Meetings

- Section 1. The Board of Directors will meet at least once in the fall and then once a month in January, February, March and April. The date, place and time of the meetings shall be determined by a majority vote of the Board
- Section 2. Organization meetings must have a five (5) day notice
- Section 3. Special meetings may be called by the President of the Board. At least two (2) days notice of said meeting shall be given to all Board members
- Section 4. The coaches of each team must be approved by the Board. Prospective coaches' names will be submitted by the League Commissioners
- Section 5. The Board must have five (5) members present to have a quorum

ARTICLE V.

Protest Committee

- Section 1. Protest Committee must be comprised of at least five (5) members of the Board of Directors
- Section 2. The Protest Committee shall rule on all protests, appeals and questions of player eligibility and submit their findings to the Board of Directors for resolution
- Section 3. All protests must be reported to a Board member within twenty-four (24) hours after the game in question. A formal protest in writing must follow the first notice filed with a Board member within seventy-two (72) hours for a protest committee meeting to be scheduled. If either of the first two steps outlined above are not met, the game will stand as called on the field and no other action shall be taken. At the protest, a representative of each team must be present along with the head umpire of that game.

ARTICLE VI. Budget Committee

Section 1. The budget is to be submitted to the Board of Directors by the Budget Committee for approval

ARTICLE VII. Amendments

Section 1. Proposed amendments or changes to the By-laws must be approved by a three-fourths vote of the Board of Directors

ARTICLE VIII. Coach's responsibilities

Section 1. The Head Coach or Assistant Coach or a designated team representative must attend all League meetings, special meetings (i.e. coaches clinics), and work/field maintenance days. If a team is not represented at the meetings outlined above, that team's Head Coach will be suspended from coaching two games. If a team is not represented a second time, that team's coach will not be allowed to coach for the remainder of the season.

ARTICLE IX. Rules

Section 1. The Board of Directors shall have the power to suspend players and coaches for all rule infractions

Section 2. All team rosters and League schedules must be turned over to the Board of Directors before the season begins

ARTICLE XI 42 Pa.C.S. 8332.1 (2001)

Adopted 2/26/02

8332.1 Board of Directors, Manager, Coach, Umpire or Referee and nonprofit association
negligence standard

42 Pa. C.S. 8332.1
PENNSYLVANIA STATUTES

** THIS DOCUMENT IS CURRENT THROUGH 2001 P.A. ACT 77, ENACTED 6/26/2001**

PENNSYLVANIA CONSOLIDATED STATUTES
TITLE 42. JUDICIARY AND JUDICIAL PROCEDURE
PART VII. CIVIL ACTIONS AND PROCEEDINGS
CHAPTER 83. PARTICULAR RIGHTS AND IMMUNITIES
SUBCHAPTER C. IMMUNITIES GENERALLY

(A) GENERAL RULE - Except as provided otherwise in this section, no person who, without compensation and as a volunteer renders services as a manager, coach, instructor, umpire or referee in a sports program of a nonprofit association, and no nonprofit association, or any offer or employee thereof, conducting or sponsoring a sports program, shall be liable to any person for any civil damages as a result of any acts or omissions in rendering such services or in conducting or sponsoring such sports program, unless the conduct of such person or nonprofit association falls substantially below standards generally practiced and accepting in like circumstances by similar persons or similar nonprofit associations rendering such services or conducting or sponsoring such sports programs, and unless it is shown that such person or nonprofit association did an act or omitted the doing of an act which such person or nonprofit association was under a recognized duty to another to do, knowing or having reason to know that such act or omission created a substantial risk of actual harm to the person or property of another. It shall be insufficient to impose liability to establish only that the conduct of such person or nonprofit association fell below ordinary standards of care.

(B) EXCEPTIONS

(1) Nothing in this section shall be construed as affecting or modifying the liability of such person or nonprofit association for any of the following:

- (a) Acts or omissions relating to the transportation of participants in a sports program or others to or from a game, event or practice
- (b) Act or omissions relating to the care and maintenance of real estate unrelated to the practice or playing areas which such persons or nonprofit associations own, possess or control.

(2) Nothing in this section shall be construed as affecting or modifying any existing legal basis for determining the liability, or any defense thereto, of any person not covered by the standard of negligence established by this section.

ARTICLE XII

15 Pa. C.S. 5713 (2001)

Adopted 2/26/02

5713. Personal liability of Directors and Board members

15 Pa. C.S. 5713
PENNSYLVANIA STATUTES

** THIS DOCUMENT IS CURRENT THROUGH 2001 PA.
ACT 77, ENACTED 6/26/2001 **

PENNSYLVANIA CONSOLIDATED STATUTES
TITEL 15. COPORATIONS AND UNINCORPORATED
ASSOCIATIONS PART II. CORPORATIONS
SUBPART C. NONPROFIT CORPORATIONS
ARTICLE B. DOMESTIC NONPROFIT CORPORATIONS
GENERALLY CHAPTER 57. OFFICERS, DIRECTORS
AND MEMBERS SUBCHAPTER B. FIDUCIARY DUTY

- (A) GENERAL RULE – As duly adopted by the members, a director shall not be personally liable as such, for monetary damages for any action taken unless:
- (1) The Director has breached or failed to perform the duties of his office under this subchapter; and
 - (2) The breach or failure to perform constitutes self-dealing, willful misconduct or recklessness.
- (B) EXCEPTION – Subsection (1) shall not apply to:
- (1) The responsibility or liability of a director pursuant to any criminal statute; or
 - (2) The liability of a director for the payment of taxes pursuant to Federal, State or local law.

