

NHAA Minor League Rules (Update Spring 2008)

GENERAL RULES

1. There will be **10** defensive players with **4** outfielders.
2. Each team must have 8 players to start a game. If a team has fewer than 8 players, a 15-minute grace period is given. If after 15 minutes a team still does not have 8 players, they must forfeit the game. An exhibition game may then be played.
3. If any injury occurs during the game and the team with the injury cannot field 8 players, the game is **suspended** and resumed from that point at a later date.
4. If call-up players are needed, the commissioner of the league must be called to do so. The manager does **NOT** call the call-up players.
5. A call-up player must play right field and bat last in the line-up – **no exceptions**.
6. Under no circumstances will a minor league player sit the bench while a call-up player plays in the field.
7. Games will begin at 6:00 pm. and will be 6 innings long.
8. Once the first pitch is thrown, the umpire controls the game.
9. A seven run per inning rule is in effect for the first five innings. There is no run limit for the 6th inning or extra innings. **EXCEPTION:** If a team has already scored 5 runs in the current inning, all subsequent runs scored will count until time is called by the umpire. For example, if a team has already scored 5 runs, the bases are loaded, and a batter hits a single and 3 runs score, the team is credited with 8 runs for that inning and the inning is over.
10. All players are required to play 3 defensive innings. Late players are required to play only half of the innings in the field that they are present for during the game.
11. All rostered players must be in full uniform. Call-ups must wear their respective team uniform.
12. All catchers must wear cups and catchers helmets.
13. Outfielders must be positioned in an arc at least 20 feet behind the baseline – rovers are not permitted. Outfielders may not come into the infield.

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PITCHING RULES

1. The calendar week begins on Monday at 12:01 am. and ends Sunday at midnight. Sunday games count towards the total innings for the current pitching week.
2. A player may pitch a **maximum of 3 innings per game** and **6 innings per week**.
3. Rainouts and suspended games count towards the innings pitched for the week.
4. One pitch constitutes an inning. A warm-up pitch from the pitcher's mound also constitutes an inning.
5. Once a pitcher is removed as a pitcher, he cannot pitch again in that game.
6. Use of an illegal pitcher (more than 3 innings per game or more than 6 innings per week) will result in a forfeiture of **that** game.
7. A pitcher is allowed a maximum of **6 warm-up pitches** between innings.
8. A pitcher must be replaced on the **2nd** trip to the mound in one inning by a manager or coach.
9. A pitcher must be replaced after **hitting 2 batters** in the same inning, or **3 batters overall**.
10. Curveballs and intentional walks are not permitted.
11. A manager must pitch a **9** year-old for nine outs per week. The only exception being if a team gets postponed in its last scheduled game of a given week or if a team has only one scheduled game in a week.
12. There is no penalty for a balk. However, the game may be stopped by the umpire and a warning given to the pitcher.
13. **Both** managers must call in or email their scores, pitchers, innings pitched, and call-ups to the Minor League commissioner **within 24 hours**. **Failure to adhere to this rule will result in a forfeit for team failing to report**. This could result in both teams forfeiting the game.
14. A catcher may catch a **maximum of 4 innings per game**.

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HITTING RULES

1. All bats must be Little League approved 2 ¼-inch diameter bats - Big barrel bats, Bronco bats, and softball bats are **NOT** permitted.
2. There will be a continuous batting order.
3. Slug bunting is **NOT** permitted. If a slug bunt is attempted, the batter will be called out and runners will return to their original bases.
4. If a batter, takes a called strike, all balls currently accumulated in the count will be reset to zero.
5. Intentional throwing of a bat or helmet by a player will result in an automatic ejection from the game by the umpire.
6. The first accidental throwing of a bat constitutes a **team warning**. Every subsequent occurrence by the warned team will result in an automatic out for the batter and all runners must return to their original bases.
7. No batting out of order will be charged due to an injury. An injured player can return to his original position in the batting order.

BASE RUNNING RULES

1. Only managers and coaches are permitted to coach bases.
2. Stealing is permitted with the exception of home.
3. A runner originally stationed at **3rd base** can only advance to home in the following situations:
 - a. if a play is made on **him** by a player other than the catcher
 - b. on a hit by the batter
 - c. on a bases-loaded walk.
4. A runner originally stationed at **3rd base** cannot advance to home on an errant pickoff throw by the catcher.
5. A runner stealing 3rd base from 2nd base cannot advance to home on an errant throw from the catcher.
6. A runner NOT originally stationed at 3rd base can score on a wild throw from any defensive player on a continuation play provided 3rd base was unoccupied prior to the attempted steal. If 3rd base is occupied, the runner at 3rd is frozen at 3rd unless a play is made on **him** by someone other than the catcher.
7. A runner originally stationed at 3rd base cannot advance if a runner on 2nd or 1st is caught in a rundown, even if the runner from 2nd base attempts to advance to 3rd. If the runner at 3rd is off the base during a rundown and is tagged out, the runner from 3rd is out.

