



2011 Rule Book

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PREAMBLE

As a new season approaches at Howard Palmetto Baseball Softball Association (HPBSA), we look forward to another year of continued success, and we share in the ideas of good sportsmanship. Many rules have been modified in an effort to make our playing environment competitive, enjoyable, and safe. The Rules Committee, appointed by the President, met several times to make the necessary changes to better our program. We would like to thank the members of the committee whom made our jobs easier. These rules are to serve as a guideline for league play. We hope to have created a competitive yet safe environment. Good luck to all teams. Play hard but by the rules.

**HOWARD PALMETTO BASEBALL
SOFTBALL ASSOCIATION 2011
OFFICERS AND DIRECTORS**

Position	Name	Contact
President	Ken Fairman	786.457.7052
Immediate Past President	Keith Reilly	305.815.7860
Commissioner - Sr Div Baseball	Randy Yackee	305.608.3675
Commissioner - Jr Div Baseball	Rick Teller	305.519.3691
Commissioner - Softball	Gator Rebhan	305.742.5555
Secretary	Vinnie Cilli	305.259.9795
Treasurer	Michael Peredo	treasurer@howardpalmetto.com
Registrar	HPBSA	registrar@howardpalmetto.com
Equipment	Steven Schwartz	305.742.8229
Facilities	David Hardeman	305.233.8739
Umpires – Sr Baseball	Rick Manfred	305.596.5625
Umpires – Jr. Baseball	Bob Schroer	305.799.9034
Umpires -Softball	Mark Ghezzi	305-803-7932
Uniforms	HPBSA	information@howardpalmetto.com
Sponsors	Lori Elsbree	LoriE@baptisthealth.net
Pictures	Ana Fernandez	305.252.3386
Team Mothers	Michelle Lopez	305.968.2512
Special Events	Grant Miller	305-323-8206
Juvenile Banquet	Steve Schwartz	786.255.6316
Publicity - Pre-Season	Neal Bendesky	305.232.1556
Publicity - Season	John Sauvigne	305.665.8684
Concessions	HPBSA	information@howardpalmetto.com
Scheduling	HPBSA	information@howardpalmetto.com
Legal Advisor	Jeff Cutler	305.665.2887
Historian	Pat Wilson	305.238.8646
Rules Committee - Baseball	Karl Sturge	305-742-8357
Rules Committee - Softball	Andy Bowers	786-271-0331

Baseball - Jr. Division Vice Presidents		
(5U) T-Ball Titans	Vinnie Cilli	305.259.9795
(7U) Atom I American	Kurt Bullard	786-270-7444
(8U) Atom I National	Dirk Jacobs	305.232.1752
(9U) Atom II	Josh Kotler	305-984-8195
(11U) Bantams	David Harnett	305.232.9122
Baseball - Sr. Division Vice Presidents		
(13U) Midgets	Bob Hingston	305.238.1694
(15U) Juvenile	Steve Schwartz	305.252.0484
(10-12 Grade) High School	Mike Jones	305-878-9761
Softball Vice Presidents		
(8U) Softball I	KJ Frazier	305-796-4184
(10U) Softball II	Jon Herskowitz	305-898-4722
(12U) Softball III	Marina Demers	305-301-6381
(13 & Over) Softball IV	Ben Barlow	305.793.8922
Howard Palmetto Parks		
Chapman Field (baseball)	13610 Old Cutler Rd	305.665.3837
Suniland Park (baseball)	12855 S Dixie Hwy	305.234.2120
Evelyn Greer Park (baseball/softball)	8200 SW 124 St	305.234.2110
Palmetto Bay Park (softball)	17535 SW 95 Ave	305.251.2751

2011 BASEBALL RULES COMMITTEE

Karl Sturge (Chairman),
 Randy Yackee, Rick Teller, Bob Schroer,
 Steven Schwartz, David Hartnett, Scott Lehman

2011 SOFTBALL RULES COMMITTEE

Andy Bowers (Chairman)
 Jon Herskowitz, Marina Demers, Ben Barlow,
 Kelly Frazier, KJ Frazier

INTRODUCTION

The President, Baseball and Softball Commissioners, and Immediate Past President are charged with the full responsibility and total authority of league play. Each manager shall acquaint the players, coaches, sponsors, parents, spectators, etc. with the rules by which our league will operate. Ignorance shall not be accepted as an excuse for any violation of the Official Major League Baseball Rules, Official USSSA Rules, or the Howard-Palmetto Baseball-Softball Association Rules.

RULE 1: REGISTRATION

The League Commissioners will evaluate the number of fields available to determine the number of players that each baseball and softball division can accommodate. Players who have registered in the previous year in the league will have priority in being assigned to teams; said priority expires on the last day of pre-registration.

RULE 2: DIVISIONS

The league will be divided into divisions according to age as follows:

BASEBALL DIVISIONS

5 & Under	T-Ball Titans	up to 8/31/05
7 & Under	Atom I – American	9/1/03 - 8/31/05
8 & Under	Atom I – National	9/1/02 - 8/31/03
9 & Under	Atom II	9/1/01 - 8/31/02
10 & Under	Bantam I	9/1/00 - 8/31/01
11 & Under	Bantam II	9/1/99 - 8/31/00
12 & Under	Midget I	9/1/98 - 8/31/99
13 & Under	Midget II	9/1/97 - 8/31/98
14 & Under	Juvenile I	9/1/96 - 8/31/97
15 & Under	Juvenile II	9/1/95 - 8/31/96
Grades 10-12	High School	

All children must play in the division determined by the above chart. HPBSA prohibits any child from playing in a division higher or lower than the one properly designated by his or her year of birth.

SOFTBALL DIVISIONS

8 & Under	Softball I	\	Age of player as of Jan 1, 2011
10 & Under	Softball II	\	
12 & Under	Softball III	/	
13 & Over	Softball IV	/	

No child may play in a division lower than the one properly designated by her year of birth. However, a child may play in a higher division if the parents of that child present a case to the Executive Committee in person.

RULE 3: PLAYER RATINGS

1. New Players and Returning Players - All boys and girls who have not played during the previous season in the Howard-Palmetto Baseball-Softball Association will be evaluated by the appropriate division Vice President with the assistance of the league Commissioner. All managers of record at the time of evaluation must be notified of the time and place of the evaluations. New players will receive a rating for draft purposes. Returning players who will be playing in a combined division should be present for managers to compare their skills relative to one another. Returning players will not be re-rated in the rating section for draft purposes.

(a) In BASEBALL, all new applicants for the Atom I Division will be rated in all categories except PITCHING and CATCHING.

(b) In SOFTBALL, new applicants will be rated in all categories. SOFTBALL - All players in all divisions shall attend an evaluation prior to the draft, players will not be officially re-rated in the rating section for the draft. In Divisions II, III, & IV,

new and returning players wishing to PITCH must be evaluated prior to the draft. In Divisions III & IV new and returning players wishing to CATCH must be evaluated prior to the draft.

- 2. Previous Year Players** - All boys and girls who played during the previous season must be evaluated at the completion of that season by his/her manager. The vice-president will then convene a meeting of the managers (or team representative) at which time all ratings will be reviewed and adjusted if necessary. Any disagreements will be resolved by majority vote. Exception: Players graduating from HPBSA will not be rated against returning players for draft purposes. The evaluation form used for both new players and previous year players for both baseball and softball will consist of the following sections:

(a) INFORMATION SECTION

1. Player's name.
2. Player's practice/game attendance ("+", "0", or "-" for returning players only).
3. PITCHING. Numerical grade of 1-6.
4. Player's best playing position.
5. Throws right or left.
6. Bats right or left.
7. Player's height, weight, and date of birth.

(b) RATING SECTION

(1) BASEBALL (ALL DIVISIONS)

- a. Offense: Numerical grades to be compiled as follows:
 - (1) Batting 1 – 10
 - (2) Power 0 – 2
- b. Defense: numerical grades to be compiled as follows:
 - (1) Fielding 1 – 7
 - (2) Throwing 1 – 5
- c. Other: numerical grades to be compiled as follows:
 - (1) All Around Speed 1 – 5
 - (2) Baseball Knowledge 1 – 3
- d. TOTAL POINTS: 5 – 32

(2) SOFTBALL - Division IV

- a. BATTING and FIELDING - numerical grades 1 - 12.
- b. THROWING SPEED, KNOWLEDGE, and BASERUNNING 0 - 6
- c. POWER 0 - 4.
- d. TOTAL POINTS - 2 - 46.

After the SOFTBALL IV ratings are completed, the Softball III Vice President will establish the scales for SOFTBALL III ratings based upon his/her judgment (in coordination with the Softball Commissioner and Softball III managers) as to where the highest rated Softball III players would fit in the Softball IV ratings. The same process will be used for Division II and I.

3. Player ratings will be based on a bell curve in each of the offensive, defensive and general categories. For example, in baseball, the BEST batter or hitters would be given a numerical grade of 8-10; all others within that division would be evaluated based on that player's abilities and graded accordingly. Each of the other categories, power, fielding, throwing, all around speed and baseball knowledge, will be evaluated based on the best player at that skill.
4. In BASEBALL, all Atom II players whom the Vice President, rating committee and/or manager deems to be potential pitchers, and all such new players in every other division will be rated in pitching prior to the draft. If such a player or his parents decline this request to be so rated, the player will automatically be considered as a "NO PITCH" at the coming draft. In all Bantam, Midget, Juvenile and High School Divisions, it will be encouraged that during the "New Pitch" evaluation sessions, pitchers from the previous year should come out to provide managers with a comparison of "New Pitchers" v. "already Rated Pitchers". All Baseball and Softball players who have requested that they not be selected as pitchers for the purposes of the draft, along with the players whose parents request that their children not be selected as pitchers in the draft, will NOT be permitted to pitch under any circumstances during the current season. (HPBSA play, regular and post

season). All requests for no pitch status must be verified by the Division Vice President prior to the draft. The Division Vice President will obtain a written statement, signed by the player's parent/guardian, to the effect that they fully understand this rule. Players declared "No Pitch" for the previous season must be evaluated as a pitcher prior to the draft. If they are not, they will again be NO PITCH. The division vice president shall call to confirm that the "no pitch" parent/guardian is informed of this rule.

5. Prior to the draft of teams for the new season, each Division Vice President will collate all grades in their respective division for each player. This overall grade (TOTAL POINTS) from the evaluation form Rating Section, along with the Information Section, will be made available to all managers in the division at least three (3) days prior to the draft.
6. The Division Vice President will indicate on the evaluation form those players who in the preceding season were members of the All-Star Team.

RULE 4: THE DRAFT

1. All divisions will conduct a draft. Each manager or appointed representative should be present at the draft. The Vice President, Commissioner or designated league representative may select teams in the absence of a manager or representative. No team will be selected if a manager has not been assigned to it. If there is an insufficient number of managers by the final date for drafting (as designated by the League Commissioner), the last registered players will be placed in the Player Pool. NOTE: Only one (1) representative shall be present per team, with the exception of first time managers who are strongly encouraged to bring a "Big brother/sister", who does not have a child in the division, but with prior experience in the Howard-Palmetto Baseball-Softball Association to provide counseling help. (This must be cleared with the

division Vice President prior to the draft).

2. Rules of the Draft:

(a) No individual may manage more than one team or be a coach who in actuality is managing said team unless prior approval is received from the Executive Committee.

(b) The sons, daughters, or family related members (brother/sisters) of managers are restricted to selection by their parent or relative. These players cannot be chosen by another manager without the approval of the relative-manager.

(c) No special requests may be initiated on the night of the draft.

(d) Co-managers are not permitted under any circumstances. Only the children or family members of managers may be isolated in the draft. Coaches' children are not permitted to be isolated under any circumstances.

(e) Anyone choosing to coach in a division in which they have a child playing must coach on that child's team.

(f) It is the Vice President's duty to notify the managers of any injuries reported to him/her prior to the draft.

(g) Draft numbers will be selected individually by managers during a blind drawing on the day of the draft. **DRAFT NUMBERS CANNOT BE TRADED.** The draft will be started by the manager who drew "1" and will move in sequence to the highest number in the draft. The second round will start with the highest number in the draft working backwards to number "1". The process will continue until the draft is completed. In an eleven (11) player and thirteen (13) player draft, the order of the last round will be reversed.

(h) The first round draft in all divisions, except Atom 1 (American/National) and Softball 1 will be for pitchers who must come from the isolated list. (NOTE: The pitching list may be waived only by a unanimous vote of the Managers, subject to the approval of the League Commissioner, or his representative and the respective Vice President.) The Vice President will isolate the top rated pitchers

in the division. All “4”, “5” and “6” rated pitchers will be on the pitching list, regardless of the number of teams in the division. In the event there are not enough “4”, “5” and “6” rated pitchers for all teams to make a selection from the pitching list, the “3” rated pitchers will be added to this list. If any of these pitchers is designated as a “1-inning” pitcher, they will be identified as such and moved to the bottom of the pitchers list, but not removed from the list and are available to be selected in the first round (not applicable to Juveniles and High School divisions). Any manager’s son who is on this isolated list as a “3-inning” pitcher must be drafted in the first round by that manager. If any manager’s child is isolated as a “1-inning” pitcher, they will NOT be required to be drafted in the 1st round, but they will be required to be select in the next available round. This will be the 2nd round unless there are combined divisions in which case the next available round may be later (see Rule 4.3 below).

