

H.A.Y.A.A. BASEBALL and SOFTBALL LEAGUE RULES



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League Organization and Playing Dimensions

In-house

Leagues Association	Age Groups	Bases	Pitching
Instructional	5 - 6	50'	Coach
Machine Pitch	7 - 8	60'	40'
Boys Minor	9 - 10	60'	46'

Recreational Travel

Leagues Association	Age Groups	Bases	Pitching
Quad Town Girls Minor	9 - 10	60'	35'
Quad Town Boys Major	11 - 12	70'	50' 6"
Quad Town Girls Major	11 - 12	60'	40'
Quad Town Boys 13 & 14	13 - 14	90'	60' 6"
KVBSA	13 - 14	60'	40'
KVBSA	15 - 16	90'	60' 6"
KVBSA	17 - 18	90'	60' 6"

Travel

League Association	Age Groups	Bases	Pitching
KVBSA	10 & under	65'	46'
WABA	11 & under	70'	50' 6"
WABA	12 & under	70'	50' 6"
KVBSA	13 & under	80'	54'
WABA	14 & under	80'	54'

League Playing Rules

Instructional (Boys and Girls Ages 5-6)

General

- Score will not be kept.
- The distance between the bases is 50 feet.
- Stealing bases or leading off will not be allowed.
- The infield fly rule will not be in effect.
- Coaches and parents shall act as umpires.
- Base coaches should remain 3 feet from the baseline and should not touch the players while the ball is in play.
- No inning should start after one hour and fifteen minutes so we can try to finish by 8:00.

In the field

- All members of the team can play in the field
- A player cannot play more than two consecutive innings at any position in the infield
- A player cannot play more than two consecutive innings in the outfield
- Players positioned at the pitcher's mound are required to wear a helmet with a cage.
- Teams can position an extra short stop in the infield.
- The outfielders must be at least 8 feet behind the baseline, and coaches may position extra players in the outfield so that no player has to sit out.
- The ball is dead when it crosses the baseline when coming in from the outfield, and there is no advance on an overthrow.
- Coaches are to use their judgment and are encouraged not to excessively run their players. A player hitting a ground ball through the outfield should not receive more than a double.
- Two adults are positioned behind the outfielders to direct the defensive team. The adults should not touch the ball or any players while the ball is in play.
- There is only one player allowed in the pitcher's position all other infielders must be within 5 feet of the baseline. The pitcher must wear a helmet. Players are strongly encouraged to throw the ball to the base instead of running the ball to the base.
- The baselines are to be chalked and all infielders are to stay clear of the base paths when not making a play.
- A double base will be used at first base to avoid collisions between fielders and runners. Fielders will use the base in fair territory and the runners will use the other half in foul
- Parents or coaches will act as the catcher in order to speed up the game.

Batting

- All members of the team at bat will bat one time during their time at bat. When each player has hit one time the $\frac{1}{2}$ inning is over and the teams will switch fielding and hitting.
- A batted ball must travel 15 feet to be considered fair. No bunting.
- An adult pitches to the batters, after three strikes the batter will hit off the tee, there are no strikeouts.
- Batters must wear their helmets at all times while on the base paths. If the helmet falls off they must stop at the next base.
- A batter that makes an out must leave the base.
- Bases are **not** cleared after 3 outs.

Machine Pitch (Boys and Girls Ages 7-8)

General

- A manual operated machine will be used to pitch.
- The distance between the bases is 60 feet.
- A coach or parent may backup the catcher in order to speed up the game. That person is not allowed to direct plays.
- A maximum of 5 runs will be allowed per $\frac{1}{2}$ inning. However, if a team is more than 5 runs behind, that team can bat until the score is tied or there are 3 outs.
- No leading off or stealing allowed.
- The pitching machine is part of the field. If a ball hits the machine it should be played as if it hit the pitching rubber. If a ball hits the machine and goes foul without touching a fielder or going beyond the bases it is a foul ball.
- A coach or parent from the team at bat will operate the pitching machine.
- The operator of the pitching machine cannot interfere with a ball in play.
- The infield fly rule is not in effect.
- The game will conclude when 6 innings have been played or the time limit has been reached
- No inning shall start after $1\frac{3}{4}$ hours from the official starting time as registered by the home team and agreed upon by both coaches before the game starts.
- League standings will not be kept.