HOLLIDAYSBURG AREA SUMMER BASEBALL LEAGUE

OPERATING RULES

Revised March 7, 2010

PLAYER ELIGIBILITY

Pee Wee Minor: Player must be at least six (6), seven (7), or eight (8) years of age by May 1 of the current season and must not have reached the age of nine (9) prior to May 1 of the current season. (Amended 11/9/05)

Pee Wee: Player must be at least eight (8), nine (9), or ten (10) years of age by May 1 of the current season and must not have reached the age of eleven (11) prior to May 1 of the current season. (Amended 11/9/05)

Little League: Player must be at least ten (10), eleven (11) or twelve (12) years of age by May 1 of the current season and must not have reached the age of thirteen (13) prior to May 1 of the current season. (Amended 11/9/05)

Pony League: Player must be at least thirteen (13) years of age by Aug 1 of the current season and must not have reached the age of seventeen (17) by Aug 1 of the current season.

Moving a player up: A player may be moved to an older league only after a petition letter is received by the Board of Directors. The petition letter must be submitted by the player's parents or legal guardian only. The Board of Directors will then approve or disapprove the petition pending an investigation of the request. No player will be moved up after the beginning of the season. New players moving into the area, after the season has started, will be placed in the appropriate league for their age.

RULES

1. Behavior: The Managers/Head Coach shall be responsible for the behavior of their team on or off the field while players are in uniform. Players and Coaches reported to be smoking, drinking alcoholic beverages or conducting themselves in a manner that is unsportsmanlike may be suspended for that day's game and successive games pending investigation of the Board. (Amended 12/10/06)
2. Ejections: If a player or coach is ejected from a game, he or she will not be eligible for the next game as a penalty. The Board of Directors must be notified of the ejection by either the offending player's coach or the player's opponent's coach or by the umpire who ejected the player or by the league commissioner. If a player or coach participates in a game while he/she is supposed to be serving a suspension, the manager/head coach will serve a two game suspension for using an ineligible player or coach. All suspensions will be served on the next two games after the game in which the infraction occurred. (Amended 12/10/06)
3. Player quitting during the regular season: If a player quits his/her team during the season, he/she is ineligible to play on a HASBL team for the remainder of the season, playoffs and/or tournaments. The player will have no money refunded to him/her. A player must

play in one third (1/3) of the regular season games to become eligible for the playoffs.
(Amended 12/10/06)

4. Teams running short of players: If a team is down to only nine active players during the season, the first player from the commissioner's waiting list shall be assigned to that team. If no players are on the waiting list and a candidate is submitted from outside the league, but said candidate lives within league boundaries, the Board of Directors will determine if that player is eligible after a hearing on the subject is completed.
5. Must slide rule: This rule will be expressed as a no slide/no contact rule. If the player chooses not to slide, then no contact is permitted by that player into the defensive player.
6. Player called up due to absenteeism: If a player is called up from a younger league to play in an older league and the absent player shows up, the younger player who was called up must play in the game according to each individual league's must play rule that deals with a player being called up. If a younger player is playing a game for his/her team in the same time slot as the older league game, the younger player will be ineligible to be called up.
7. Rained out games: If a game is rained out prior to the first pitch, all pitching rules will be in effect for the week that he make-up game is played. EXAMPLE: A rained out game is going to be the third game of the week and pitchers who have pitched their maximum number of innings or pitches earlier that week will not be eligible to pitch in the make-up game.
8. Rescheduled games: Games will be rescheduled by the commissioner of each league. All rescheduled games will be scheduled for the first available open date. School functions take priority over any games scheduled. All games scheduled on these days will be rescheduled by the commissioner.
9. Coaching rules for draft: Each league must have head coaches named prior to the draft and that coach or his Board approved delegate must be present at the draft. If the head coach or approved delegate is not present on draft night, the draft must be postponed until all approved members are present.

Specific Draft Rules:

(a) The draft will from lowest to highest, and then highest to lowest for all rounds of the draft. For example, if there are 10 teams in a specific league, the draft will go from 1-10, and then 10-1, 1-10, 10-1, and so on, until all players have been drafted.

(b) A team will have a maximum of fifteen (15) players

(c) Any coach without a child playing will get one first round selection. Coaches' children will then be evaluated and ranked by age and/or ability, by the coaches and an independent, unbiased Board Member(s). The coach with the youngest and/or least experienced child will pick first, and the coach with the 2nd youngest and/or 2nd least experienced child will pick second, and so on. Any other changes due to specific circumstances are acceptable, provided every coach, as well as the board, are in full agreement. For the round which the coaches' child is agreed to be drafted in,

that coach will not make a pick. At least (1) board member will be present for the draft ranking, and will decide any conflicts. Each leagues' draft order will be presented to the board by the league commissioner prior to that leagues' draft. The board will make the final decision if there are any ties or conflicts.

(d) If a draft pick has a sibling in the draft, they will stay together. The sibling not chosen first will be evaluated and assigned a draft order by the coaches and an independent, unbiased Board Member(s).