(i) All Managers whose child is listed on the isolated pitching list will be assigned a pick in the draft relative to the pitching and overall rating along with inning designation of his child before the drawing of draft numbers and in a sequence as follows:

- I.** All players listed on the isolated pitching list will be sorted by pitching inning designation (either 3 or 1-inning).
- II.** Within each group, the players will be sorted by pitching rating (6, 5, 4 and if necessary, 3).
- III.** Within each of the pitching ratings the players will be sorted by overall rating, highest to lowest. (Theoretically this is the sequence of the first round of a draft.)
- IV.** Managers with a child on the isolated pitching list will then be assigned their draft pick number according to the placement of their child on the list. If a manager’s child is on the isolated list but their rating places them below the number of teams in the draft, they will automatically pick last in the first round (or just before any manager(s) with a 1-inning pitcher).

- V. Any manager with a child in the “1-inning” pitchers group will be given the last pick of the pitching round. If there is more than one manager with a “1-inning” pitcher, the highest pitching rating then overall rating will be last followed by the next highest and so on.
- VI. Should there be a tie among players, the manager will draw from the draft pick numbers of those players tied with his/her child.

(j) For Softball I and Atom I (American/National), the first round of the draft will not be for pitching. If a manager’s child is rated as a 1st round pick relative to the number of teams in the division, then this manager will be assigned a draft pick based on this slotting. For example, if there are eight teams, and the child is one of the top eight (8) rated players (including ties), the child must be the manager’s first pick in the first round. The manager will be assigned a draft number by the Vice President identical to the position of his/her child on the draft list. For example, if the child were the fourth (4) highest rated player on the draft list, the manager will draft in the fourth (4) position. If the manager’s child is tied with one or more other players, the Manager shall select his/her position from a sequence of selections equal to the number of players in the tied spots by blind drawing. For example, if the child and another player are tied for the fourth (4) best rating, then the manager will pick from either the fourth or fifth spots. If two or more Manager’s children are tied for the last rating in the first round, they will all be drafted in the first round.

(k) Managers with a child not on an isolated pitching list or designated as a first round pick may select their child at any time, but they may not chose a player with a rating equal to or lower than their child until they have selected their child. For example, a manager’s child is classified with a rating of “12”. In each round of the draft they may choose any player with a rating higher than “12” or their own child, but they cannot select a “12” or lower rated player until after they have selected their child.

(l) All teams will be restricted to a maximum of

twelve (12) players per team in Atoms and Softball I & II, and eleven (11) in all other divisions at the time of the draft. An additional player can be added to any team with the permission of the Manager, Division Vice President, and League Commissioner.

(m) Trades between managers are permitted with prior approval of the Division Vice President and League Commissioner or his delegate. Coaches or representatives are not permitted to participate in player trades. All trades must be concluded no later than one (1) hour following the completion of the draft. No manager may participate in a trade once he/she has left the draft meeting. Trades beyond that time are prohibited except in special instances that have been granted by the prior approval of the League Commissioner.

(n) Managers must contact players selected by them within 48 hours following the draft. Players refusing to play for the manager who selects them in the draft will be dropped from the Baseball-Softball Association roster. If possible, a player with a similar numerical grade will be assigned to the manager by the Division Vice President, after the approval of the League Commissioner.

(o) Any restrictions or representations relating to the pitching limitations on a player (i.e. limited pitch count or limited number of innings pitched) made prior to the draft will be strictly enforced. Penalty: Team will forfeit any game where the restriction was violated.

(p) In SOFTBALL III & IV, if there are enough pitchers rated "3" or above for every team to have two pitchers there will be two pitching rounds.

(q) In SOFTBALL III & IV, if there are enough catchers rated "3" or above, to at least equal the number of teams, then there will be a catchers round. In the catchers round, only the draft order will be inverted. This will be done only if there are two (2) pitching rounds.

3. COMBINED DIVISION. In the event a single baseball division is formed by combining "I" and "II" aged players (for example, a Juvenile division consisting of both Juvenile "I" and "II" players), the

draft will be conducted as follows:

(a) PITCHERS LIST All “I” players rated as 4, 5, or 6 pitchers and “II” players rated as 3, 4, 5, or 6 pitchers the previous year will be evaluated and issued a new pitcher’s rating by a committee composed of the divisional Vice President and two others who are or have been league officials, have previously either managed or coached in that division, and who do not currently have a child playing in that division. Any such player, who is not rated prior to the draft, will become a “no-pitch” for that year and, therefore, will not for any reason be allowed to pitch. Using these ratings, the Vice President will create an isolated pitching list as per Rule 4.2.h and Rule 4.2.i.

(b) Other than the pitchers, all other ratings shall be the ratings given at the end of the previous year. Any new players will be rated in the usual manner.

(c) All players will be requested by the Vice President to attend an “observation session” (to which all the managers will also be invited) and will have the opportunity to demonstrate their various baseball skills.

(d) The first round of the draft will be from the isolated pitcher’s list. The second and third rounds will be restricted to “II” level players. The fourth (4), fifth (5), and sixth (6) rounds will be restricted to “I” level players. Any remaining players may be selected on any of the subsequent rounds.

(e) If the pitching list is waived, then the first three (3) rounds shall be restricted to “II” level players, with the subsequent rounds as described above.

(f) All Juvenile I players entering their second year of play in the Juvenile Division shall automatically become Juvenile II players.

RULE 5: PLAYER POOL

Those youngsters registering late will be placed in a pool maintained by the Vice President of each division.

1. The Registrar shall notify the appropriate Vice President as new players are registered, and the Vice President shall evaluate these players as soon as possible.
2. The names of the players in the pool, and their numerical grades, will be strictly confidential and shall not be made available to managers and/or coaches until a player is placed on a team.
3. The pool players will be evaluated separately from those players on the active players list.
4. Players may be assigned to teams with vacancies by the division Vice President after approval by the League Commissioner. All player assignments must be immediately communicated to the applicable division managers by the Vice President when a decision has been made about any player.
5. Such assignments are to be premised upon the numerical grade of the player being replaced and the numerical grade and date of registration of the player being assigned.
6. All decisions of the Division Vice President and League Commissioner are final.

RULE 6: STATUS OF PLAYERS

1. No manager or coach will be permitted to drop a player from a roster under any circumstances without prior approval of the Division Vice President and the League Commissioner. Repeated absences from games or practices without a legitimate excuse, or a serious behavior problem, is sufficient cause for a manager to request that a player be dropped from the team roster. In order to drop such a player, however, both the player and his parents must have been warned about the possible consequence by both the manager and the Division Vice President. If the warning does not result in an adequate improvement in the player's attendance and/or behavior, the manager may request a decision from the Disciplinary Review Committee. The

manager must also notify the parents that he/she is initiating such a request. Subsequently, the Vice President must personally inform the parents as to the decision of the Committee.

2. Players who drop out will not be allowed to play the following season unless exempted by the Disciplinary Review Committee or Commissioner based on extraordinary circumstances. The Registrar will be notified accordingly.

RULE 7: PRACTICES

1. It will be the policy of the Howard Palmetto Baseball-Softball Association to discourage daily mandatory practices. Prior to the start of the regular season, Division Vice Presidents will assign to each manager a practice schedule for use of Suniland, Evelyn Greer, Coral Reef and Chapman Field Parks. Teams must be ready to take the field, under proper supervision by a manager or a coach, in order to utilize these facilities. All fields will be policed for trash following practice. Utilization of fields is a privilege and can be taken away.
2. No practices will be allowed on fields or in areas that interfere with or cause a possible danger to participants in an official game in progress and/or the spectators attending that game. The umpire and/or league official will be responsible for determining the possible danger and taking the necessary action to remedy the problem. If a manager or coach refuses to comply with a request from an authorized official, he will be subject to action by the Disciplinary Review Committee.
3. At Suniland Park, whenever games are in progress on fields 1 and or 2, no other teams may engage in fielding or batting practice except in the batting cage.
4. At Greer Park, Suniland Park, Coral Reef Park and Chapman Field, for 1 hour prior to scheduled league baseball or softball games, teams scheduled to play will have priority for the use of

the batting cages on a first come basis.

5. There shall be no practice scheduled during the annual picnic.

RULE 8: RULES GOVERNING PLAY

The Howard-Palmetto Baseball-Softball Association Rules along with the Official Major League Baseball Rules and USSSA Softball Rules (provided said rules are not at variance with any HPBSA Rules) will govern play for all HPBSA divisions.

RULE 9: THE PLAYING FIELD

1. The pitching distances and the distances between bases for each division are as follows:

Division	Mound to Plate (ft)	Bases (ft)
Titans (t-ball)	36'	55'
Atom I American & National	36'	55'
Atom II	40'	55'
Bantam I & II	46'	60'
Midget I & II	50'	70'
Juveniles	60'	90'
High School	60'	90'
Softball I	35'	50'
Softball II	35'	60'
Softball III	40'	60'
Softball IV	40'	60'

*the baseball 40', 46' and 60' mounds will be raised (not height specific)

2. Written description of ground rules affecting play at all baseball and softball fields shall be drafted by the League Commissioner and Chief of

Umpires and distributed to each Vice President.

3. As per County rules and regulations, "Hit down drills" (hitting balls into any fence) are not permitted with any ball other than a tennis or soft rubber ball. Violation of this rule could result in action by the disciplinary committee.
4. The home team will occupy the third base dugout or bench at all fields.
5. The playability of the field for a game shall be decided by the Park Personnel in conjunction with the Umpire, League Commissioner, and/or league representative.
6. If any base or pitcher's plate is discovered to have been incorrectly placed during the course of a game, it shall immediately be corrected and play will continue. No parts of the game will be replayed because of such error.
7. A "Safety Base" will be used at first base to prevent collisions between base runner and fielders for all Atom and Bantam games. If a safety base is not available for a game, the game will be played using a standard base.

RULE 10: UMPIRES

1. The umpires are the representatives of the league and as such are authorized and required to enforce all playing rules by which our league will operate.
2. There shall be no appeal from any decision of any umpire on the grounds that he/she was not correct in his/her conclusion as to whether a batted ball was fair or foul, a base runner safe or out, a pitched ball a strike or ball or any other play involving accuracy or judgment, and no decision rendered by any umpire shall be reversed except that he/she be convinced it is in violation of a rule.

RULE 11: PROTESTS

1. A protest can only be lodged regarding a violation of the playing rules in use during the current season. No protest shall be permitted on judgment decisions by the umpire.
2. Only the manager or acting manager is allowed to register a protest on the field of play. The umpire in charge must be notified immediately of the protest. Such notification must be delivered to him/her prior to the next pitch being thrown in the game. If this does not occur, the protest will not be allowed. If there is a protest on the last play of the game, the protest must be lodged immediately.
3. The home team scorekeeper shall indicate the exact position of the game (i.e., number of outs, players on base, next batter, time of protest, etc.).
4. At the time the umpire-in-charge is advised of the protest, he/she must immediately advise the opposing manager, as well as the scorekeepers, that the game is being played under protest.
5. The umpire will suspend the game time clock during the notification and recording of a protest.
6. After the completion of a protested game, the protesting manager must put in writing the rule and section under protest as well as all the facts and exact conditions at the time of the protest. This written protest must be delivered to a member of the Protest Committee who shall be the League Commissioner (Chairperson), the Division Vice President, and the Tournament Director not later than 48 hours after the completion of the protested game. If any of the Committee members is directly involved in the protest, the League President shall be substituted as the third member of the Committee. A protest fee of \$25.00 must accompany each protest. This fee will be refunded if the protest is upheld; if not, the fee will go into the league's general fund.
7. The Protest Committee will notify the opposing manager and the umpire-in-charge of the game

within 72 hours of the filed protest. The Committee will request from these individuals, within 72 hours after notification of filed protest, a written statement explaining their position and a summary of the protest as they saw it.

8. All decisions of the Protest Committee will be final. No further discussion will be permitted after the decision is rendered. The Committee has the authority to call before them any individuals they feel can add information to assist the Committee in arriving at a decision.
9. The League Commissioner has the right to discipline any manager or acting manager who protests in an indiscriminate manner.
10. If the Protest Committee finds that a ruling in favor of the protest would not have made a difference in the outcome of the game, IT MAY DENY THE PROTEST.
11. If the protest is upheld, the Protest Committee will determine at what point play will resume. When the protested game is rescheduled, the lineups and substitutions will be subject to the same rules as a suspended game.
12. A protest of any violation of the Baseball-Softball Association rules governing player eligibility may be filed by any registered manager or coach of a bona fide Baseball-Softball Association team. An eligibility protest of this type shall apply only to a player not properly registered, a player registered with more than one team, or a player not meeting the division's requirements.
13. To handle protests that may occur during play-off, league championship or tournament games, the respective Commissioner may appoint a Protest Committee to be present at the field to resolve, on the spot, any protests that may occur.

RULE 12: CONDUCT

The Howard Palmetto Baseball-Softball Association is committed to creating and maintaining an environment based on principles of sportsmanship

and fair play and it will not tolerate conduct on the part of its managers, coaches, spectators and/or players which it deems to be contrary to those principles. Accordingly, the Association has established and will strictly enforce the following Rules of Conduct.

1. A Disciplinary Review Committee will be established to consist of the President (Chairperson), League Commissioner and the Vice President of any division involved in a disciplinary action. The Committee will act on suspensions and review possible disciplinary actions against managers, coaches, and players. The Committee may appoint a member or members of the League to said Committee as needed in order to establish an equitable decision on the matter.
2. **Managers and Coaches** - The Howard-Palmetto Baseball & Softball Association requires all managers and coaches to remain in the dugout. No adults other than the manager and 3 coaches (including the scorekeeper) are allowed in the dugout. Managers and/or coaches who violate this rule may receive one warning and upon a second violation may be ejected from the game. The team manager or acting manager is the only team representative who is permitted to approach an umpire to contest any ruling. Managers and/or coaches who violate this rule shall be ejected from the game. At the discretion of the umpire, any manager or coach who demonstrates unsportsmanlike conduct may be immediately ejected from the game or will receive one warning, and upon the second violation, shall be ejected from the game. If any ejection occurs during the last inning of any game, the ejection shall be effective for the next succeeding game scheduled for that individual's team. Unsportsmanlike conduct will include, but not be limited to, the use of profanity, the continued harassment of a player, umpire, spectator, or league official. The Association strictly prohibits managers and coaches from using physical contact as a means of disciplining a player. A manager or coach who violates this rule shall be suspended from all Association activities for two weeks subject to further action and/or review by the Disciplinary

Review Committee. All ejections will be made by the umpire. Any coach or manager ejected two (2) times during any one playing season is automatically suspended from league participation, pending action by the Disciplinary Review Committee. All ejections of managers or coaches will be reviewed by the Disciplinary Review Committee to determine if any further disciplinary action is warranted and the nature thereof. Smoking is not permitted on any portion of the playing field and dugout during league and tournament games. Managers and coaches must wear proper attire while on the field. They are encouraged to wear the shirts issued to them by the league.