In the Field

- 10 players will be allowed in the field.
- Outfielders will be a minimum of 15 feet behind the base paths.
- There will be 4 outfielders and 6 infielders including the catcher.
- The pitcher must be no closer to the batter than the pitching rubber.
- Players positioned at the pitcher's mound are required to wear a helmet with a cage.
- The runner will not be allowed to advance on an over thrown ball.
- A maximum of two coaches will be allowed in the field to help direct play. The coaches will remain behind the outfielders and are not allowed to touch the ball when it is in play.
- Players will not sit consecutive innings on the bench.
- Players will not play more than 2 consecutive innings in the outfield or more than a combination of outfield and sitting on the bench (i.e. give the kids equal time in the infield!)

Batting

- The batting lineup will consist of all members on the team. Team members will bat even if they do not play in the field.
- Each child will receive a maximum of 6 pitches from the pitching machine. After receiving the 6th pitch the batter will be called out unless the 6th pitch is a foul

ball. Note: Coaches need to use some discretion. If you are having problems with the pitching machine get them worked out before you start counting pitches against a batter.

- If a batter fouls off the 6th pitch, they will be given another pitch. The batter will continue to receive pitches until they let a pitch go by, swing and miss, or the ball is hit fair.
- 3 strikes and the batter is out. This can be a combination of foul balls and swinging strikes. A player cannot strike out on a foul ball.
- No walks are allowed when using the machine.
- A batter hit by a ball thrown by the machine will not be awarded first base.
- A batter will not be allowed to bunt a ball thrown by the pitching machine.
- A batter will be allowed to run the bases from a ball hit to the outfield until the ball returns to the infield.
- The machine will be placed on a speed setting ranging from 7 to 10. The coaches prior to the game must agree upon that setting. If the machine needs to be adjusted during the game both coaches must agree upon the changes to the machine.

Boys Minor

Boys 9 – 10 will be governed by Quad Town rules.

Quad Town Girls Minor

Girls 9-10 will be governed by Little League rules with Quad Town modifications.

Travel Boys 10 & under

Boys 10 & under will be governed by Michigan High School Athletic Association rules with WABA modifications.

Quad Town Boys Major

Boys 11 - 12 will be governed by Little League rules with Quad Town modifications.

Quad Town Girls Major

Girls 11 –12 will be governed by Little League rules with Quad Town modifications.

Travel Boys 11 & under

Boys 11 & under will be governed by Michigan High School Athletic Association rules with WABA modifications.

Travel Boys 12 & under

Boys 12 & under will be governed by Michigan High School Athletic Association rules with WABA modifications.

Quad Town 13- 14

Boys 13 –14 will be governed by Little League rules with Quad Town modifications.

Quad Town Girls 13- 14

Girls 13 –14 will be governed by Little League rules with Quad Town modifications.

Travel Boys 13 & under

Boys 13 & under will be governed by Michigan High School Athletic Association rules with WABA modifications.

KVBSA Boys 15 –16

Boys 15 – 16 will be governed by Michigan High School Athletic Association rules.

KVBSA Girls 15 – 16

Girls 15 – 16 will be governed by

KVBSA 17 – 18

Boys 17 –18 will be governed by Michigan High School Athletic Association rules.

Rainout procedure

Instructional and Machine Pitch

Early rainouts will be decided by the General Manager of each league by 4:00 PM. The general manager will then contact each coach in that respective league. Otherwise the teams will go to the field and the games will be canceled at the field if each coach agrees that the playing conditions are unsafe or unplayable.

Boys Quad Town Minor and Major

Early rainouts will be decided by the Commissioner of Baseball and Softball along with the person in charge of Baseball for each of the participating communities by 4:00 PM. The Commissioner will then contact the General Manager for each league, and they will call their respective coaches. If the game is canceled early the Commissioner must also contact the Head Umpire to insure that the umpires do not come to the field and HAYAA is charged a game fee. Otherwise the teams will go to the field and the games will be canceled at the field by the umpire.