(e) Only coaches, commissioners or board members may be present at the draft. No outside participants will be permitted.

(f) Cell phones will be permitted for emergency or family matters only. No cell phones will be permitted for draft discussions.

10. Assistant coaches: No assistant coaches will be picked by the head coach until the draft in each league is completed.
11. Tournament teams: Our league encourages teams to take part in tournament play, provided however that they do not interfere with Regular season and/or playoff games. Players selected for tournament teams may not participate in any tournament game that conflicts with a regular season or playoff game. Further, players will not be permitted to leave early from a regular season or playoff game to attend a tournament game. Regular season &/or playoff games must be the players' first priority. Tournament team coaches will be voted upon by the Board of Directors after the tournament teams have been selected. All head coaches are required to be at the tournament team meetings and selection meetings. Each team will be given up to \$300 to use for tournaments fees and expenses. Receipts are required to be sent to the treasurer no later than the conclusion of the last tournament played.
12. Tournament team selection: Head and assistant coaches of each team will nominate potential tournament players from their team by submitting a list to the league commissioner. Commissioner will collect all the names from each team and submit full list to the tournament selection committee; which will be made up of the head coaches and commissioners of each league. Selection Committee will vote for tournament players via secret ballot. Players with the most votes will be selected for the tournament team. In event of a tie, coaches will re-vote for the tied players only via secret ballot. Voting will continue until all ties are broken.
13. Call ups for tournament teams: Callups will be made at the discretion of the tournament team coaches. Players called up must be a member of the HASBL and must be within the age limits outlined by tournament rules.
14. Special Events: All special events (home run derby, team hitting contest, base running contest, Pee Wee minor day, and All Star games) will be held and scheduled during the regular season. The league commissioners will be responsible for staffing the concession stand for that particular event. All coaches should make an effort to help with this process and volunteer their support as all leagues will benefit from the proceeds.

15. Concession stand: Each team is responsible to provide volunteers for the concession stand at their appointed time. Commissioners of each league will be responsible for scheduling concession stand coverage and notifying each team of their appointed time. After the late game a representative from each team must be present to secure the concession stand, this includes Pee Wee coaches on their game nights.

HOLLIDAYSBURG AREA SUMMER BASEBALL LEAGUE

LITTLE LEAGUE PLAYING RULES

REVISED March 21, 2010

1. The League will play according to the National Little League Baseball rules with the only exceptions being those established by the Board of Directors that are listed below. A copy of the National Little League Baseball rules is provided with this book of rules.
3. Each team must submit a roster listing each team member's name and uniform number to the Little League Commissioner before the first game of the season.
4. The head coach or assistant coach in cases where the head coach is absent is responsible for the behavior of the team members both on and off the field while players are in uniform. The use of profanity or exhibition of unsportsmanlike conduct will not be tolerated.
5. Coaches are expected to set a good example in sportsmanship and behavior. Conduct will be free of profanity, fighting, etc. If the umpire cannot control a coach's behavior, the situation shall be reported to the commissioner and the Board of Directors. Penalties in the form of suspension can be issued by the Board after an investigation.
6. Field preparation will be done by both the home and visiting coaches. A head coach or his delegate must be present to get the field ready prior to each game. Clean up after the games will also be done by representatives of both teams. Any head coach not helping with field preparation or cleanup will be suspended for the following game. This includes having the field ready to play for the next game (raking, filling in the pitchers mound, etc.)
7. Players must be in full uniform while on the field of play or in the dug out while the game is in progress. Full uniform includes tucked-in shirt, pants, cap and shoes.
8. Batters and base runners must wear a batting helmet at all times.
9. Catchers will use a protective cup and a throat protector.
10. The umpire is responsible for controlling play once the game begins.
11. No one other than coaches, players, batboy, scorekeeper and umpires are permitted on the field.
12. Players of the team at bat, except for the batter and the on deck hitter, shall remain in the dugout at all times. The on deck hitter must remain in the designated area.
13. Players on the defensive team who are not in the game shall remain in the dugout at all times.
14. All trash must be removed from the dugouts after each game.
15. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat at least one time in a full six inning game. Coaches should try and play all

players in shortened games. If a game is shortened due to score, the coaches will stop score keeping but continue to play with the intention of fulfilling this must play rule. Coaches will be allowed to stop play if all players have played the minimum in a shortened game or the time as come for the next game behind them to start. Any player who does not play the minimum number of outs should be in the starting lineup the following game.

16. Base runners that leave a base before a pitched ball passes the batter will be warned once. This warning will also be directed to the team at bat as a full team warning. The second violation results in the guilty base runner being called out.

17. If a base runner throws off the batting helmet on purpose, he/she will be called out. If the same base runner throws off the batting helmet a second time, he/she will be ejected from the game.

18. Batters who throw the bat will be warned on the first occasion and called out for the second and successive occasions. The warnings are individual and not team warnings.

19. If a base becomes dislodged or pops out and the runner attempts to advance, the runner advances at his/her own risk.

20. Ten (10) run rule – If after 3 ½ innings, the home team is ahead by 10 runs or more, the official game is over and that score is recorded. If time permits, the coaches are instructed to fulfill the must play rule. If after four (4) complete innings, the visiting team is ahead by 10 runs the above rules apply.