- 3. Players** - All players should be warned by the manager that ejection is possible if they intentionally throw batting helmets or bats. The use of profanity by players under any circumstances may be cause for immediate ejection. Players exhibiting unsportsmanlike conduct will be subject to immediate ejection from the game. If such conduct occurs after the completion of a game, but before a player has left the playing field or the immediate area of the field including the stands, the umpires in their judgment are authorized to eject such players for the next scheduled game for that player's team. If any ejection occurs during the last inning of any game, the ejection shall be effective for the next succeeding game scheduled for that player's team. If any ejected player continues to display unsportsmanlike conduct justifying expulsion after having been already ejected and leaving the playing field, the umpire in his judgment may eject such player for the next succeeding game scheduled for that player's team. Any player ejected two (2) times in any one playing season is automatically suspended from league participation, pending action by the Disciplinary Review Committee. Any ejection of a player from a game will be reported within 24 hours to the Division Vice President by that player's manager and also to the Chief-of-Umpires by the game umpire, either of whom may refer the incident to the Disciplinary Review Committee for possible

further disciplinary action. Any further disciplinary action must be taken by the Disciplinary Review Committee and communicated to the player and his manager prior to the second succeeding game after which the ejection occurred. Players cannot be suspended by a manager or coach without prior approval of the Disciplinary Review Committee. The Howard-Palmetto Baseball-Softball Association is a drug and alcohol abuse free organization. Any player found to be in possession of alcohol, drugs, or drug paraphernalia will be subject to action by the Disciplinary Review Committee.

4. **Spectators** - In the event spectators become unruly and exhibit behavior detrimental to the league's sportsmanship objectives, the umpire will issue a warning to both managers who, in turn, will inform their team's spectators of the umpire's ability to suspend the game if the conduct of the spectators does not improve. If, in the judgment of the umpire, League Commissioner, or authorized agents, the initial warning to the spectators is not sufficient, the game will be forfeited by the team with which the spectator is associated.
5. An ejected manager, coach or player may stay at the game and become a spectator provided they:
 - (a) Sit in the bleachers; and
 - (b) Not become unruly or exhibit behavior detrimental to the League's sportsmanship objectives.
 - (c) An ejected manager or coach may not in any way coach his/her team. PENALTY - Forfeit by umpires discretion.
6. It is strongly recommended that there not be any alcohol consumption at any Howard-Palmetto Baseball-Softball Association game or practice.

BASEBALL

RULE: 13 PLAYING SCHEDULE

League Play:

1. The playing schedule will be charted for each division, for the entire season, prior to opening day. There will be no schedule changes. Any violations will be subject to forfeit by all teams involved. Pitching binds that occur in the schedule are assigned by the luck of the draw and will not be revised.
2. All rain out games are to be re-scheduled by the respective Vice President within 7 days. Games may not be rescheduled or played where a pitcher would pitch back to back days.
3. Ideally, the schedule will provide for each team to play all other teams in their division at least twice. The League Commissioner may make exception to this rule.
4. There will be no regular season inter-league play except by approval of the Executive Committee.
5. The playing season begins in January and continues through May. The regular season will be used to determine playoff seeding. Playoffs are to be played at the conclusion of the regular playing season.
6. Playoffs for all baseball divisions will use a double elimination format where all teams are in the playoffs. Seeding will be determined by the regular season record of all teams per division. The top 2 seeds will, when possible, be given a first round bye. Playoff brackets will be determined after registration is complete but before the season begins.
7. Procedure in case of ties: Two (2) or more teams with the identical final season record will use the following tiebreakers to determine seeding:
 - i. The tied team's head to head win/loss record.

- ii. The tied team's run differential against each other.
- iii. Weighted strength of wins against all other teams.
- iv. A random draw with performed by the division VP.

Example: In an 8 team division teams **a**, **b** and **c** are all tied for 2nd place with the same 14-6 record. Teams **d** and **e** also have a tie for 5th place with 8-12 records.

Scenario i: Teams **a** and **c** played each other twice, splitting their games. Teams **a** and **b** played each other twice and also split, but teams **b** and **c** played three (3) times with **b** losing 2 of 3. Team **a** had a 2-2 head to head record, team **b** had a 2-3 head to head record and team **c** had a 3-2 head to head record. Seed 2 will go to team **c**, seed 3 to team **a** and seed 4 to team **b**.

Scenario ii: Teams **a**, **b** and **c** played each other twice and they all split. Their game scores are the following:

Team	Team	Score	Differential
a	b	6-5	a: +1, b: -1
a	b	4-7	a: -3, b: +3
a	c	3-9	a: -6, c: +6
a	c	13-9	a: +4, c: -4
b	c	2-0	b: +2, c: -2
b	c	4-3	b: -1, c: +1

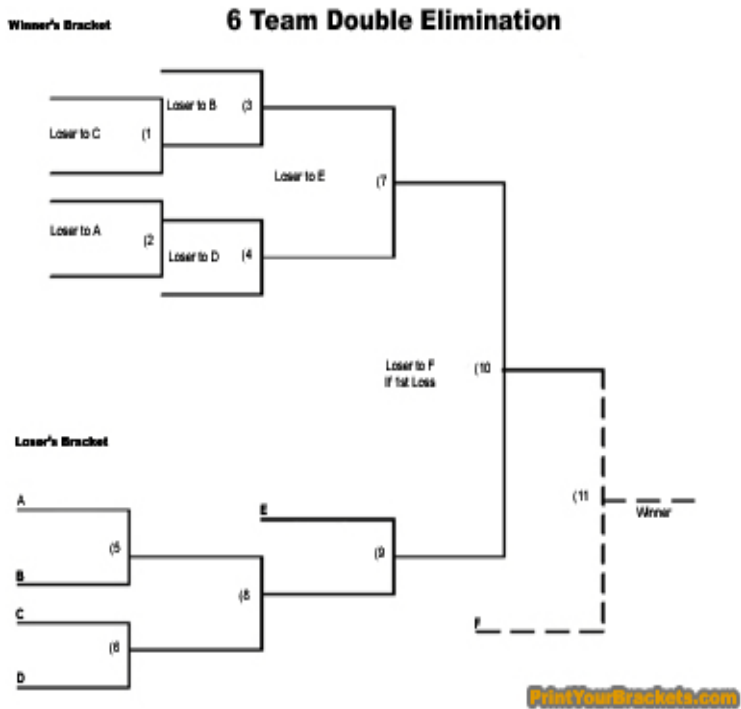
Team **a** had a run differential of -4, team **b** had a run differential of +3, and team **c** had a run differential of +1. Seed 2 will go to team **b**, seed 3 to team **c** and seed 4 to team **a**.

Scenario iii: Teams **a**, **b** and **c** played each other twice and they all split. Their run differentials were also the same at +2. Points will be calculated against the other 5 teams in the division, giving weight to the higher finishing teams. All wins against the #1 team will be given 8 points, wins against the #5 and #6 teams (teams **d** and **e** are tied for 5th place) will be given 4 points, wins against the #7 team will be given 2 points and wins against the #8 team will be given 1 point. Team **a** has 24 points and is the 2 seed, team **b**

has 21 points and is the 3 seed and team **c** has 20 points and is the 4 seed.

Scenario iv: The first three (3) tiebreakers do not resolve the tie, so the division VP will have each manager draw a card (2,3,4). The team who draws the 2 will be the 2 seed, the team that draws the 3 will be the 3 seed and the team that draws the 4 will be the 4 seed.

8. Example playoff format for a 6 team division:



The top 2 finishing teams will receive a bye. Seed 3 will play seed 6 and seed 4 will play seed 5. Seed 1 will play the lowest seeded winner and seed 2 will play the other winner. Winning teams continue on in the winners bracket. There will be a losers bracket for all teams that lose a game. Once a team loses a second game they are eliminated. The team who comes out of the winners bracket will play the team who survives the losers bracket. If the loser bracket team wins this final game, a second game must be played to determine the overall champion (you must lose twice to be eliminated). The higher seed team will be the home team in all winners and losers bracket games, The winners bracket team will be home team in the final game against the losers

bracket with a coin flip in the 2nd championship game (if necessary). Brackets will be provided once the number of teams has been determined.

9. Final League Standings: (example with a 6 team division)
 - 1st place: playoff champion
 - 2nd place: finals losing team
 - 3rd place: semi-final loser from the losers bracket
 - 4th place: 2 quarter final losers to play for 4th place (add'l game not shown above).
 - 5th place: loser of 4th place game
 - 6th place: first team eliminated

Tournament Play:

1. Intra-league all-star teams will be chosen in each division. The manager from the 1st and 2nd place teams will be the all-star managers. The division VP will divide the teams equally by teams (for a 6 team division, teams 1, 3 and 5 will play against teams 2, 4 and 6). The managers from the other teams will assist the all-star managers. All managers will select up to 4 players from their team to be placed on an all-star ballot. Managers will then vote on the top 24 players from this list or write in their own names if they wish, but they may not select any players from their own team. The division VP will tabulate the votes and select the top 24 vote getters. Each team will have 12 players and must have at least one representative from each team in the division. The all-star game will be played at the conclusion of the playoffs. Any changes to this must be given approval from the league Commissioner.
2. Inter-league all-star games may be scheduled if the VP from any division wishes. In the event a single division all-star team is selected, the same process will be used, but the top 12 players only will be chosen. It is not necessary to select a player from each team for inter-league all-star play. The division VP has the authority to make modifications to the all-star team in the event he feels that there is not a good mix of positions with emphasis given to pitching (for those divisions that have pitchers).

RULE 14: EQUIPMENT AND UNIFORMS

1. Only official and legal bats will be allowed. A one piece rubber grip and knob combination is illegal. Metal bats must have a non-metal grip. The batter is OUT if a ball is hit, either fair or foul, with an illegal bat.
2. A standard fielder's glove may be worn by any player, but mitts may be used only by the Catcher and First Baseman.
3. In all divisions, male catchers must wear hard cups. No players will be allowed to catch if they do not wear a hard cup. A forfeit shall be declared if a cup is not available for either team's catcher. If neither team is able to obtain a cup for their catcher, a double forfeit will be declared. This equipment is the responsibility of the individual player.
4. Catchers must wear headgear (mask and helmet) that protects the ears and back of the head. Throat protectors are necessary and mandatory for all catchers, and headgear (mask, helmet, and throat protector) must be worn by every player when warming up a pitcher. This equipment will be supplied by HPBSA. It is the responsibility of the manager to get proper fitting equipment.
PENALTY – The player must be removed from the catching position for the remainder of the game.
5. Batters must wear headgear that protects both ears and the back of the head. Each player is responsible to have their own helmet. Batting helmets will also be used for base running, on-deck areas, and for players coaching bases, and must be shared if necessary. In T-Ball Titans, Atoms and Bantams, facemasks and chinstraps are required. If a batter or runner intentionally removes or dislodges his/her headgear while a base runner or while a play is being made on this player either as a batter or a runner, he/she shall be declared OUT. The helmet may be removed

only when time is out. NOTE: Whether the act is intentional is a judgment call by the umpire. However, in the divisions requiring chin straps, if the helmet is without a chin strap or the chin strap is not fastened before the play during which the helmet is dislodged it shall be deemed intentional. If a player steps into the field of play while time is in, without a buckled chin strap, that team will receive one warning. The second violation will be declared an out.

6. The home team will be required to furnish balls for each game, which will be returned to them after the game. In all divisions two (2) new official baseballs will be required, with the exception of High School division which will require three (3) new balls.
7. No players will be permitted to deface their Official HPBSA uniform in any manner, and all players must wear their complete team uniform properly at all times. The uniform includes pants, shirt, and hat. In cold weather, sweatshirts and jackets can be worn (Pitchers may wear jackets when running the bases). PENALTY: 1st infraction - player receives warning, which shall be entered in scorebook, 2nd and subsequent infractions - player not permitted to play (unless it will result in a forfeit). Umpire shall report infractions to Chief of Umpires.
8. A pitcher's sweatshirt or undershirt, if showing, must be uniform in color and may not be white or grey. Pitchers shall not wear any type of sweat band and/or batting glove while pitching. Pitchers may not use white or grey gloves.
9. Shoes with metal spikes, metal cleats, or screw-on cleats are strictly prohibited on players in all divisions. Conversion cleats that are made completely of rubber and are attached to the shoe using a tiny screw are not considered to be screw on cleats. PENALTY - The player shall be ejected.
10. For safety and injury prevention, no players shall be allowed to play if they are wearing casts, splints, or other type of hard foreign objects. Soft bandages will be permitted. Also, jewelry, including metal stars and emblems, must not be

worn during a game, except for a medic alert necklace/bracelet. Exceptions must not be worn outside the jersey and must be taped down to the body. Players in violation, after a warning, will not be allowed to play.

11. If names are put on the back of a player's uniform it must be the player's last name.

The League Commissioner shall be the final authority on all matters relative to this section.

