

**BEGINNERS LEAGUE RULES**  
(UPDATE SPRING 2008)

**1. MISCELLANEOUS RULES:**

- A. The Beginners league will be co-ed.
- B. When possible, rosters will be limited to ten (10) players.
- C. The Beginners program will last nine (9) weeks.
- D. Practice will begin on or about April 21 and last (2) weeks.
- E. Practices will be limited to 1 hour and 15 minutes. If time permits, it will be the Manager's discretion to continue practice beyond the specified time.
- F. Soft baseballs will be used for practice and games.
- G. Each player will receive a trophy at the Annual NHAA Awards Day.
- H. A Dugout coach will be required when each team is batting.
- I. It is encouraged that each team be assigned a "team parent" to coordinate team snack schedule for each game.

**2. THE PLAYER DRAFT:**

- A. The Beginners league commissioner will preside over the draft. An attempt will be made by the commissioner to bring parity to the league.
- B. The order of draft will be determined by straw vote.
- C. All players will be selected by a random (from the hat) draw, with the six (6) year olds selected first.
- D. NHAA will make every attempt to honor parent requests to place their child on the same team as another individual.

**3. THE GAME:**

- A. The length of game will be three (3) innings.

- B. Official Game: A game will become official after two complete innings.
- C. Pre-Game Warm-up: Home Team first 15 minutes. Visiting Team last 15 minutes.
- D. There will be no forfeits.
- E. Rainouts: Both managers will decide if a game shall be played or not due to weather or field conditions. Once the game begins, the managers will decide if the game shall continue. The home team manager will notify the commissioner of the rainout and the commissioner will re-schedule the game. A game should be called if there is any doubt about the players' safety because of bad playing conditions. A playable infield does not always insure the well-being of the outfielders.
- F. No score will be kept for games.
- G. The coaches will serve as the official umpires.

4. **THE FIELD:**

- A. The bases will be fifty-five (55) feet.
- B. The pitching rubber will be 40 feet from home plate.
- C. There will be a ten (10) foot diameter circle around the pitching rubber with a five (5) foot radius from the center of the pitching rubber. This will be known as "THE PITCHERS CIRCLE".
- D. There will be an ARC extending from foul line to foul line on a 25-foot radius from the back of home plate. This will be known as "THE ARC". A batted ball must pass this arc to be considered in play.
- E. There will be "half-way" markers (30 feet) drawn between first and second, second and third, and third and home. These will be known as the "HALF-WAY MARKERS".

5. **GENERAL PLAYING RULES:**

- A. No standings will be kept or published by the commissioner.
- B. Any decision or dispute relative to the game is to be resolved by the two managers. Any discussion will occur in foul territory away from the players and spectators.

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

## 6. **DEFENSIVE RULES:**

- A. The manager and coaches are encouraged to instruct the players on fundamental defensive play - i.e., force outs, throwing to the cutoff, etc.

- B. All players will participate on defense. Normal infield positions will be strictly enforced. The infielders must be positioned between the baseline and the outfield grass. Outfielders must be positioned on the grass.
- C. Managers are strongly encouraged to rotate players to various defensive positions. However, safety of less skilled players must be paramount in positioning players.
- D. There will be no defensive catcher. Plays at home are not permitted; however, a player may run to tag out a base runner trying to score.
- E. Set infield positions are not permitted.
- F. During a play, once a thrown ball passes through the pitchers circle, play is dead. At the time the ball passes the pitchers circle, those runners beyond the halfway markers will continue to the next base; otherwise, the runner(s) will return to the previous base.
- G. On a ball hit to the outfield the base runners can advance only to the next base from where they are at the time the ball enters the infield diamond. The diamond is defined as the area formed by the base lines.
- H. The pitcher can pursue an out, at any time, on any runner at any point in the base path, prior to time the ball crosses the pitching circle.

7. **BASE RUNNING RULES:**

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

8. **PITCHING RULES:**

- A. The pitching rubber will be 40 feet.

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