21. If a game is called due to weather, curfew, electrical, mechanical failure or any other reason it is a regulation game if (1) four (4) innings have been completed or (2) if the home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 ½ innings or (3) if the home team scores one or more runs in it's half of the 4th inning to tie the score. A regulation tie game shall be resumed from the exact point that play was halted. If a game is called before it has become a regulation game, the game will be continued from the exact point at which it was halted, with the same lineup if possible. However the pitchers shall be charged with the number of innings thrown in the current calendar week. NOTE: All playoff games will be played to completion.

22. A 10 year old Pee Wee player may be used if a team cannot field nine (9) Little League players. Coaches cannot bench a Little League player to play a Pee Wee player. If a Pee Wee player is used in a Little League game, he/she must play in the outfield and bat in the last spot in the lineup. If a Pee Wee player is called up and the 9th Little League player shows up, the Pee Wee player will only be allowed to EH and must play in that spot. If a player goes down during a game with a Pee Wee EH, the Pee Wee player will still only be allowed to play the outfield and the spot in the batting order now empty will be an automatic out when due up to bat. Pee Wee players brought up should be rotated and overseen by the commissioner.

23. Each pitcher is permitted to pitch a maximum of six (6) innings per week. The calendar week is defined as Monday thru Sunday.

24. Delivery of one (1) pitch in an inning constitutes one (1) inning pitched.

25. A pitcher who is removed from pitching during a game may not pitch again in the same game.

26. Line up cards must be filled out and given to the plate umpire and posted in the master pitching log in the concession stand. Lines up cards are available at the Locker Room.
27. Any number of 10, 11, 12 year old registered Little League players can pitch in any given week. All pitchers are permitted to pitch only six (6) innings in any given week. No Pee Wee players will be eligible to pitch in a Little League game.
29. If a player pitches in less than four (4) innings, one (1) calendar day's rest is mandatory. EXAMPLE: If a player pitches less than four innings on Monday the 3rd, he/she is ineligible to pitch again until Wednesday the 5th.
30. If a player pitches four (4) or more innings, three (3) calendar days rest is mandatory. EXAMPLE: if a player pitches four (4) innings on Monday the 3rd, he/she is ineligible to pitch again until Friday the 7th. No pitcher for any reason is allowed to pitch more than six (6) innings per week.
31. If a manager uses an ineligible pitcher/fielder/batter/runner/player in any game, the following procedure will be followed: Upon discover of the ineligible player, the umpire will have the ineligible player removed and replaced with an eligible player. The head coach/manager will serve a two (2) game suspension for using an ineligible player. The suspension must be served on the next two (2) consecutive games.
32. A pitcher may use a multi-colored glove providing it contains no light colors. A long-sleeved shirt may be worn by a pitcher due to inclement weather or personal health reasons, but the long sleeves must not be white in color or light enough to distract the batter. This also includes any type of wrist bands.
33. One visit to the pitchers mound in any one inning is allowed without requiring the pitchers removal. On the second visit to any pitcher in any one inning, the pitcher must be replaced. Visits as a result of injury are not counted. It will be considered a visit to the mound if a coach calls his pitcher over to the foul line to converse with him/her.
34. If a pitcher hits three (3) batters in any one game, the pitcher must be pulled from pitching any more in that game.
35. If a team starts the game with an EH as the 10th player, they must finish the game with 10 spots in the batting order. If the EH or any player is unable to continue play and his spot comes up in the batting order, he will be out. If the team chooses to use a Pee Wee player in this spot due to the original EH not being able to continue, the Pee Wee player must have started the game in the teams dugout.
36. All Little League teams are required to start all games with eight (8) players. If a player is removed for any reason during the game, his/her team will be allowed to finish the game with only seven (7) players. The spot where the player was removed is now an automatic out. If for any reason a team gets down to six (6) players at any time during a game that team must forfeit the game.
37. A starting player may re-enter the game after he has been removed only if he re-enters in the original position in the batting order he/she occupied. An exception to this rule is applied when

all players at the game have appeared in the game and an injury occurs to a player who is in the game. When this happens, any player may be substituted for the injured player without regard to his original position in the batting order. An injured player removed from the game under this rule shall not be permitted to re-enter the game. If a pinch runner is substituted for a starting player, the starting player may re-enter the game when his team takes the field defensively. The pinch runner cannot re-enter the game a second time as a pinch runner.

38. Draft Rules:

(a) The draft will go from lowest to highest, and then highest to lowest for all rounds of the draft. For example, if there are 10 teams in a specific league, the draft will go from 1-10, and then 10-1, 1-10, 10-1, and so on, until all players have been drafted.

(b) A team will have a maximum of fifteen (15) players

(c) Any coach without a child playing will get one first round selection. Coaches' children will then be evaluated and ranked by age and/or ability, by the coaches and an independent, unbiased Board Member(s). The coach with the youngest and/or least experienced child will pick first, and the coach with the 2nd youngest and/or 2nd least experienced child will pick second, and so on. Any other changes due to specific circumstances are acceptable, provided every coach, as well as the board, are in full agreement. For the round which the coaches' child is agreed to be drafted in, that coach will not make a pick. At least (1) board member will be present for the draft ranking, and will decide any conflicts. Each league's draft order will be presented to the board by the league commissioner prior to that league's draft. The board will make the final decision if there are any ties or conflicts.