RULE 15: PLAYERS AND SUBSTITUTIONS

1. A team shall consist of nine (9) players in the Atom II, Bantam, Midget, Juvenile, and High School Divisions, and ten (10) players in the Atom I American and National Divisions. Atom 2 may use 9 or 10 players based on the number of registered players for that year.

Teams will be permitted to start a game with one less than the required number of players. Such a game will start on time; waiting for the additional player (i.e., using the 15 minute "grace period") will not be allowed. The location of the 8/9th players on the field will be left up to the discretion of the manager of the team involved. A player shall be considered late if he/she has just arrived at the park and is not within the confines of the field (i.e., inside the fence or dugout) prior to game time. A manager will be permitted to insert a late arriving ninth/tenth player in the 9/10th position providing the player arrives prior to the end of the third (3) inning. A player who is present earlier in the game but does not enter it at that time because of not feeling well will be considered the same as a late arriving player. Ejections occurring when no substitutes are available will result in an automatic forfeit by the team involved if they cannot field a minimum of 8/9 players.

2. A forfeit shall be declared if either team is unable to field a minimum of 8/9 players fifteen minutes after the scheduled starting time or at any time during the game, unless due to injury per Rule

16.7. If neither team is able to field a minimum of 8/9 players, a double forfeit will be declared.

3. **Batting Substitutions** - All teams shall have their players bat in rotation throughout the game even though they are not playing in the field. A player who arrives after the game begins, but before the end of the third (3) inning, will be considered the last batter in the line-up even if the home team has not batted. The inning ends when the third out is called. If the late arriving player is inserted in the batting order incorrectly, penalty for such action is forfeit for illegal substitution.
4. **Fielding Substitutions** - In ALL DIVISIONS, no player may remain on the bench for two consecutive innings while their team is in the field.
 - a. Atom I - no player may be on the bench for more than one inning and must be alternated each inning during any extra innings played.
 - b. Atom II, Bantams and Midgets - no player may remain on the bench for more than three (3) innings per game in regulation games and must be alternated each inning during any extra innings played.

Violations of these rules shall constitute an illegal substitution. Except to replace players lost due to injury or disciplinary ejections, absolutely no fielding or pitching substitutions may be made, from the bench, during a half-inning. In other words, if a player is put on the bench during the defensive half of an inning, he/she may not enter the game as a substitute (pitcher or any other position) during that half inning. (Exception - as provided in Rule 15.7, injury substitutions).

PENALTY for illegal substitution: Game will be forfeited. Players arriving after completion of the third (3) inning will not be permitted to play. If a player arrives during an inning that inning is considered an inning on the bench. In High School division, no player shall sit out more than two (2) innings per game in regulation games, and must be alternated each inning during any extra innings played. The only exception shall be for injury or disciplinary reasons.

5. On all batting and fielding substitutions, it

behoooves all scorekeepers, opposing managers and coaches to see to it that a forfeit does not occur. The League finds it reprehensible for a manager or coach to recognize that a forfeitable offense is about to occur and deliberately allow it to take place for his own advantage.

- 6. Disciplinary Substitutions** - Any disciplinary action against players during the course of the game for actions which occur during the game is the prerogative of the umpires, the League Commissioners, or authorized agents. Managers will be permitted to make disciplinary substitutions after consultation with and the approval of the umpires.
- 7. Injury Substitutions** - An injured player may be substituted by the manager of the team involved. Injured players are permitted to return to the game at the end of any subsequent half-inning only with the concurrence of the umpire. **AN INJURED PLAYER MAY ONLY RETURN TO THE GAME ONCE.** If removed a second time, the injured player must remain on the bench for the remainder of the game. Teams with only nine players (ten in the Atom) will be permitted to continue with the 8/9 players. Games will be suspended when an injury occurs to a team playing with 8/9 players if the injured player is unable to return to the game. In all divisions, if a player is injured while at bat and cannot complete his/her turn at bat, the next batter in the line-up will then bat and assume the ball and strike count of the injured batter. If a player leaves the game for whatever reason (illness, injury, ejection, disciplinary substitution, or personal reasons), and is unable to return, his/her subsequent turns at bat will NOT be an automatic out. A player who is injured while running the bases and who cannot continue will be substituted for by the player that made the last out. If a player has been injured before an out has been made in the game, then the last player in the batting order will be the substitute. There will be no pre-determined courtesy runners allowed under any circumstances. A player who is injured while at bat, running the bases, or in the field, may have a substitution, as per the injury substitution rules. If the injured player cannot be safely removed from

the field, the umpire will suspend the game time clock until play is able to be safely resumed.

8. If a player has not played in two successive games, the managers must, before the next game, notify their Vice President. The purpose of this rule is to prevent deliberate unsportsmanlike manipulation of the number, or the ability of the players participating in games. If the involved player misses the subsequent (third) game without the above-mentioned notification, and if the Vice President's judgment is that the circumstances so warrant, then the third game and any such subsequent games will be forfeited to the other team. Similarly, if a player permanently withdraws from a team, the manager must report this to the Vice President, or if not available, division commissioner, within forty-eight (48) hours of being notified of the withdrawal. If this is not done, and the Vice President believes that the circumstances so warrant, a meeting of the Disciplinary Committee will be called to decide if any or all of that team's subsequent victories, beginning with the game in which the involved player was no longer on the team, should be forfeited.
9. If the situation arises that a player is injured to the extent that a replacement from the pool is assigned to a team replacing the injured player, then the newly assigned player is considered a TANDEM player to the "injured inactive" player. The TANDEM player is subject to the same restrictions, if any, as originally specified at the draft for the "injured inactive" player. (For example, if the "injured inactive" player was a "no pitch" at the draft, then the TANDEM player is also a "no pitch", etc.) Should the injured player recover and rejoin the team, the player and his TANDEM will be considered a complete TANDEM for all remaining games, and must be substituted one for the other under all conditions. Tandem players must alternate in the batting order and in the field. When both players are physically able to play, and only one player is present for a scheduled game, the player present may play the entire game. If both players are pitchers, either the returning "injured inactive" player or the Tandem player may

pitch in a game, but never both in the same game. The combined Tandem will be created as one player for the purposes of applying Rule 17.

NOTE: Consult commissioners, for an appropriate ruling, each time a TANDEM situation arises. The commissioner may restrict or adjust the fielding substitution, including pitching, at his sole discretion.

10. If a player sustains an injury requiring more than first aid, such as a broken bone, concussion, a laceration requiring sutures, etc., the manager must notify a park official and the League President within 24 hours of the injury. Notification is a requirement of the Dade County Parks and Recreation Department.
11. If a player has or develops a medical condition that could affect the player's or other players' safety or health, in the opinion of the commissioner, the commissioner may require written medical clearance before the player is permitted to play in the league.

RULE 16: THE GAME

1. **An Official Game** - shall consist of seven (7) innings or two hours. If during the progress of any game, the home team, after at least 4 1/2 innings have been played is leading by 10 or more, or the visiting team, after at least 5 innings have been played is leading by 10 or more runs at the end of any complete inning, the umpire shall terminate the game in favor of the leading team.

(a) The playing time (time limit) shall be determined from the time the umpire calls "play ball" at the start of the game, until the third out is made by the home team at bat. In all Divisions, except Atom I, there shall be a 2 hour time limit. Atom I Divisions will have a time limit of 1 hour and 45 minutes. There will be no time limit in any playoff or championship games.

(b) If the allotted playing time has elapsed during any game and:

(1) The LOSING team has had its turn at bat in the fifth inning or later, the umpire shall terminate the game in favor of the leading team.

(2) BOTH teams have had their turn at bat in the fifth inning and the score is tied, if field availability permits, the game shall be continued until one team is in the lead after a complete inning and is declared the winner.

(3) The LOSING team has not had its turn at bat in the fifth inning. If field availability permits, the game may be continued until a winner is declared after the LOSING team has batted in the fifth inning OR -

(4) The LOSING team has not had its turn at bat in the fifth inning and field availability does not permit continuance of the game - THIS WILL BECOME A SUSPENDED GAME, and completed under Rule (2-D) below.

2. **Suspended Game** - A game interrupted by rain prior to being an official game will be considered a suspended game. Once a game has started, the home plate umpire must wait at least 15 minutes before suspending the game. This is a judgment call by the umpire and not subject to protest. The safety of the players will be the primary concern. If or when play is resumed, any elapsed (rain delay) time will not count against the time limit. The remainder of the playing time (time limit) will apply.

(a) If a game that has gone long enough to be an official game is called because of inclement weather during an uncompleted inning, and the home team is ahead, the game ends and shall be an official game.

(b) If a game that has gone long enough to be an official game is called because of inclement weather during an uncompleted inning, and the visiting team has scored one or more runs to tie the score, and the home team has not scored, or the visiting team has scored one or more runs to take the lead, or the game is tied, the game becomes a suspended game.

(c) If a game that has gone long enough to be an

official game is called because of natural darkness during an uncompleted inning, and the score is either tied or the visiting team is ahead, the game will be considered a suspended game. If the game is an official game and the home team is ahead at the time the game is called, the home team shall be declared the winner. This does not refer to failure of park lights.

(d) A suspended game may be rescheduled to be resumed, at a later date, from the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitutions and the following exceptions:

(1) When a game is suspended after the completion of the third inning, a player who was in the original lineup but not present for the rescheduled game, will be replaced by a player, if available, who was not present at the original game. If two or more players who were not present at the original game are available, they will act as tandem players under Rule 16.9 for the remainder of the game.

(2) When a game is suspended prior to the completion of the third inning, any player(s) who was not at the original game, but is at the continuation, will be inserted at the end of the batting order.

(3) When a game is suspended after the completion of the third inning, and a team was playing with only eight/nine players, it must complete the rescheduled game with only eight/nine players; moreover, the inserted player is not allowed to pitch.

(4) A player (pool player) who was not on the team roster when the game was suspended may be used in any rescheduled game, even if said player has taken the place of a player no longer with the team.

(5) A player who was at the first game will not be allowed in the second game if he arrives

after his next turn at bat. If arriving before his at bat but after resumption of play, he will replace the player who replaced him (if any).

3. **Score book** - Each team is required to keep a score book for every game played, with the “official book” belonging to the home team. The home team’s score book will list the date and time of the game, the batting order for both teams by last name and number, which cannot be changed once the game is started, with the exception of authorized substitutions. The score will be verified in each book at the completion of every half inning. In all Divisions starting from Atom II, ALL innings pitched by that team’s pitcher, including pitch count, must be conspicuously and permanently recorded in the pitcher’s own team’s score book. (For record purposes, an inning pitched will be charged once the umpire declares “play ball” and the pitcher addresses the pitching rubber). This record must be made available to the opposing manager, if requested, prior to the start of any game. If the score book is not available, with records sufficient to determine the eligibility of a particular pitcher, then the game will be played, and the outcome will be determined by the Protest Committee, if requested by the offended manager. The scorekeepers are strongly urged to sit together.
4. **Official Game Sheet** - In the Bantam, Midget & Juvenile divisions, umpires will complete an official game sheet for all games. The sheet will include the following information: score, pitchers names, number of innings pitched and pitch count (Bantams only), and any missing players. These sheets will then be given to the division Vice President for review.

RULE 17: PITCHING REGULATIONS

No player may pitch more than 10 innings in any seven (7) consecutive day period during the regular season or league playoffs. No player may pitch two (2) consecutive days.

1. Pitching Limitations:

- a. Atom II – There will be a limitation of 70 pitches or three (3) innings pitched per game, which ever occurs first. A pitcher cannot pitch in more than one (1) game per day.
- b. Bantam I & II – There will be a limitation of 80 pitches or three (3) innings pitched per game, which ever occurs first. A pitcher cannot pitch in more than one (1) game per day.

Pitch counts will be maintained by each team (score keeper or coach). The head umpire will compare pitch counts with each team between innings. In the case of discrepancy, the home team count will be official. Once a player reaches the maximum number of pitches allowed, they must be removed from the game, although they may complete an at bat before being removed. If a pitcher throws beyond the maximum number of pitches allowed and is not removed, they must be removed once the umpire has been made aware that the limit has been exceeded. There will be no penalty in this situation.

- c. Midget I & II – There will be a limitation of three (3) innings pitched per game or in a single day.
- d. Juvenile I & II – There will be a limitation of four (4) innings pitched per game or in a single day.

IN ALL BASEBALL DIVISIONS, except High School Division, no player once removed from the mound may return to pitch in the same game. No inning pitched or re-entry regulation may be waived for any reason. PENALTY: Game forfeited for violation of any of the above rules.

- 1) Breaking balls in baseball are outlawed up to and including the Midget Division. If this infraction occurs, the umpire will declare the pitch a ball. If the batter hits the pitch, the manager of the offensive team may elect to decline the penalty and accept the play. Such election shall be made immediately at the end of the play. If the pitcher continues throwing breaking balls after being warned, he must be removed from the mound for the remainder of the game. Breaking balls are a delayed judgment call by the umpire. NOTE: A

knuckle ball is not considered a breaking ball.