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8. A runner is out if a base coach touches the runner with the intent to assist or restrain the runner while the ball is in play.
9. A runner can only leave a base after the ball has crossed the plate.
10. If a runner leaves early and successfully steals a base, he must return to his original base. If he is thrown out after leaving early, the out will stand.
11. A base runner must go back to the base he is occupying when the pitcher has the ball and on the rubber. A pitcher may not attempt to stop a play in progress by running to the rubber.
12. A courtesy runner is permitted due to an injury **only**. The courtesy runner must be a player not in the game on defense at that time. If a team has no subs, the player who made the last out is the courtesy runner.
13. The infield fly rule will be enforced.
14. A base runner must slide at all bases (except 1st base) if the fielder is in possession of the ball. A runner is **out** if he attempts to run into a fielder at a base or at home.

SUSPENDED OR POSTPONED GAMES

1. The home team has the responsibility of assessing field conditions prior to the game.
2. The home manager must call the umpire in chief and visiting manager **1 hour before game** time when possible to report a rainout.
3. Once the game begins, the umpire has the responsibility to call a game due to darkness or inclement weather.
4. A regulation game will be declared when:
 - a. **4 innings** have been completed or
 - b. **3 ½ innings** have been completed and the home team has scored more runs in 3 at bats than the visiting team has scored in 4 at bats.
5. If a **regulation game** is halted by the umpire due to inclement weather or darkness, the score reverts back to the last complete inning and the game is over. **Example:** The home team is ahead 5-4 after 4 complete innings. The visitors score 2 runs in the top of the 5th to make the score 6-5 in the visitor's favor. The game is then called due to rain or darkness. The score reverts back to the score at the end of the 4th inning and the home team wins the game 5-4. If this situation results in a tie, the game will be declared a **suspended game** and will be resumed at the top of the next inning with the score tied.
6. If a regulation game ends in a tie, the umpire shall declare it a **suspended game**. A suspended game will resume at a later date from the exact point of suspension. At the point of the suspension, both managers will take note of the count on the current batter, the batting order, and the players' defensive positions. Prior to resuming the suspended

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game, both managers will verify and agree upon the batting order, the pitching count on the current batter, and players' defensive positions.

7. If a game is halted by the umpire before it has become a regulation game, the umpire shall declare it a **postponed game**. A postponed game must be played over in its entirety. All innings pitched in the postponed game count towards the total pitching innings for the current week.
8. A rainout, suspended, or postponed game will be rescheduled by the commissioner within 7 days without regard to the current schedule.
9. Players not present when a game is suspended are not permitted to play when the game is resumed. A manager can only add a player to his line-up if he has 8 or fewer players. Players must be added to the end of the batting order and play right field.

DISCIPLINE

1. Unsportsmanlike conduct, including vulgarity or violence directed at another person by a manager, coach, or player will result in immediate ejection from the game by the umpire without warning. This behavior is subject to league discipline and suspension.
2. An ejected manager, coach, or player must leave the playing area as well as the stands.
3. The league has the right to suspend a player, manager, or coach for repetitive unsportsmanlike conduct. This suspension requires the unanimous approval of the President, the Director of Baseball, and the league Commissioner.
4. A manager has the right to request a suspension of a player to the Commissioner.
5. The suspension and length of suspension will be investigated and decided by the league commissioner and reported to the other managers.
6. Intentional throwing of a bat, helmet, or glove by a player will result in an automatic ejection from the game by the umpire.
7. Tobacco and alcohol are **NOT** permitted on or near the field at any time.

PROTESTS

1. No protest can be submitted on a judgment call.
2. A protested game must be played to its completion once the protest is recorded.
3. If the protesting team wins the game, the protest is dropped.
4. Any protest due to misinterpretation of a rule must be submitted to the commissioner within 24 hours.

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5. Before ruling on a protest, the commissioner must contact the umpire, both managers, the Director of Baseball, and the President.

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6. The protesting manager must inform the opposing manager and the umpire that he is protesting the game at the time of the dispute. At that time and prior to the next pitch, the protesting manager must have the umpire sign his name in the scorebook and underline a description of the dispute.
7. If a protest is upheld, the game will be treated as a suspended game and resumed from the point of protest.
8. All protests will be decided by the commissioner. The commissioner's decision is final!

PLAYOFFS

1. All teams in the league will participate in the playoffs, regardless of their regular season record. A team's playoff seeding will be decided by their regular season record. Playoff pairings will differ each year based on the number of teams in the league and the numbers of divisions the teams are divided into. The #1 seed will always play the lowest seed in the 1st round unless the #1 seed receives a bye. After each round, the remaining teams will be re-seeded. This means that the highest remaining seed will continue to play the lowest remaining seed throughout the playoffs into the championship game. In certain instances (ie. a league with one division and either 5 or 9 teams), the 1st round of the playoffs may consist of the two lowest seeds playing to determine which team will face the #1 seed in the 2nd round.
2. The start of the playoffs will constitute a new pitching week.
3. The pitching rules for the playoffs are the same, as for the regular season except that a 9 year-old pitcher does not have to be used during the playoffs.
4. Managers must report their pitching, call-ups, and scores to the commissioner that same day of the playoff game.