(d) If a draft pick has a sibling in the draft, they will stay together. The sibling not chosen first will be evaluated and assigned a draft order by the coaches and an independent, unbiased Board Member(s).

(e) Only coaches, commissioners or board members may be present at the draft. No outside participants will be permitted.

(f) Cell phones will be permitted for emergency or family matters only. No cell phones will be permitted for draft discussions.

39. A playoff format will be determined & approved by the Board for each league before the season begins. There can be only one champion at the end of the season.

Pee-Wee League
(Revised January 3, 2011)

Official Little League Rules will be in effect as amended by the following.

1. Each team will be managed by one head coach and up to four assistant coaches. All must be at least 18 years old. HASBL Board members must approve head coaches.
2. A player must not yet have turned 11 years old prior to May 1st of the current year. To be eligible to participate in practice and/or games the player must have his/her registration signed and returned to the league.
3. Eight (8) year olds are allowed to participate in Pee-Wee League if their parents have decided to have them play up and the league has adequate room for additional players. If there is not enough room for all of the eight (8) year olds that wish to play up, the draft will determine who will be permitted to play in Pee Wee and the remaining players will have the option to play in Pee Wee Minor. Eight (8) year old players may also be pulled up from Pee Wee minor when a Pee Wee team is short of players (on a game by game basis).
4. Teams that are short of players for a particular game will be allowed to bring any player from Pee Wee Minor provided that the player meets the following guidelines:
 - (e) The player must be a registered participant in HASBL
 - (f) The player must be eight (8) years old by April 30th of the current year
 - (g) Coaches cannot bench a Pee Wee player to play a Pee Wee Minor player. If a Minor player is used in a Pee Wee game, he/she must play in the outfield and bat in the last spot in the lineup. If a Minor player is called up and the 10th Pee Wee player shows up, the Minor player will only be allowed to EH and must play in that spot. If a player goes down during a game with a Minor EH, the Minor player will still only be allowed to play the outfield and the spot in the batting order now empty will be an automatic out when due up to bat.
 - (h) Minor players brought up should be rotated and overseen by the commissioner. It is the responsibility of the Commissioner to monitor the call ups and make sure that all qualified Minor players have a chance to play up.
 - (i) A Pee Wee minor player may not play in a Pee Wee game if it conflicts with an already scheduled Minor game. The Pee Wee Minor player must give priority to the Minor game.Any violation of these rules will result in a forfeit by the violating team.
5. To start a game, each team must have at least eight (8) players present. There will be a thirty (30) minute grace period past game time. If, after the thirty (30) minute grace period, the team does not have at least eight (8) players, the game will be forfeited.
6. Field preparation will be done by both the home and visiting coaches. A head coach or his delegate must be present to get the field ready prior to each game. Clean up after the games will also be done by representatives of both teams. Any head coach not helping

with field preparation or clean up will be suspended for the following game. This includes having the field ready to play for the next game (raking, filling in the pitchers mound, etc.)

7. Catchers will use a protective cup and a throat protector.
8. Every player attending the game must play three (3) innings, unless the game is shortened by weather or the mercy rule. Any child that doesn't get to play three (3) innings must start in the following game.
9. A game will be six (6) innings in length unless the score is tied, then extra innings will be played.
10. If a game is stopped due to rain or darkness before five (5) innings are complete, the game will be rescheduled and picked up at the point it was stopped. All games to be rescheduled must be rescheduled by the commissioner for the next available open date. All playoff games shall be completed and started from where it was called. Note: All Playoff games will be played to completion.
11. If a team is ahead by fifteen (15) or more runs after four (4) complete innings, the team ahead will be declared the winner and official score keeping will stop. However, if both coaches agree the game may be continued (15 run rule).
12. If a team is ahead by ten (10) or more runs after five (5) complete innings, the team ahead will be declared the winner and official score keeping will stop. However, if both coaches agree the game may be continued (10 run rule).
13. One half inning will consist of three (3) outs or 9, 10 or 11 batters, whichever comes first. When the 10th or 11th batter is announced at the plate, there will automatically be two (2) outs and touching any base ahead of any runner will make a force out. All runs will count until the out is made. If the 10th or 11th batter is walked or hit by a pitch, all runners will receive two bases. If an overthrow occurs on the 10th or 11th batter and the ball goes out of play, all runners receive two bases from the time the fielding player lets go of the ball.
14. An extra hitter will be permitted when both teams have eleven (11) players. If one team has only ten (10) players, a team with eleven (11) or more players may still choose to use an extra hitter or both teams can use the normal ten (10) batter lineup. An inning will still consist of three (3) outs or a maximum of eleven (11) batters. Teams can only bat as many players as the opposing team has in their lineup, unless a team only has 9 players. (EXAMPLE: Team A has 10 players in lineup & team B has 11. Team B can bat maximum of 10 batters per inning. The eleventh player can be in the lineup, but would bat first the following inning). However, if a team only has 9 players for a particular game, the opposing team may bat all 10 of their players in an inning, provided 3 outs have not occurred.
15. A player's position may be changed in the field, but not in the batting order. Any player batting out of order will be called out. There will be no pinch runners except for injury or ejection.