- 2) In the Atom II Division only, there will be a NO BALK penalty in effect for the first half of the season (warnings will be issued). In the first half, if a balk is called and the base runner is out attempting to steal, the player returns to the original base; if safe, the player retains the stolen base. For the 2nd half of the season, each pitcher will be issued one balk warning per game. After one warning, balks will be called.
- 3) In the Bantam I Division, each pitcher will be issued one balk warning per game. After one warning, balks will be called. *If the Bantam I and II divisions are combined, the warning will apply to all pitchers (not just Bantam I).*
- 4) Only one charged conference per pitcher, per inning will be allowed, with the removal from the mound on the second charged conference. A visit to the mound by the team manager or other team representative between innings is not a charged conference. A visit to the mound will be charged if a manager or coach instructs the catcher to take time out and visit the mound. No visit will be charged if the catcher initiates this action on his own.
- 5) In order to speed up play, there will be a maximum of two (2) minutes allowed between each half inning. The pitcher will not be allowed any additional time to complete his warm-ups. PENALTY - If the team in the field is not ready when the umpire calls "play ball" he may award a count of one ball to the batter and continue to go until the team is ready. EXCEPTION: Whenever a new pitcher takes the mound, he will be allowed up to a maximum of eight (8) warm-up pitches.
- 6) If a pitcher hits 3 batters in the same inning, or 4 batters in one game, he must be removed from the mound.
- 7) A player becomes the pitcher of record only when he takes the mound and the umpire declares "Play ball!"
- 8) A pitching appearance in any part of any one inning constitutes a complete inning of pitching.

RULE 18: BASERUNNING

1. In the Bantam I Division only, a runner at third base may lead off no more than 20 feet after the pitcher has addressed the plate and until the ball leaves the pitcher's hand. PENALTY - Runner is out – no pitch. PENALTY - Runner is out - no pitch. *If the Bantam I and Bantam II divisions are combined, this rule will apply to all players in the Bantam division.*
2. In all BASEBALL Divisions, if a base runner attempts to steal home, and the batter swings at the pitched ball, the ball will be ruled DEAD; and BOTH the batter and the base runner from third base will be automatically OUT. If there are already two outs when this occurs, the batter will be declared the final out in the inning. NOTE: This rule is designed for the safety of the players and is not intended to discourage the "Squeeze play", (bunt) or the stealing of home, where allowed.
3. If the catcher of record is a base runner, and there are two (2) outs, he/she MAY be replaced as a base runner by the player who was declared the last out.
4. In ALL Divisions Base runners must slide or avoid the tag in their own established base line. This rule exists to prevent injuries and thus should be enforced only when there is a collision between two bodies. This would also rule out incidental contact as a reason to enforce this rule. PENALTY - This is a judgment call by the umpire. Runner will be declared out and also may be ejected from the game.
5. A runner may not jump over a defensive player who is in the act of making a play on that runner.
6. In All Divisions, there will be NO head-first slides into home plate. PENALTY - The runner is automatically declared out. Back door slides where the touching of home plate is done with a hand, or a slide to avoid the catcher and a reach for home plate with a hand is not considered a

head first slide. This is a judgment call by the umpire and cannot be argued.

7. When using the double base, the following rules should be enforced:
 - (a) A batted ball hitting or bounding over the white portion is fair.
 - (b) A batted ball hitting or bounding over the colored portion is foul.
 - (c) Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion.
 - (d) The defense may use the colored portion of any force out attempt from the foul side of first base.
 - (e) On an errant throw pulling the defense off the base into foul ground, the defense and the batter - runner can use either the white or colored portion.

RULE 19: BATTING

1. The Florida High School speed-up rule applies to the Midget I, Midget II, Juvenile, & High School Divisions. That is, the batter is only allowed to leave the batters box after: A swing, foul ball, wild pitch, or play being attempted at any base. If the batter removes both feet from the box in any other instance, a strike is awarded to the pitcher.
2. In all Divisions, when in the umpire's judgment, a bat is intentionally thrown or the thrown bat hits a player or umpire, the batter will be declared out. The ball will be dead, and all runners must return to the base occupied prior to the pitch. Players will not be warned.
3. The on-deck batter must stand in the on-deck circle behind the hitter.
4. In all divisions, only 1 offensive conference (called by the offensive team) will be permitted per inning.

RULE 20: T-BALL TITANS RULES

1. **No keeping score** – scorekeeper will only track batting order and defensive positions in the field.
2. Game will consist of 4 innings with a 1 hour 30 minute time limit whichever occurs first.
3. Base distance 55 feet, pitching rubber distance 36 feet
4. Ball will be hit off of tee all season and must travel 8 feet in order to be a fair ball
5. Batter will receive four swings except when the last swing results in a foul ball at which time the batter will receive an additional swing.
6. No walks will be issued.
7. Batters must wear helmet with facemask and chin strap.
8. Batter must take a full swing, no bunting allowed. (Judgment call by umpire) Penalty: Batter returns to tee and receives the remaining number of swings left in the at bat – runners return to base held before swing. If the infraction occurs on the last swing, the batter shall receive one additional swing.
9. Base runners may not leave the base until the ball is hit – no leads or base stealing allowed. Penalty- dead ball if hit, runners return to bases.
10. All teams will play with 10 (ten) defensive players - 5 (five) of whom must be in the outfield (as defined by the umpire) prior to the ball being placed on the tee. The player in the pitcher's position must remain in the vicinity of and behind the pitching plate until the ball is hit. Vicinity is defined as within 10 (ten) feet of the pitching rubber. There will be no catcher.
11. Every player must play the infield at least 2 (two) innings per game unless the parent(s) request otherwise. No player may sit on the bench during the defensive half of an inning more than once.

12. The ball remains alive until the umpire calls “time”, which should be done when the ball is held by an infielder in fair territory of the infield area and, in the judgment of the umpire, all play has ceased.
13. Outfielders cannot make an out by tagging a runner or stepping on a base. Must make a throw to the infield.
14. The infield fly rule (automatic out) does not apply. The ball must be caught for an out.
15. **FIRST HALF OF SEASON** - The entire batting order (not to exceed the maximum number of players that are present) will bat each inning. The inning shall end even if there are less than 3 (three) outs.
16. **SECOND HALF OF SEASON** – 3 defensive outs will end the inning. However, if the entire batting order (not to exceed the maximum number of players present) comes to bat, the inning shall end even if there are less than three outs.
17. No on deck batters allowed.
18. During a game a team is limited to one manager and three coaches (four adults). All managers and coaches must remain in the dugout except for the purposes of coaching first or third base or coaching the outfield. Outfield coaches (maximum of two) must remain behind the out of play line. All equipment must remain in the dugout.
19. Runner who has past the half way mark on base path will be awarded the next base when “time” is called – if not runner goes back to previous base.
20. Feet first sliding only.

Note: There will be no draft of players. Players will be assigned to teams at the sole discretion of the T-ball Vice President.

RULE 21: ATOM I AMERICAN & NATIONAL RULES (COACH PITCH)

1. Coaches will pitch all season. Coaches must pitch overhand and his/her foot must be in contact with the rubber. If a coach elects to pitch while kneeling, then his/her knee must be in contact with the rubber. The batter will receive a maximum of three (3) strikes or five (5) pitches except when the last pitch is hit foul at which time he will receive another pitch. If a hit ball strikes the pitcher/coach, it will be ruled a no pitch and all runners must return to their original bases.
 - a. Atom 1 American – for the first time through the batting order only, if the batter strikes out either after a 3rd strike or 5th pitch, a tee will be brought in and the batter will be given one (1) swing to put the ball in play. A swing and a miss or a foul ball will be declared an out. The tee will not be available once the leadoff batter comes to bat for the second time in the game.
2. All teams will play with ten (10) defensive players, four (4) of whom must be in the outfield (as defined by the umpire) prior to the ball being pitched. The player in the pitcher's position must remain in the vicinity and behind the pitching plate until the ball is hit. Vicinity is defined as ten feet from the pitching rubber.
3. No balls will be called or walks issued.
4. Bunting is NOT allowed. Whenever a batter bunts the ball, or attempts to bunt the ball, the batter will be automatically declared "out", and any base runner(s) may NOT advance.
5. Base runner(s) may not lead off any base until the ball passes the plane of the batter, nor may they advance on a wild pitch or passed ball. Base stealing is NOT permitted. PENALTY - Runner(s) out - no pitch.
6. The ball remains alive until the umpire calls "time".
 - a. Atom 1 American - time will be called when the ball is held up over his head by an infielder in fair territory of the infield area, and in the

- judgment of the umpire, all play has ceased.
- b. Atom 1 National – time will be called when the ball is thrown to either the player/pitcher or the 1st baseman with that player inside the pitching circle and the ball is held up over his head.
7. The infield fly rule (automatic out) does not apply. The ball must be caught for an out.
 8. The fifteen (15) run rule will be in effect after 5 innings.
 9. In any one inning, if the entire batting order (not to exceed the maximum number of players that are present) comes to bat, the inning shall end even if there are less than three (3) outs. EXCEPTION: In the sixth (6) and any subsequent innings, three (3) outs must be made regardless of the number of batters.
 10. During a game a team is limited to one manager and three coaches (four adults). All managers and coaches must remain in the dugout except for the purpose of pitching, coaching first or third base, or coaching the outfield. Outfield coaches must remain behind the out-of-play line. All equipment must also be in the dugout.
 11. Atom I games shall be 6 innings or 1 hour and 45 minutes in length. There will be no time limits during playoffs.

RULE 22: ATOM II RULES

1. No pitcher shall pitch more than three innings per game or exceed 70 pitches, and may not pitch in more than one game per day.
2. No defensive player may position himself closer than 15 feet inside the base or baseline toward home plate from any position, unless the batter commits himself to a bunting position. PENALTY - After one (1) warning, a player violating this rule will not be allowed to play any position in the infield for the remainder of that game.
3. Base runners will not be permitted to lead and shall not be permitted to steal until the pitched ball

crosses home plate. If the base runner leaves the bag, either intentionally or unintentionally, before the ball crosses home plate, he will be declared out by the umpire.

4. Steals may occur once the ball has crossed home plate
5. No runner may score from third base to home unless he is either:
 - a Forced
 - b Advanced by a hit ball
 - c Advanced by a balk (second half)
 - d There is a pick-off play by any player at any base

NOTE: A fake throw does not constitute a pick-off play. A throw from the catcher to any base is considered a pick-off play.

6. No outfielder may encroach within fifteen feet of any base, excluding a pop-up or fly ball.
PENALTY - Batter runner is awarded first base and all base runners advance one base.
7. Fake bunting followed by a full swing is illegal.
PENALTY - Batter is out.
8. Whenever a third strike is not legally caught by the catcher, the batter shall be automatically declared "out", and any base runner(s) on first or second base may advance at their own risk.
9. A base runner stealing 3rd base is not allowed to continue home regardless of the throw from the catcher. The intent is to promote throws to 3rd base from the catcher without fear of giving up a run.
10. **1st half of the season only:** a base runner may only advance 1 base when attempting a steal regardless of the throw from the catcher or pitcher (in the case of a pick off attempt).

SOFTBALL

RULE: 23 PLAYING SCHEDULE

League Play:

1. The playing schedule will be charted for each division, for the entire season, prior to opening day. There will be no schedule changes. Any violations will be subject to forfeit by all teams involved.
2. All rain out games are to be re-scheduled by the respective Vice President with approval of the Commissioner within 7 days.
3. Ideally, the schedule will provide for each team to play all other teams in their division at least twice. The League Commissioner may make exception to this rule.
4. There will be no regular season inter-league play except by decision of the Softball Commissioner and notification to the Executive Committee.
5. The playing season begins in January and continues through May. The season will be divided in two halves. In SOFTBALL II, III, IV, there shall be a single championship game to determine the regular season champion between the first half winner and the second half winner. In case of ties for a half winner; first tie breaker is head to head play, second is runs allowed, third is runs scored. The winner of the game will be the regular season champion.
6. In all Softball Divisions there will be a postseason playoff. The regular season total record will be used to determine playoff seeding. In case of ties; tie breaker is same as for half winners. The champion of the playoffs will be the postseason champion. The format of the playoffs will be determined by the Softball Commissioner and each Division's VP depending on the number of teams in the division.
7. County All Star Tournament – The format for the County All-Star tournament will be decided at the County level based on the number of leagues participating.

- a** The number of teams entered by HPBSA will be determined by the Commissioner and each Division VP.
- b** The teams will consist of 12 players. The manager of the team will be the winning manager of the regular season championship game. If two teams are entered the second manager will be the loser of the regular season championship game.
- c** All Star selection: Each team (the players) will submit 5 names for consideration. The managers will vote on 12 players, but cannot vote for players from their own team. The top 12 vote getters will comprise the All- Star team. In case of a second team the next 12 vote getters will be added to the All-Star roster. The make-up of the 2 teams will be decided by a consensus of the Commissioner, Division VP and the managers, taking into consideration pitchers, catchers, and position players, in order to be competitive. Final decision will be made by the Commissioner and Division VP.

In the absence of a County All-Star tournament it will be up to the Commissioner and Division Vice-Presidents to organize an intra-league All-Star game with players from all teams, or an inter-league All-Star game with another league.

RULE 24: EQUIPMENT AND UNIFORMS

- 1.** Only official and legal bats will be allowed. A one piece rubber grip and knob combination is illegal. Metal bats must have a non-metal grip. The batter is OUT if a ball is hit, either fair or foul, with an illegal bat.
- 2.** A standard fielder's glove may be worn by any player, but mitts may be used only by the Catcher and First Baseman.
- 3.** Batters must wear headgear that protects the ears and the back of the head and have a face mask in all divisions. Batting helmets will also be used for base running, on-deck areas, and for players coaching bases. Chin straps are required in Softball I and must be buckled. If a batter or

runner intentionally removes or dislodges her headgear while a base runner or while a play is being made on this player either as a batter or a runner, she shall be declared OUT. The helmet may be removed when time is out.

