

2016 HCPRD Supplemental Recreation & Select Baseball Rules

To supersede USSSA rules

I. Registration

- A. Every player will register and check select or rec.
- B. All players not frozen to a "Select" team will be advised to go to the try outs. A "Select" team consists of more than 4 freezes (which include head and assistant coach's children).
- C. Each season, each Association will turn in a roster for each team to HCPRD. If a coach leaves an Association and goes to another Association and begins the season with more than 4 players from the previous season's roster, then that team is considered a "Select" team at the new Association.
- D. Playing up an age group – A player may only play up one year from their legal age. Example: An 8 year old can move up to play with 9 year olds, but a 7 year old cannot.

II. Try-Outs and Draft

- A. All players attending try-outs will be graded by both the select and rec. coaches. Every player will then be given a composite grade and all players will then be ranked.
- B. Players not attending the try-out that were frozen by a rec. team will be slotted in the highest possible round available. Player not attending the try-out and were not frozen to a rec. team will become hat picks.
- C. Only select coaches that have requested additional players can select players from the try-outs. Coaches can only pick from the players who chose the select league on their registration form. All remaining players will go into the rec. draft.
- D. Rec. players that were frozen will be put into the draft order according to their grade. Coaches will begin an alternating draft only drafting in rounds that they have an open slot.
- E. After all eligible players are drafted; the remaining players are selected by hat pick. Hat pick players cannot be traded.

III. HCPRD Supplemental Rules

- A. Time Limits – No new inning starts after the time limit.
- B. Minimum Playing Time-minimum playing time will stay the same. Players can be substituted on defense to allow a minimum of one inning of play per game, with no more than two consecutive innings to be spent in the dugout. Free substitution of all players for all age divisions is allowed without reporting the substitutions to the umpire in chief except for the pitching position.
- C. Minimum Players - Once the umpire declares "game time," each team must have at least eight (8) players present and ready to play without penalty. If a team does not have the required number of players to start the game, the umpire shall declare a grace period of

fifteen (15) minutes (for the first scheduled game only) for the team needing players and game clock will start. If a team is still under the required number of players at the end of the grace period, the umpire shall declare the game a forfeit in favor of the team with the required number of players. If both teams do not have the required number of players after the grace period has expired, the umpire will declare the game a double-forfeit. Minimum number of players to play a game is eight (8) if a team drops below (8) players for any reasons game called and opposing teams wins due to forfeit.

- D. **Late Player** - Once a game has started, any players arriving late will be placed at the bottom of the official line-up without penalty. A late player may be inserted as a defender on the field only after requesting and receiving time from the umpire.
- E. **Sickness or Injury** - Players leaving the game due to injury or illness will be able to return to the game one time. No outs will be charged to the team with injured or sick player.
- F. **Continuous Batting Order** – Continuous batting order for both rec. and select. All age divisions will play offense using a continuous batting order. All players will bat their turn as they appear in the official scorebook based on the line-up card provided by each team prior to the beginning of the game. Players are not required to play defense in order to bat.
- G. **Run Rules** – Teams are limited to 7 runs per inning. Run Rules are 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
- H. **Tie-Breaker Rule** - If the game is tied after regulation innings and has not yet reached the time limit, a tie-breaker will be played in which both teams will start their turn at bat with runners on 2nd and no outs. The last out of the previous inning will be on 2nd. If the game is still tied after this inning, the game will be declared a tie.
- I. **Protest** - Only protest concerning ineligible or illegal players; rule interpretation or playing requirements will be accepted. A protest must be officially declared during the game by the team coach. Notification must also be made to the plate umpire and both scorebooks. **RULE INTERPRETATION:** must be declared prior to next legal or illegal pitch. Failure to declare shall deny a protest. **ILLEGAL OR INELIGIBLE PLAYER:** must be declared prior to the completion of the game. Failure to declare shall deny a protest. **PLAYING REQUIREMENTS:** must be declared prior to the completion of the game. Failure to declare shall deny a protest. A written protest and \$50.00 fee must be turned into the league office by 4:00 the next business day. If protest is determined to be legal, the league office shall accept the protest and make a ruling. If the protest is upheld, the \$50.00 fee will be refunded. If the protest is denied the league office will retain the \$50.00 fee.

- J. Unsportsmanlike conduct - the umpire shall have the authority to eject from a game any player, coach, or spectator whose actions, whether physical or verbal, are in the umpire's judgment jeopardizing the continuation of the game or being abusive toward any individual. This includes chanting or taunting directed at a participant of the opposing team by name or position, yelling "swing" or "balk", etc. in an attempt to distract a participant from the opposing team, or taking any action, verbal or non-verbal, in an attempt to distract or intimidate a member of the opposing team. Unsportsmanlike behavior will not be tolerated. The head coach for each team is responsible for the actions of every member of his/her team, including assistant coaches and parents of his/her players. Any person ejected will be suspended from the next scheduled game. A second ejection will result in suspension until the person appears before the HCPRD Rec. Board.**

AGE DIVISION	<i>TIME LIMIT</i>	<i>MAX INNINGS</i>
6 & UNDER	1 hr. 15 min	6 innings (or time limit)
8 & UNDER	1 hr. 20 min	6 innings (or time limit)
10 & UNDER	1 hr. 30 min	6 innings (or time limit)
12 & UNDER	1 hr. 30 min	6 innings (or time limit)
14 & UNDER	1 hr. 45 min.	7 innings (or time limit)
17 & UNDER	1 hr. 50 min	7 innings (or time limit)