16. Coaches are responsible for their team's players and parents conduct. Any negative comments or actions directed to an umpire will not be permitted and will result in a one game suspension. In the case of an unruly parent, the child and parent will serve the one game suspension.
17. Unsportsmanlike conduct will not be tolerated and will result in ejection from the game. Conduct such as throwing any equipment, arguing with an umpire, or trying to injure another player, or using profanity will result in immediate ejection from the game. This rule applies to coaches and players and is enforced at the discretion of the umpire. The umpire's word is final.
18. Any batter accidentally throwing the bat will be given one warning per game. On the second occurrence, the batter will be called out.
19. Please warm up players entering the game away from the field so as not to interfere with play.
20. An overthrow will be called when a thrown ball leaves the field of play and goes out of play. (Conditions are different for each field and should be discussed by the umpire and coaches prior to the game). Upon an overthrow, the runners will receive one additional base.
21. Stealing of second and third base is permitted. Stealing third is only permitted twice an inning and not permitted by any team leading by six (6) or more runs. No runners can advance on an overthrow on a stolen base attempt.
22. The following pitching rules will be followed:
 - (a) Pitchers are not permitted to wear wrist bands, batters gloves, or any white or gray sleeves below their normal uniform sleeves.
 - (b) A player will be allowed to pitch a maximum of three (3) consecutive innings per game
 - (c) A player who pitches three (3) innings or less in one game must be given at least one days rest before pitching again (one calendar day off).
 - (d) A player can pitch a total of six (6) innings in one week (Monday thru Sunday)
 - (e) Delivery of one pitch constitutes one (1) inning pitched
 - (f) The pitcher will throw in a natural controlled motion
 - (g) The pitcher will begin each delivery with his/her foot in contact with the pitching rubber
 - (h) Balks will not be called
 - (i) If a pitcher is relieved during the game, he/she cannot re-enter to pitch
 - (j) If a pitcher hits three (3) batters in a game, he/she must be removed
 - (k) A coach (head or assistant) may make one visit to the mound per pitcher per inning without having to relieve that pitcher from the game. Once the second visit in the same inning to the mound, no matter if it is the same coach or not the pitcher must be relieved.
23. Infield fly rule will be in effect. The rule is: A fly ball (not including a line drive or a bunt) that can be caught by an infielder without great difficulty, with runners on first and second or first, second and third bases and less than two outs, the batter is automatically out and the runners advance at their own risk. The umpire must make the call before the

ball hits the infielder's glove. ** Coaches, it would be in your best interest to make sure the umpire is familiar with the rule and remind him when those conditions are present.

24. If a catcher catches a fly ball that goes higher than the batter's head, the batter is out. Any foul tipped third strike that is caught by the catcher is also an out.
25. Bunting is permitted
26. The ball must cross home plate before a runner can leave the base on a stolen base attempt.
27. Runners leaving early: On the first occurrence, the team will be issued a warning and the runner will be returned to the prior base. On the second occurrence by the team that had been warned, the runner will be called out.
28. Must slide rule: Runners must slide when a play is being made at second, third or home. This rule will be enforced at the discretion of the umpire (no slide, no contact). If a player decides not to slide then no contact should be made.
29. Blocking the base without possession of the ball is not permitted and is considered an obstruction. Runners will be rewarded the base when this occurs.
30. Interference will be at the umpire's discretion. If a base runner obstructs or interferes with a fielder attempting to field a ball that has not passed the fielder, it can be determined to be an obstruction and the base runner will be called out. All base runners will return to the last base touched at the time the interference occurred.
31. A batter hit by a pitch after the ball hitting the ground is entitled to first base.
32. Canceling of games due to weather will be at the discretion of both coaches. If no agreement can be reached, the umpire's decision will be final.
33. Umpires:
 - The umpires will be in full control of the game
 - The umpires have the authority to eject unruly fans and or coaches from the viewing area at the risk of forfeiture by the team
 - The umpire's word is final during the game. If a problem exists, bring it to the attention of the Pee Wee Commissioner
 - The coaches should help the umpires do their job by encouraging their players and fans to practice good sportsmanship at all times, this includes comments made to batters while batting and the good game hand shake at the end of the game (one warning may be issued depending on offense).
34. Draft Rules
 - (a) The draft will from lowest to highest, and then highest to lowest for all rounds of the draft. For example, if there are 10 teams in a specific league, the draft will go from 1-10, and then 10-1, 1-10, 10-1, and so on, until all players have been drafted.
 - (b) A team will have a maximum of fifteen (15) players

(c) Any coach without a child playing will get one first round selection. Coaches' children will then be evaluated and ranked by age and/or ability, by the coaches and an independent, unbiased Board Member(s). The coach with the youngest and/or least experienced child will pick first, and the coach with the 2nd youngest and/or 2nd least experienced child will pick second, and so on. Any other changes due to specific circumstances are acceptable, provided every coach, as well as the board, are in full agreement. For the round which the coaches' child is agreed to be drafted in, that coach will not make a pick. At least (1) board member will be present for the draft ranking, and will decide any conflicts. Each leagues' draft order will be presented to the board by the league commissioner prior to that leagues' draft. The board will make the final decision if there are any ties or conflicts.

(d) If a draft pick has a sibling in the draft, they will stay together. The sibling not chosen first will be evaluated and assigned a draft order by the coaches and an independent, unbiased Board Member(s).

(e) Only coaches, commissioners or board members may be present at the draft. No outside participants will be permitted.