4. NOTE: Whether the act is intentional is a judgment call by the umpire. If a player steps into the batters box without a face mask, that team will receive a warning. The second violation will be declared an out.
5. The home team will be required to furnish balls for each game, which will be returned to them after the game. In all divisions, two (2) new official softballs will be used.
6. No players will be permitted to deface their Official HPBSA uniform in any manner, and all players must wear their complete team uniform, supplied by the league, properly at all times. Hats are not required, but if worn must be the team hat. In cold weather, sweatshirts and jackets can be worn (Pitchers may wear jackets when running the bases.) PENALTY - Players in violation of this rule will not be allowed to play.
7. A pitcher's sweatshirt or glove shall not be the same color as the ball being used in the game. Pitchers shall not wear any type of sweat band and/or batting glove while pitching. Pitchers may not wear white or gray gloves.
8. Shoes with metal spikes, metal cleats, or screw-on cleats are strictly prohibited on players in all divisions. PENALTY - The player shall be ejected.
9. For safety and injury prevention, no players shall be allowed to play if they are wearing casts, splints, or other type of hard foreign objects. Soft bandages will be permitted. Also, jewelry, including metal stars and emblems, must not be worn during a game, except for a medic alert necklace. PENALTY – 1st warning will be a team warning, after 2nd violation both manager and player are confined to the bench for the remainder of the game. The League Commissioner shall be the final authority on all matters relative to this section.
10. If names are put on the back of a player's uniform it must be the player's last name.

11. In Division I, catchers may use batting helmets while playing the catching position.
12. In Softball II, III, and IV, protective face masks for the pitchers are not mandatory, however highly recommended.

RULE 25: PLAYERS AND SUBSTITUTIONS

1. A team shall consist of nine (9) players in the Softball III & IV Divisions, and ten (10) players in the Softball II Division. Teams will be permitted to play with 8 players. The location of the eight players on the field will be left up to the discretion of the manager of the team involved. A manager will be permitted to insert a late arriving ninth/tenth player in the ninth/tenth position providing the player arrives prior to the end of the third (3) inning in Division IV and fourth inning in Divisions II & III. A player who is present earlier in the game but does not enter it at that time because of not feeling well will be considered the same as a late arriving player. Ejections occurring when no substitutes are available will result in an automatic forfeit by the team involved if they cannot field a minimum of eight players.
2. A forfeit shall be declared if either team is unable to field a minimum of eight players at game time (first pitch/play ball call) or at any time during the game, unless due to injury per Rule 16.7. If neither team is able to field a minimum of eight players, a double forfeit will be declared.
3. Batting Substitutions - All teams shall have their players bat in rotation throughout the game even though they are not playing in the field. A player who arrives after the game begins, but before the end of the third (3) innings in Division IV or 4th inning in Division II & III, will be considered the last batter in the line-up even if the home team has not batted. The inning ends when the third out is called.
4. Fielding Substitutions - In ALL DIVISIONS, no players may remain on the bench for two consecutive innings while their team is in the field.

In ALL DIVISIONS, no player may remain on the bench for more than three (3) innings per game. Violations of these rules shall constitute an illegal substitution.

5. Except to replace players lost due to injury or disciplinary ejections, absolutely no fielding substitutions, with the exception of the pitcher, may be made, from the bench, during a half time inning. In other words if a player is put on the bench during the defensive half of an inning, she may not enter the game as substitute except as a pitcher, during that half inning. (Exception - as provided in Rule 16.7, injury substitutions).
PENALTY for illegal substitution: Game will be forfeited. Players arriving after completion of the third (3) innings will not be permitted to play. If a player arrives during an inning that inning is considered an inning on the bench. All players sitting out will be recorded in both scorebooks each inning.
6. On all batting and fielding substitutions, it behooves all umpires, scorekeepers, and opposing managers and coaches to see to it that a forfeit does not occur. The league finds it reprehensible for a manager or coach to recognize that a forfeitable offense is about to occur and deliberately allow it to take place for his own advantage.
7. Disciplinary Substitutions - Any disciplinary action against players during the course of the game for actions which occur during the game is the prerogative of the umpires, the League Commissioners, or authorized agents. Managers will be permitted to make disciplinary substitutions after consultation with and the approval of the umpires.
8. Injury Substitutions - An injured player may be substituted by the manager of the team involved. Injured players are permitted to return to the game at the end of any subsequent half-inning only with the concurrence of the umpire. **AN INJURED PLAYER MAY ONLY RETURN TO THE GAME ONCE.**
9. If removed a second time, the injured player must remain on the bench for the remainder of the game. Teams with only nine players will be permitted to continue with the eight/nine players.

Games will be suspended when an injury occurs to a team playing with eight players if the injured player is unable to return to the game. In all divisions, if a player is injured while at bat and cannot complete her turn at bat, the next batter in the line-up will then bat and assume the ball and strike count of the injured batter. If a player leaves the game for whatever reason (illness, injury, ejection, disciplinary substitution, or personal reasons), and is unable to return, her subsequent turns at bat will NOT be an automatic out. A player who is injured while running the bases and who cannot continue will be substituted for by the player that made the last out. If a player has been injured before an out has been made in the game, then the last player in the batting order will be the substitute. There will be no pre-determined courtesy runners allowed under any circumstances. A player who is injured while at bat, running the bases, or in the field, may have a substitution, as per the injury substitution rules. If the injured player cannot be safely removed from the field, the umpire will suspend the game time clock until play is able to be safely resumed.

- 10.** If one of their players has not played in the two consecutive preceding games, all managers must, before the next game, notify their Vice President. The purpose of this rule is to prevent deliberate unsportsmanlike manipulation of the number, or the ability of the players participating in games. If the involved player misses the subsequent (third) game without the above-mentioned notification and if the Vice President's judgment is that the circumstances so warrant, then the third game and any such subsequent games will be forfeited to the other team. Similarly, if a player permanently withdraws from a team, the manager must report this to the Vice President, or if not available, division commissioner, within forty-eight (48) hours of being notified of the withdrawal. If this is not done, and the Vice President believes that the circumstances so warrant, a meeting of the Disciplinary Committee will be called to decide if any or all of that team's subsequent victories, beginning with the game in which the involved

player was no longer on the team, should be forfeited.

- 11.** If the situation arises that a player is injured to the extent that a replacement from the pool is assigned to a team replacing the injured player, then the newly assigned player is considered a TANDEM player to the “injured inactive” player. The TANDEM player is subject to the same restrictions, if any, as originally specified at the draft for the “injured inactive” player. (For example, if the “injured inactive” player was a “no pitch” at the draft, then the TANDEM player is also a “no pitch”, etc.) Should the injured player recover and rejoin the team, the player and her TANDEM will be considered a complete TANDEM for all remaining games, and must be substituted one for the other under all conditions.
- 12.** Tandem players must alternate in the batting order and in the field. When both players are physically able to play, and only one player is present for a scheduled game, the player present may play the entire game. If both players are pitchers, the tandem player will become a “no pitch”. When the “injured inactive” player returns, the “injured inactive” player may pitch up to 4 innings and the tandem player will play the last 3 innings. NOTE: Consult commissioners, for an appropriate ruling, each time a TANDEM situation arises. The commissioner may restrict or adjust the fielding substitution, including pitching, at his/her sole discretion.
- 13.** If a player sustains an injury requiring more than first aid, such as a broken bone, concussion, a laceration requiring sutures, etc., the manager must notify a park official and the League President within 24 hours of the injury. Notification is a requirement of the Dade County Parks and Recreation Department.
- 14.** If a player has or develops a medical condition that could affect the player’s or other players’ safety or health, in the opinion of the commissioner, the commissioner may require written medical clearance before the player is permitted to play in the league.

RULE 26: THE GAME

1. In Divisions III & IV a regulation Game shall consist of 7 innings or playing time expired. In Division II a regulation game will be 6 innings or playing time, and in Division I it will be 5 innings or playing time expired. There is no minimum innings in a Division I game. An Official game requires a minimum of 4 1/2 innings played in Division III & IV and 3 1/2 innings played in Division II if the home team is ahead. If during the progress of any game, the home team, after at least 4 1/2 innings (3 1/2 for Division II) have been played is leading by 15 or more runs, or 10 after 6 innings, or the visiting team, after at least 5 innings have been played is leading by 15 or more runs, or 10 after 6 innings, at the end of any complete inning, the umpire shall terminate the game in favor of the leading team.

- (a) The playing time (time limit) shall be determined from the time the umpire calls "play ball" at the start of the game, until the third out is made by the home team at bat. SOFTBALL I will have a 1 hour 30 minute time limit or five (5) complete innings. In Softball 1, the game will have a drop dead time of 1 hour and 45 minutes. In Softball II, III and IV, the game will have a drop time of 2 hours. These games will be considered a suspended game and will be completed at a future date. SOFTBALL II, 1 hour 45 minutes or six innings with a Kansas tie breaker after six innings are completed, or time has elapsed. SOFTBALL III, 1 hour and 45 minutes or 7 innings with a Kansas tie breaker after 7 innings are completed, or time has elapsed. Softball IV, 1 hour and 45 minute time limit or seven with a Kansas tie breaker after 7 innings are completed, or time has elapsed. There will be no time limit in any playoff or championship games. In all divisions, only 1 offensive conference (called by the offensive team) will be permitted per inning. A Kansas tie breaker is defined as follows: The last completed at bat from the previous inning is put on second base with zero outs. No new inning shall begin after time has expired.

- (b) If the allotted playing time has elapsed during any game and:
- (1) The LOSING team has had its turn at bat in the fifth inning or later, the umpire shall terminate the game in favor of the leading team.
 - (2) BOTH teams have had their turn at bat in the fifth inning and the score is tied, if field availability permits, the game shall be continued until one team is in the lead after a complete inning and is declared the winner.
 - (3) The LOSING team has not had its turn at bat in the fifth inning. If field availability permits, the game may be continued until a winner is declared after the LOSING team has batted in the fifth inning OR –
 - (4) The LOSING team has not had its turn at bat in the fifth inning and field availability does not permit continuance of the game - THIS WILL BECOME A SUSPENDED GAME, and completed under Rule (2-D) below.

2. Suspended Game - A game interrupted by rain prior to being an official game will be considered a suspended game. Once a game has started, the home plate umpire must wait at least 15 minutes before suspending the game. This is a judgment call by the umpire and not subject to protest. The safety of the players will be the primary concern. If or when play is resumed, any elapsed (rain delay) time will not count against the time limit. The remainder of the playing time (time limit) will apply.

- (a) If a game that has gone long enough to be an official game is called because of inclement weather during an uncompleted inning, and the home team is ahead, the game ends and shall be an official game.
- (b) If a game that has gone long enough to be an official game is called because of inclement weather during an uncompleted inning, and the visiting team has scored one or more runs to tie the score, and the home team has not scored, or the visiting team has scored one or more runs to take the lead, or the game is tied, the game becomes a suspended game.

(c) If a game that has gone long enough to be an official game is called because of natural darkness during an uncompleted inning, and the score is either tied or the visiting team is ahead, the game will be considered a suspended game. If the game is an official game and the home team is ahead at the time the game is called, the home team shall be declared the winner. This does not refer to failure of park lights.

(d) A suspended game may be rescheduled to be resumed, at a later date, from the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension subject to the rules governing substitutions and the following exceptions:

(1) When a game is suspended after the completion of the third inning, a player who was in the original lineup but not present for the rescheduled game, will be replaced by a player, if available, who was not present at the original game. If two or more players who were not present at the original game are available, they will act as tandem players under Rule 16.9 for the remainder of the game.

(2) When a game is suspended prior to the completion of the third inning, any player(s) who was not at the original game, but is at the continuation, will be inserted at the end of the batting order.

(3) When a game is suspended after the completion of the third inning, and a team was playing with only eight/nine players, it must complete the rescheduled game with only eight/nine players; moreover, the inserted player is not allowed to pitch.

(4) A player (pool player) who was not on the team roster when the game was suspended may be used in any rescheduled game, even if said player has taken the place of a player no longer with the team.

- (5) A player who was at the first game will not be allowed in the second game if he arrives after her next turn at bat. If arriving before her at bat but after resumption of play, she will replace the player who replaced her (if any).
3. **Score book** - Each team is required to keep a score book for every game played, with the “official book” belonging to the home team. The home team’s score book will list the starting batting order for both teams, by last name and number, which cannot be changed once the game is started, with the exception of authorized substitutions. The score will be verified in each book at the completion of every half inning. In SOFTBALL II, III, & IV, ALL innings pitched by that team’s pitcher, including the date the innings were pitched, must be conspicuously and permanently recorded in the pitcher’s own team’s score book. This record must be made available to the opposing manager, if requested, prior to the start of any game. If the score book is not available, with records sufficient to determine the eligibility of a particular pitcher, then the game will be played, and the outcome will be determined by the Protest Committee, if requested by the offended manager. The scorekeepers are strongly urged to sit together.
 4. A charged conference takes place when a defensive team manager/coach (not in the field) requests suspension of play and gives the umpire cause to believe that he/she has delivered a message (by any means) to the pitcher. It is considered a charged conference whether the manager/coach enters the playing field or not.
 5. The on-deck batter must stand in the on-deck circle behind the hitter.
 6. After one charged offensive timeout per inning, the second in the inning is called a strike on the hitter.
 7. Infield practice will be allowed if time permits based on umpires judgment; however, an infield/outfield ball will be allowed between innings.
 8. In all divisions coaches must be inside the dugout. EXCEPTION: Softball I defensive coaches allowed behind the outfielders.