Boys Quad Town 13/14

Early rainouts will be decided by the participating coaches. The coaches are also responsible for contacting the umpires to insure that the umpires do not come to the field and HAYAA is charged a game fee. Otherwise the teams will go to the field and the games will be canceled at the field by the umpire.

Girls KVBSA 13/14

Early rainouts will be decided by the participating coaches. The coaches are also responsible for contacting the umpires to insure that the umpires do not come to the field and HAYAA is charged a game fee. Otherwise the teams will go to the field and the games will be canceled at the field by the umpire.

Boys 15/16 KVBSA

Early rainouts will be decided by the participating coaches. The coaches are also responsible for contacting the umpires to insure that the umpires do not come to the field and HAYAA is charged a game fee. Otherwise the teams will go to the field and the games will be canceled at the field by the umpire.

Boys Travel

Early rainouts will be decided by the participating coaches. The coaches are also responsible for contacting the umpires to insure that the umpires do not come to the field and HAYAA is charged a game fee. Otherwise the teams will go to the field and the games will be canceled at the field by the umpire.

Makeup Game Procedure

Instructional and Machine Pitch

The coaches will contact each other and decided on a date that will work for both teams. The coaches will then contact the General Manager of their respective league and the General Manager will make sure that the fields are available for play on that date.

Boys Quad Town Minor and Major

The Quad Town league officials will coordinate the scheduling of all make up games.

Girls Quad Town Minor and Major

The Quad Town league officials will coordinate the scheduling of all make up games

Boys Quad Town 13/14

It will be the responsibility of the coach to coordinate a date to makeup any games that have been canceled. The coach must then contact the Commissioner of Baseball and Softball to make sure that the fields are available and he must contact the head of umpires to insure that the umpires are scheduled for his game. The Commissioner must contact the field maintenance to insure that the fields are prepared for the game.

Girls KVBSA 13/14

It will be the responsibility of the coach to coordinate a date to makeup any games that have been canceled. The coach must then contact the Commissioner of Baseball and Softball to make sure that the fields are available and he must contact the head of umpires to insure that the umpires are scheduled for his game. The Commissioner must contact the field maintenance to insure that the fields are prepared for the game.

Boys 15/16 KVBSA

It will be the responsibility of the coach to coordinate a date to makeup any games that have been canceled. The coach must then contact the Commissioner of Baseball and Softball to make sure that the fields are available and he must contact the head of umpires to insure that the umpires are scheduled for his game. The Commissioner must contact the field maintenance to insure that the fields are prepared for the game.

Boys Travel

It will be the responsibility of the coach to coordinate a date to makeup any games that have been canceled. The coach must then contact the Commissioner of Baseball and Softball to make sure that the fields are available and he must contact the head of umpires to insure that the umpires are scheduled for his game. The Commissioner must contact the field maintenance to insure that the fields are prepared for the game.

Baseball Associations and playing dimensions

American Amateur Baseball Congress (AABC)

www.voyager.net/aabc/

Division	Age	Bases	Pitching Distance
Roberto Clemente	8 & under	50'	40'
Willie Mays	10 & under	65'	46'
Pee Wee Reese	12 & under	70'	50' 6"
Sandy Koufax	14 & under	80'	54'
Mickey Mantle	16 & under	90'	60' 6"
Connie Mack	18 & under	90'	60' 6"
Stan Musial	Unlimited age	90'	60' 6"

Little League

Division	Age	Bases	Pitching Distance
Little League Baseball T-BALL	5 - 8		
Little League Baseball Minor	7 - 12	60'	46'
Little League Softball Minor	7 - 12	60'	40'
Junior League Baseball	13 - 14	80'	
Junior League Softball	13 - 14	60'	40'
Senior League Baseball	14 - 16	90'	60' 6"
Senior League Softball	14 - 16	60'	40'
Big League Baseball	17 - 18	90'	60' 6"
Big League Softball	17 - 18	60'	40'

National Amateur Baseball Federation

United States Specialty Sports Association (USSSA)

Continental Amateur Baseball Association

Michigan High School Athletic Association (MHSAA)

www.mhsaa.com

National Federation of State High School Associations (NFHS)

www.nfhs.org