(f) Cell phones will be permitted for emergency or family matters only. No cell phones will be permitted for draft discussions.

35. A playoff format will be determined & approved by the Board for each league before the season begins. There can be only one champion at the end of the season.

HASBL PONY LEAGUE RULES

(Players 13 – 16 years of age)

Revised January 3, 2011

MAJOR LEAGUE RULES

The 2003 Official Baseball rules, published by the National Baseball Congress, Inc., will apply to league play, except where modified by the following HASBL Pony League Rules.

1. RE-ENTRY RULE

(a) A starting player may re-enter the game after he has been removed only if he re-enters in the original position in the batting order he occupied. An exception to this rule is applied when all players present at the game have appeared in the game and an injury occurs to a player who is in the game. When this happens, any player may be substituted for the injured player without regard to his original position in the batting order. He shall assume the position of the injured player in the batting order. An injured player removed from the game under this rule shall not be permitted to re-enter the game.

(b) If a pinch runner is substituted for a starting player, the starting player may re-enter the game when his team takes the field defensively. The pinch runner cannot re-enter the game a second time.

2. MUST PLAY RULE

There is no must play rule in Pony League.

The coaches, with approval from the board, will “draft” the top “X” number of players, in order to make even teams. The coaches and the board will decide on the number of players per team, but each team will have the same number of players to start the season. Players not drafted will be refunded their money and will not play on a team for that year.

3. PITCHING RULES

- * Monday thru Sunday is a pitching week. Monday constitutes a new week.
- * A 15 – 16 yr old pitcher may pitch a maximum of fourteen (14) innings in a week. A pitcher can only pitch a maximum of seven (7) innings in a game.
- * 13 – 14 yr old pitcher may pitch a maximum of eleven (11) innings in week, or a maximum of seven (7) innings in a game.
- * The delivery of one pitch constitutes an inning
- * Each pitcher shall receive one (1) balk warning per game.
- * Starting pitchers are allowed eight (8) warm up throws

4. PITCHERS’ REST

- * Pitch two innings or less in a game, no rest is required
- * Pitch three (3) innings through four (4) innings in a game, one (1) calendar day rest is required
- * Pitch five (5) through seven (7) innings in a game, three (3) calendar days rest is required.

5. INELIGIBLE PITCHER

If an ineligible pitcher is used in a game, the game is forfeited. This is a non-protest situation. The end of the last regular season game is the time limit to report a violation.

6. COURTESY RUNNERS

A courtesy runner is permitted for the pitcher or catcher at any point in the game. A courtesy runner is not permitted for an injured player. A courtesy runner is a player who has not appeared in the game. The courtesy runner's appearance in the game does not count as a substitution for the original player.

7. EXTRA HITTER

An extra hitter must be on the lineup card prior to the start of the game. You must show where the extra hitter will be in the batting order on the lineup card. The extra hitter must play three (3) innings in the field only for the position player he is the extra hitter for. The position player then becomes the extra hitter for the remainder of the game.

8. SLIDE RULE

Runners should avoid opposing team players when there is a possibility of a tag play at a base. A runner who bowls over or shows an attempt to harm an opposing team member shall be called out and ejected.

9. COMPLETE GAME

A complete game shall consist of seven (7) innings.

10. 15 RUN RULE

If the home team is leading by fifteen (15) or more runs at the end of 3 ½ innings, or at any time thereafter, the game shall be declared over.

If the visiting team is leading by fifteen (15) or more runs at the end of the 4th inning, the game shall be called over.

11. 10 RUN RULE

If the home team is leading by ten (10) or more runs at the end of 4 ½ innings or at any time thereafter, the game shall be declared over.

If the visiting team is leading by ten (10) or more runs at the end of the 5th or 6th innings, the game shall be declared over.

12. SUSPENDED GAMES

(a) If a game is suspended for any reason before five (5) complete innings, or 4 ½ innings if the home team is ahead, the game will resume from that point. If possible, all players in the game at that time will return to the original batting order when the suspended game is resumed. If players are unavailable when the suspended game is resumed, any legal substitutions that can be made, must be made. After all legal substations are made, any necessary but otherwise illegal

substitutions may be made. Pitching eligibility reverts to the current week of the game. Any innings pitched in the suspended part of the game count as innings pitched in the game.

(b) Any game called for any reason after five (5) complete innings, or 4 ½ innings if the home team is ahead, will be a regulation game. A called game ends at the moment the umpire terminates play.

** Exception:

If the game is called while an inning is in progress and before it is completed, the game becomes a suspended game in each of the following situations:

1. The visiting team has scored one (1) or more runs to tie the score and the home team has not scored.
2. The visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.

If a game is called in the 6th or 7th innings, or any inning thereafter with the score tied, it will be a suspended game.

13. METAL SPIKES

All players must wear rubber spikes or sneakers. If a player has interchangeable spikes, they must have the rubber spikes attached. Baseball shoes with metal spikes are prohibited.

14. CATCH AND CARRY RULE

If a player makes a catch of a batted ball in fair territory, and his momentum carries him out of bounds, he can throw the ball from where he ends up in attempting to make a play.

15. PLAYOFFS

Regular season's rules apply to playoff games and in particular, to the Pitcher's Rest required for playoff games. If the regular season ends on a Saturday, and playoffs start the following Monday, players who pitched on Saturday must have the required number of days rest before being eligible to pitch in the playoffs.