RULE 27: PITCHING REGULATIONS

1. In Softball II, a player may pitch no more than three innings per game. In Softball III & IV, a player may pitch no more than four innings per game. No pitching regulation may be waived for any reason, excluding a game that goes into a Kansas tie breaker for Softball II, each pitcher that has reached their pitching limit may pitch one additional inning in Kansas tie breaker.
PENALTY - Game forfeited.
2. Only one charged conference per pitcher, per inning will be allowed, with the removal from the mound on the second charged conference. A visit to the mound by the team manager or other team representative between innings is not a charged conference.
3. In order to speed up play, there will be a maximum of one (1) minute allowed between each half inning.
4. The pitcher will not be allowed any additional time to complete his warm-ups. PENALTY - If the team in the field is not ready when the umpire calls "play ball" she may award a count of one ball to the batter and continue to go until the team is ready.
EXCEPTION: Whenever a new pitcher takes the mound, she will be allowed up to a maximum of five (5) warm-up pitches.
5. In SOFTBALL II, III, & IV, if a pitcher hits three (3) batters in the same inning, she must be removed from the mound for the remainder of the inning.
6. No intentional walks are permitted in Softball. All batters must be pitched to.
7. If a pitcher is removed from the mound and returns in the same inning, she will be charged with two (2) innings pitched.
8. In SOFTBALL II, prior to starting the pitch, the pitcher's pivot foot must be in contact with the pitching plate and non-pivot foot is in contact with or behind the pitching plate. An illegal pitch shall be called a ball on the batter.
9. In Softball III & IV, the pitcher must have both feet on the pitching rubber prior to the pitch. An illegal pitch shall be called a ball on the batter and advance any base runners by one base.

10. For record purposes, an inning pitched will be charged once the umpire declares "play ball" or the pitcher either delivers one pitch to a batter or makes any play to a base or balks.
11. In Softball II, after the fourth walk in any inning, coach pitch rules will take effect until 3 outs are made. See Division II rules for coach pitch explanation. The next inning will start with player pitching.

RULE 28: BASERUNNING

1. In All Divisions, if the catcher is a base runner, and there are two (2) outs, she SHALL be replaced as a base runner by the player who was declared the last out.
2. In ALL Divisions, base runners must slide or avoid the tag in their own established base line. This rule exists to prevent injuries and thus should be enforced only when there is a collision between two bodies. This would also rule out incidental contact as a reason to enforce the rule. PENALTY - This is a judgment call by the umpire. Runner will be declared out and also may be ejected from the game.
3. A runner may not jump over a defensive player who is in the act of making a play on that runner.
4. In Softball I & II Divisions, the infield fly rule does NOT apply. The ball must be caught for an out.
5. In SOFTBALL I, the ball remains alive until the umpire calls "time", which should be done when an attempt to throw the ball to the pitching circle and the attempt crosses the plane of the circle in any part.
6. In All Divisions, There will be NO head-first slides into home plate. PENALTY -The runner is automatically declared out.
7. In Division II, a runner may not leave the base to take a lead until the pitched ball crosses the plate.
8. In Division I, if there is an overthrow of first base, the runner may only advance one base total. (i.e., if the ball is overthrown, the runner will not be awarded the base they were going to and one more).

RULE 29: 8U SOFTBALL I

1. Field dimensions are:
 - a. 50' between bases
 - b. 35' pitchers mound with circle
 - c. Defensive outfield arc from foul line to foul line 20' behind base line.

Offensive Game

2. Format is Coach Pitch. A total of five pitches will be thrown. In the event the fifth pitch is fouled off and all consecutive fouls, the batter shall continue to bat. Balls are not called and bases on balls are not taken.
3. Coach must begin pitching motion from inside the pitching circle.
4. You bat your line up and the opposing team bats their line up to an equal amount. For example, Team A has (9) batters and Team B has (11) Team A bats two additional batters. In the 5th inning and the 5th inning only all three outs must be made per side.
5. No bunting or stealing.
6. If a batted ball hits the coach pitching, the ball is dead (no pitch). At the discretion of the umpire, a batter may be called out if coach intentionally interferes.
7. Base runners cannot run until after the hitter makes contact.
8. The pitcher/coach cannot actively coach when the ball is in play. PENALTY – Coach is removed as pitcher after a warning.
9. Note: Pitching guidelines may be modified as the season progresses at the discretion of the Commissioner and Division Vice President.
10. The score of the game will be kept by the number of runs recorded in the game.

Defensive Game

11. All players play in the field on defense. Two coaches are allowed on the playing field when their team is on defense to assist in player instruction (provided they position themselves

- behind the outfielders).
12. The ball remains live until the umpire calls "time" which is done when the ball is attempted to be thrown to the pitching circle and the ball crosses the plane of the pitching circle. If the pitcher is overthrown and the ball does not cross the plane of the pitching circle, the runners can only advance one base from the time of the throw.
 13. In the first three innings, all players must play one inning in the infield and one inning in the outfield.
 14. Only six infielders are allowed at one time.
 15. Fielders may not stand in the baseline or on the base when waiting for a play.
 16. No defensive player may position themselves closer than 15' inside the base or baseline toward home plate from any position. PENALTY - After one warning, a player violating this rule will not be allowed to play any position in the infield for the remainder of the game.
 17. Outfielders must be positioned on or behind the 20' defensive arc at the start of the pitch.
 18. Managers are allowed one defensive timeout per inning
 19. On the initial batted ball, an outfielder cannot make a putout on a base by receiving a thrown ball.
 20. At the midway point of the season, a meeting will take place to add one (1) inning of kid pitch. This is being done so that the development of pitchers can begin. It behooves the managers to work with the kids showing the desire and ability to learn how to pitch.

RULE 30: 10U SOFTBALL II

1. In any one inning, if the entire batting order (not to exceed the maximum number of players that are present) comes to bat, the inning shall end even if there are less than three (3) outs. (Regardless of the number of players on the opposing team)
EXCEPTION: In the sixth (6) and any subsequent innings, three (3) outs must be made regardless of

the number of batters for both the visitor and home teams. SOFTBALL II will use four outfielders.

2. In any inning after for (4) walks coach pitch rules will take effect. The walk rule is total walks per inning NOT per pitcher.
3. **Coach pitch rules:** After the pitcher has thrown (4) balls to any one batter, the coach (or team representative) will pitch to that batter from the rubber. The numbers of pitches available are to be as follows:

4 balls/0 strike count - batter gets two pitches

4 balls/1 strike count - batter gets two pitches

4 balls/2 strike count - batter gets one pitch

There are no walks and bunting is not allowed when the team representative is pitching. The defensive team's pitcher will be inside the circle during the play and is expected to make the play on a batted ball. If the batted ball hits the team representative, it will be a dead ball and the batter is out. All runners return to their original base prior to the pitch. Note: Pitching guidelines may be modified as the season progresses at the discretion of the Commissioner and Division Vice President.

4. **Modified Stealing:** Runners starting at first or second base are entitled to advance or steal one base only per pitch with liability to be put out. In the event of an over throw, the base runner may advance one (1) additional base. IE, with a play at second the runner may advance to third, with a play at third the runner may advance home. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base. In the event of a pass ball, the runner may advance only one base per pitch.
 - a. A runner, attempting to advance beyond the one base they are entitled to advance or steal, may be put out while not on the appropriate base.
 - b. After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner is entitled to advance or steal, the runner is returned to the correct base without liability to be put out.

- c. Awarded bases will apply to all runners.
- d. Runners can only score on:
 - 1. A batted ball
 - 2. A hit batter with the bases full, or
 - 3. On awarded base when:
 - a. the ball goes out of play, or
 - b. on an illegal pitch
 - 4. Dropped third strike does not apply.
 - 5. Catcher speed-up rule is mandatory.

AWARDS

In addition to each division receiving individual first, second, third, and fourth place trophies, In ATOM I all players on teams that did not finish 1-4 will receive a participation award. In SOFTBALL I, all players will receive a participation award; moreover, the following special awards may be presented annually:

BASEBALL

1. Sam Richie Memorial Award

This award is named after one of the founders of the Howard-Palmetto Khoury league and a man who was a very successful manager - a "Winner". This is the essence of this award – to recognize that last year Juvenile player who has demonstrated those attributes of sportsmanship, athletic ability, and leadership that not only inspire his own teammates to perform to the best of their abilities, but also earn the respect and admiration of the opposing players - in effect, a "most valuable player".

Although the player's performance in previous years may be considered in the selection process, it is his achievement as a last year Juvenile player that should be the major consideration.

2. Joel Jankowitz Memorial Award

This award is presented in memory of a man who was a manager and officer in the Howard-

Palmetto Baseball-Softball Association. His personal attributes of leadership, enthusiasm, dedication, and sportsmanship should be demonstrated by the recipient of this award.

To be eligible, the player must be in the second year Juvenile division and have played in the Howard-Palmetto Baseball-Softball Association for eight (8) consecutive seasons. This individual's personal characteristics displayed throughout these eight years shall be considered in his selection.

3. Coaches' Award

This award will be presented to a second year Juvenile player who exhibits those exemplary qualities universally desired by coaches.

4. Joe & Camille Cilli Award (Most Improved Player)

This award will be presented to the player who has demonstrated the greatest improvement in overall baseball skills, as expressed in improved player ratings, present impact to his team and his continued exhibition of a positive attitude. To be eligible, the player must be in the second year of the Juvenile division and be completing at least his third consecutive year in the Howard Palmetto Baseball-Softball Association.

NOTE: The recipients of the above awards will be selected by an Awards Committee to be appointed by the President. The Committee is not limited to but must include the Baseball Commissioner and the Juvenile Vice President.

5. David Manzak Memorial Award

This award, given by the League in memory of a former Howard-Palmetto Baseball-Softball Association player, is presented by Palmetto High School to that player selected as the most valuable player on the varsity baseball team.

NOTE: The recipient of the above award will be selected by the Palmetto High School varsity baseball coaches.

SOFTBALL

1. Fran Burns Award

This award is named after the individual who was most responsible for bringing girls' softball into the Howard-Palmetto Baseball & Softball Association program. This award is to be presented to the "most valuable player" in Softball IV.

Although the player's performance in previous years may be considered in the selection process, it is her achievement as a last year player that should be the major consideration.

2. Coaches' Award

This award is presented to the most coachable player in Softball IV. The player must demonstrate the qualities of sportsmanship and leadership which earn her the respect and admiration of all players and coaches alike. She need not be the best or an outstanding player.

3. Roberto Aleman Memorial Award

This award is presented in memory of a man who was a manager and officer in the Howard-Palmetto Baseball & Softball Association. His personal attributes of leadership, enthusiasm, dedication and sportsmanship should be demonstrated by the recipient of this award. To be eligible, the player must be in Softball IV and have played in the HPBSA for eight consecutive seasons. This individual's personal characteristics displayed throughout these eight years shall be considered in her selection.

NOTE: The recipients of the above awards will be selected by an Awards Committee to be appointed by the Softball Commissioner and must include the Commissioner and the Softball IV Vice-President.

BASEBALL AND SOFTBALL

1. Participation Awards

These awards will be presented to recognize those players who consecutively have played the entire series of years in the HPBSA program.

In BASEBALL, the recipients must be second year Juvenile players who have played from Atom I through Juveniles. Those that have played 8 consecutive years will receive certificates and those that have played for 9 years will receive plaques.

LEAGUE AWARDS

1. Wayne Moore Memorial Award

This award is presented in memory of a Howard-Palmetto Baseball-Softball Association coach. His personal attributes of affection, guidance, enthusiasm and leadership should be demonstrated by the adult recipients of this award.

NOTE: The recipient of the above award will be selected by an Awards Committee consisting of previous winners.

BY-LAWS OF HPBSA **(A NON-PROFIT CORPORATION)**

ARTICLE I - MEMBERSHIP

SECTION ONE: Membership in the Howard-Palmetto Baseball-Softball Association, Inc., a Non-Profit Corporation, shall consist of two classes: 12-month voting members and seasonal voting members.

SECTION TWO: The twelve-month voting members shall consist of all officers and directors of the corporation who shall vote on League matters until their successors are named or elected.

SECTION THREE: The seasonal voting members will be all coaches (not to exceed two per team) and managers listed officially on the roster sheets. Seasonal voting members are authorized to vote on League matters discussed at general monthly meetings starting with the general meeting in December and concluding with the general

membership meeting immediately following the completion of the playing calendar. Prior to the start of the season, the only seasonal voters will be the prospective managers (since the coaches will not yet be known).

ARTICLE II - MEETINGS

SECTION ONE: There shall be monthly general membership meetings starting in November and concluding with the monthly meeting immediately following the completion of the League's playing season.

SECTION TWO: There shall be two meetings for the purpose of electing new officers, the office of the President, to be in April, and the officers to be in June.

SECTION THREE: In addition to the general meetings required in Section One of this Article, the President of the Corporation may call such other meetings of the membership as he/she, in his discretion, deems advisable.

SECTION FOUR: Changes in the date of monthly meetings may be made by a majority vote of the voting members at the meeting immediately prior to the meeting date being changed.

SECTION FIVE: The secretary should provide the voting members with a notice of each meeting in a manner most practical to the League. Footnote on Terms: The masculine "he, him or his" is used in this Charter and By-Laws only for traditional reference. Sex is not a determination for election of officers, designation of voting members, or the eligibility of players.

ARTICLE III - OFFICERS AND THEIR DUTIES

SECTION ONE: PRESIDENT - The President of this corporation is the Chief Executive Officer of the League and shall preside at all meetings of the membership and at all meetings of the Executive

Committee and shall perform all the duties that ordinarily pertain to the office. He shall have full power and authority to appoint any, all, and as many committees, standing, special or otherwise, as in his opinion are needed to accomplish the purposes of the corporation.

SECTION TWO: COMMISSIONERS - There shall be three Commissioners, one for junior division baseball, one for senior division baseball and one for softball. The President or the Executive Committee may appoint additional Commissioners as needed to conduct the business of the league (i.e. Summer/Fall baseball, Junior/Senior Divisions, etc.) The Commissioners shall be the liaison between the Municipal governments Parks and Recreation Departments and the Howard- Palmetto Baseball-Softball Association, Inc. in all matters relating to the availability, preparation, and scheduling of playing fields for preseason practices and League games. It shall be the duty of the Commissioners to establish ground rules for all playing fields, and be the overall coordinator of their respective League games. The baseball and softball Commissioners shall oversee their respective vice presidents and shall be responsible for tryouts, drafts, conduct, and supervision of games, interpreting rules and regulations, arbitrating disputes, and other operational matters. The Commissioners shall be members of all Committees, and neither one shall manage or coach a team in the field or in the dugout in his or her respective League. The Commissioners are charged with the enforcement of the "RULES" hereinafter adopted and will do all acts and perform every duty incident to obedience to the "RULES".

SECTION THREE: IMMEDIATE PAST PRESIDENT - It shall be the duty of the Immediate Past President to act for the President in his/her absence, and in the case of the resignation, removal, or death of the President, he shall assume all duties of the President, until the vacancy is filled by the Executive Committee.

SECTION FIVE: VICE PRESIDENTS - There shall be one Vice President for each Division. No Vice President may manage or coach a team in the same

division for which he is an officer during his term of office. They shall recommend to the Executive Committee, for approval, individuals to manage in their division. The respective Commissioner will define additional duties and responsibilities of each Vice President.

SECTION SIX: SECRETARY - It shall be the duty of the Secretary to keep accurate minutes of each meeting of the membership and the Executive Committee and to preserve such records at the Headquarters' Office, and to perform other duties as are usually incident to the office, and as requested by the President, the Commissioner, or the Executive Committee. The Secretary shall be responsible for the preparation and mailing of meeting notices and other duties and responsibilities as defined by the President.

SECTION SEVEN: TREASURER - The Treasurer shall safely keep all monies of the corporation that may come into his hands from time to time and pay out the same upon check or draft of the President, countersigned by the Treasurer or vice-versa, or otherwise signed by at least two (2) persons in pursuance to the order of the Executive Committee; keep accurate books of accounts of the transactions of his office, and generally perform all other duties pertaining to his office or that may be required of him by the Executive Committee. He shall promptly deposit the monies of the corporation as they may come into his hands in such banking or trust company or companies as may be designated by the Executive Committee. Such deposits shall be in the name of HOWARD-PALMETTO BASEBALL-SOFTBALL ASSOCIATION, INC. The treasurer shall also receive and have charge of all bills, notes, bonds, and other securities belonging to the corporation, and shall dispose of same as may be ordered by the Executive Committee. No unapproved or unbudgeted disbursements in excess of ONE THOUSAND DOLLARS (\$1,000.00) shall be made without approval of the Executive Committee. A monthly report of the financial transactions of the League shall be made to the general membership for their information, beginning with the January meeting.

Upon the request of the President of the Corporation or the Executive Committee, the Treasurer shall make a complete, strict and accurate account of all assets in his possession belonging to the Corporation and of the liability and net worth of the corporation in accordance with standard accounting practices and shall submit his books and records for audit at any time, place, and to any person so ordered by the President or the Executive Committee. The Treasurer is further charged with the responsibility of preparing a budget for the ensuing year. He shall obtain from the appropriate members of the Corporation estimates of their applicable expenditures from which he will compile his estimate of the Corporation's anticipated expenses. The treasurer will submit his budget to the Executive Committee in the month of October during his term. The Executive Committee shall review the books of account annually and prior to transfer to the new Treasurer.

SECTION EIGHT: OTHER OFFICERS - The League shall elect other officers to serve in the following capacities:

- A. Registrar: Shall be responsible for recording and coordinating all registrations for baseball and softball in accordance with the registration policy established by the President and Executive Committee. The Registrar shall perform other duties and responsibilities as assigned annually by the League President.
- B. Chief of Umpires: Shall be responsible for the coordination, supervision, recruiting, and training of personnel to umpire for Howard-Palmetto Baseball-Softball Association, Inc. and other duties and responsibilities as defined by the President, including providing umpires at every scheduled game, in accordance with the rules hereinafter adopted.
- C. Purchasing Agent: Shall be responsible for purchasing of all "soft" goods used by the League and other duties and responsibilities as defined by the President.
- D. Equipment Manager: Shall be responsible for purchasing of all "hard" goods used by

- the League; for the maintenance and storage of all League equipment and other duties and responsibilities as defined by the President.
- E. Sponsor Chairperson: Shall be responsible for securing the necessary sponsorship for each team participating in the baseball and softball programs and other duties and responsibilities assigned by the President.
 - F. Special Projects Chairperson: Shall be responsible for special projects as defined and approved by the President and the Executive Committee.
 - G. Publicity Chairperson: Shall be responsible for collecting and disseminating information (after first channeling through the President for his approval), such as League standings, to the membership and news media and other duties and responsibilities as defined by the President.
 - H. Facilities Coordinator: Shall be responsible for insuring that all playing fields and facilities utilized by the League are properly maintained and in safe playing order and other duties and responsibilities as defined by the President.
 - I. Picture Chairperson: Shall be responsible for the coordination and supervision of all items and individual photographs for baseball and softball and other duties and responsibilities as defined by the President.
 - J. Directory Chairperson: Shall be responsible for all of the duties necessary to prepare the League directory including obtaining the pertinent information, collecting the funds and overseeing the printing.
 - K. Team Mothers Chairperson: Shall be responsible for coordinating the individual team mothers for the purpose of disseminating information to the parents, scheduling of volunteers for special projects, and collecting certain monies from the teams.
 - L. Awards Chairperson: Shall be responsible for selecting and purchasing all designated awards.

- M. Concession Supervisor: Shall be responsible for overseeing the management of the League operated concession stands, including food and drink purchases and preparation, and appropriate bookkeeping.
- N. Uniform Chairperson: Shall be responsible for the purchasing and dispersing of uniforms that are required by the league and other duties and responsibilities as defined by the President.
- O. Scheduling Chairperson: Shall be responsible for coordinating with the commissioners of baseball & softball, the scheduling of all league games and other duties and responsibilities as defined by the President.
- P. Legal Advisor: Shall be responsible for overseeing all legal matters of the league, and other duties and responsibilities as defined by the President.
- Q. Rules Committee Chairperson: Shall be appointed by the President and shall be responsible for presiding over the committee meetings and for publishing the annual rule book. The Rules Committee members shall be appointed by the President with the advice of the chairperson.
- R. Historian: Shall be responsible for collecting and storing memorabilia regarding league affairs and activities.

ARTICLE IV - ELECTION OF OFFICERS

SECTION ONE: ANNUAL ELECTIONS - All officers of the corporation shall be elected annually by the voting members of the corporation and shall hold office for the term of one (1) year or until their successors are duly elected or appointed.

At the **February** general meeting, the President shall appoint a nominating committee, of which the President shall be chairman, for the purpose of nominating a person or persons to stand for election of President.

At the **March** general meeting, the nominating committee shall make known their nominations for President.

At the **April** general meeting, the President shall distribute a ballot with all the names for President, suggested by the nominating committee. Additional nominees can be added. A majority vote of the voting members in attendance shall be necessary to decide the election, and at least four of those present must also be members of the Executive Committee.

Also at **April** general meeting, The President and President elect shall then appoint a nominating committee, of which the President elect shall be chairman, for the purpose of nominating a person or persons to stand for election in each office of the corporation.

At the **May** general meeting, the nominating committee shall make known their nominations to the membership.

At the **June** general meeting, the President shall distribute a ballot with all the names for officers, suggested by the nominating committee. Additional nominees can be added. A majority vote of the voting members in attendance shall be necessary to decide the election, and at least four of those present must also be members of the Executive Committee.

SECTION TWO: The term of office of these officers elected shall be from August 1st of the same year to July 31st, inclusive, of the following year. In addition, the President and Commissioners shall continue as advisors for as long as is deemed necessary to provide continuity and a smooth transfer of responsibilities.

SECTION THREE: Any officer may be removed from office by a two-thirds vote of the full Executive Committee in a duly constituted meeting, provided the officer in question has been sent by U.S. Registered Mail a notice of intention to vote on his removal. The

registered letter must be postmarked at least seven (7) days but not more than fourteen (14) days before such meeting.

ARTICLE V - EXECUTIVE COMMITTEE

SECTION ONE: The affairs and business of the corporation shall be managed by an Executive Committee, which shall consist of:

1. President
2. Immediate Past President
3. Commissioner – Junior Divisions Baseball
4. Commissioner - Softball
5. Commissioner- Senior Divisions Baseball
6. Treasurer
7. One Officer from Junior Division (Atom or Bantam)
8. One Officer from Senior Division (Midget or Juvenile)
9. One Officer from Girls' Softball
10. Rules Committee Chairperson
11. At Large Member - Baseball
12. At Large Member – Softball

The President shall have the power and authority to select the Executive Committee members for positions 7 through 12.

SECTION TWO: TERM OF OFFICE-The term of office of each of the Executive Committee members shall be concurrent with his term as an officer of the corporation.

SECTION THREE: The Executive Committee shall have the control and general management of the affairs and business of the corporation. They may adopt such rules and regulations for the conduct of their meetings and the management of the corporation as they may deem proper, not inconsistent with the By- Laws, and adopted provisions contained in the annual report of the HOWARD-PALMETTO BASEBALL-SOFTBALL ASSOCIATION, INC. RULES REVIEW COMMITTEE. All actions of the Executive Committee are final. A motion to overrule an Executive Committee action will require a two-thirds majority vote of the membership

at the monthly meeting immediately following the Executive Committee action in question. Other than the listed exceptions, Executive Committee decisions shall be made by simple majority.

SECTION FOUR: EXECUTIVE COMMITTEE

MEETINGS - All meetings of the Executive Committee shall be called by the President. Duties and responsibilities of the Executive Committee will include planning for each ensuing year, examining the Treasurer's preliminary budget, filling vacancies, re-examining fees to be charged participants and sponsors, and approving all contracts and obligations involving the League. A special meeting of the Executive Committee may be called by the President, or the Secretary, upon the written request of five (5) or more members of the Executive Committee. At least five (5) members of the Executive Committee must be in attendance at any meeting in order for business to be transacted. At all meetings of the Executive Committee, each Executive Committee member will have one vote. Any officer, manager, or coach may be removed, either with or without cause, at any time by a two-thirds vote of the full Executive Committee.

ARTICLE VI - ROBERT'S RULES OF ORDER

All meetings of the corporation and the Executive Committee shall be conducted in accordance with Robert's Rules-of-Order, and any revisions thereto, except where such rules-of-order conflict with any rules-of-order of the Charter of HOWARD-PALMETTO BASEBALL-SOFTBALL ASSOCIATION, INC., By-Laws of HOWARD-PALMETTO BASEBALL-SOFTBALL ASSOCIATION, INC., and any special rules of procedure adopted by either the Executive Committee or the corporation.

ARTICLE VII - RULES

SECTION ONE: The corporation adopts for itself the "RULES" and any revisions thereof, containing: The sportsmanship Code, the registration of players, managers, and coaches, verification of ages, transfers, coaching, officiating, and championship

contests, protests, conduct violations, suspensions, knowledge of rules, changes, leaving matters not covered by said rules to the discretion of the Executive Board and the most recent adopted report of the HOWARD-PALMETTO "RULES REVIEW COMMITTEE" or any other executive committee rule change. The President of the HOWARD-PALMETTO BASEBALL-SOFTBALL ASSOCIATION is charged with the responsibility of organizing and establishing this corporation to conform with said rule and the enforcement thereof.

SECTION TWO: RULES REVIEW COMMITTEE -

The HOWARD-PALMETTO BASEBALL-SOFTBALL ASSOCIATION Rules Review Committee will function as an ad-hoc committee appointed annually by the President of the League. The Rules Review Committee will be expected to submit to the Executive Committee by May their recommendations for changes in existing rules and the incorporation of new rules for divisional play within the League. The Executive Committee shall review the rules proposed by the Rules Review Committee, altering them if they see fit. The Executive Committee will then submit the final report to the membership for ratification at the last general meeting prior to the opening of League play.

SECTION THREE: VOTING ON RULES-The decision of the Executive Committee as regards to game rules and ground rules proposed by any division may be overruled at a regular monthly meeting, or a special meeting, provided that 25% of the eligible voting members are present and that a two-thirds vote in support of a motion to change in existing rule is secured during the meeting. The game rules and/or ground rules thus adopted relate to all divisions (as applicable) sponsored by the corporation.

ARTICLE VIII - VACANCIES-HOW FILLED

All vacancies in any office shall be filled by the President of the Corporation without undue delay, with the approval of a majority of the Executive Committee.

ARTICLE IX - PAYMENT OF SALARIES

The payment of salaries to any member of the League will require the approval of the Executive Committee and ratification by two-thirds of the voting membership present at a regular monthly meeting.

ARTICLE X – AMENDMENTS

SECTION ONE: These By-Laws may be altered, amended, repealed, or added to by an affirmative vote of the Executive Committee, at any meeting, provided that a written notice shall have been sent to each member of the Executive Committee at his last known address, at least seven (7) days before the date of such meeting, which notice shall state the alteration, amendments, or changes that are proposed to be made in such BY-LAWS. Only such changes as have been specified in the notice shall be made. If, however, two-thirds of the Executive Board members shall be present at any regular meeting, these By-Laws may be amended by a unanimous vote, without any previous notice.

ARTICLE XI- MISCELLANEOUS

SECTION ONE: MINIMUM REGISTRATION AGE-In baseball/T-ball, those players who have attained four (4) years of age as of December 31 of the current season will be eligible. The minimum registration age for softball will be for those players who have attained six (6) years of age as of December 31 of the current season.

Exception to the minimum age requirement may be made by the respective commissioner.

SECTION TWO: REFUND OF REGISTRATION FEE- After being drafted and named to a team, if a child withdraws from the team without an appropriate reason, there will be no refund. Exceptions would be an important illness or injury to. All refunds must be reviewed and approved by the Commissioners of each league.