16. GAME TIME

(a) All weekday games start at 5:30 pm unless other arrangements are made. The home team may use the field from 4:30 pm until 4:55 pm. The visiting team will have the field from 4:55 pm until 5:20 pm. At 5:20 pm all coaches will meet to get the field ready.

(b) A ½ hour grace period will be given to a team that does not have at least nine (9) players for the start of the game. A player from one of the other teams may fill in. *** This rule to be reviewed & maybe revised after the draft each year; depending on the number of players on each team.*

(c) A Little League player can play any position, EXCEPT pitcher, and must BAT LAST in the batting order.

17. DRAFT RULES

(a) The draft will go from one (1) through eight (8) (*or whatever maximum number of teams is*) and then eight (8) through one (1), then one (1) through eight (8), etc.

(b) A team will have a maximum of fifteen (15) players

(d) A head coach's child will be his first round pick – any coach without a child playing will get one first round selection. Coaches' children will then be evaluated and ranked by the coaches and an independent, unbiased Board Member(s). Based on grouped rankings, numbers will be drawn for draft order. Lowest ranked group will draw for the top draft selections, etc.

(e) If a draft pick has a sibling in the draft, they will stay together. The sibling not chosen first will be evaluated and assigned a draft order by the coaches and an independent, unbiased Board Member(s).

(f) Only coaches, commissioners or board members may be present at the draft. No outside participants will be permitted.

(g) Cell phones will be permitted for emergency or family matters only. No cell phones will be permitted for draft discussions.

18. MISCELLANEOUS RULES

(a) The winning manager will be responsible for calling in scores and statistics to the Altoona Mirror at 946-7444

(b) The home team manager will be responsible for canceling rainouts and notifying the commissioner

(c) A player, manager or coach throwing equipment will be ejected

(d) A batter who swings and unintentionally throws a bat will be given a warning on the first offense, and will be called out for a second or subsequent offense

(e) All pony league rule violations will go before the pony league commissioner and the rules committee. If it cannot be resolved, it will be referred to Article VII, Section I of the constitution and bylaws

(f) Managers, coaches and players will be ejected for swearing. Excessive swearing will result in a suspension. Any coach or player ejected from a game, for any reason, will be suspended for the next game also.

(g) If a batter becomes a runner on a wild pitch or a passed ball with entitles the runners to advance one (1) base, the batter/runner shall be entitled to first base only and the runners shall advance one base only. EXAMPLE: Ball four on a batter or a third strike is not caught by the catcher and rebounds out of play, the batter gets first base only and any base runners advance only one base.

19. GROUND RULES

LONGER

- HR Outfield weeds on a fly
2B Ball bounces or rolls into the outfield weeds. The outfielder will raise his hand and the ball will be checked by the base umpire.

SUNBROOK

- OB Out of bounds at the backstop will be marked with a chalk line and will be straight back (at right angles to the foul line) from the backstop to the fence. Players must go BEHIND the fence and remain out of play when going from bench to the on deck area.

20. PLAYOFFS

A playoff format will be determined & approved by the Board for each league before the season begins. There can be only one champion at the end of the season.

HASBL Pee-Wee Minor League Rules
Adopted February, 2000

1. Each team will be managed by one head coach and an unlimited number of assistant coaches. HASBL Board Members must approve all head coaches
2. To be eligible for Pee-Wee Minor, a player must not have reached the age of 9 years old by May 1st of the current season. To be eligible to participate in the practice and/or games, the player must have his or her registration signed and all current fees paid to the HASBL.
3. Six (6) year old are allowed to participate in Pee-Wee Minor if their parents are helping to coach.
4. Unsportsmanlike conduct will not be tolerated and will result in an ejection from the game. Conduct such as throwing any equipment or using profanity will result in immediate ejection from the game.
5. Games are three (3) innings with all players batting in each inning and all players playing in the field.
6. Bases are cleared when three (3) outs are reached but batting will continue until everyone bats.
7. Score is not kept in any game.
8. Coaches pitch approximately twelve to fifteen pitches then, if necessary, the child will hit from a tee.
9. Base running stops when the ball is thrown into the pitcher's area from the field.
10. If a catcher's position is used, the catcher must stand outside the batting cage, behind the fence until the pitch is made. No catcher's equipment must be utilized.
11. No base stealing or leads allowed. The runner cannot leave the base until the batter has hit the ball.
12. Any batter accidentally throwing his bat will be given two (2) warnings. On the third (3rd) occurrence, the batter will be called out.
13. Any overthrow will be called when a thrown ball leaves the field of play and goes out of play. Conditions are different for each field and should be discussed by the coaches prior to the game. Upon an overthrow, the runner(s) will receive one (1) additional base.
14. Runners leaving early: One the first (1st) occurrence, the team will be issued a warning and the runner will be returned to the base. On the second (2nd) occurrence, the runner will be called out.
15. Please warm up players entering the game away from the field so as not to interfere with play.

16. The coaches will be in full control of the game. The coach's word is final during the game. If a problem exists bring it to the attention of the Pee Wee Minor Commissioner. The coaches should encourage their players and fans to show good sportsmanship at all times.
17. All games to be rescheduled must be cleared with the Pee Wee Minor Commissioner.