

Hopkins Baseball Association – House League Rules and Regulations

The Hopkins Baseball Association is a community-based baseball program for players age 13-15 (age levels are per a player's age as of May 1st of the current year). Players must reside in and attend schools in Hopkins School District #270.

The league supports two House divisions – Majors and Prep.

Each division will consist of 2-4 teams, depending on the number of players registered.

Majors

The Majors Division is made up of 14 and 15-year-old players (typically eighth and ninth graders).

Majors games are played on a standard 90-foot field with 60 foot pitching.

Prep

The Prep Division is for 13-year-old players (typically seventh graders).

The Prep Division plays with infield dimensions set at 80-85 feet and pitching distance at 53 feet.

Tournament Teams – 13A & 14/15A

In addition, the league offers a Tournament Team opportunity. Players on the Tournament Teams also play on House Prep and Majors division teams. Players are selected based on interest and ability as part of tryout that is performed a few weeks after the start of House team games.

Both a 13A and 14/15A Tournament teams will be selected. Tournament Teams will play in 2-3 weekend tournaments in May and June. If they qualify they will play one or two state tournaments in July. Tournament weekends are scheduled whenever possible not to conflict with House league games. Tournament teams will have 12-15 players.

Please reference the Metro Baseball League website for all Tournament Team rules:

General Rules -> <https://www.mbl.bz/mbl/mbl/rules/general>

13 year old rules -> <https://www.mbl.bz/mbl/mbl/rules/13>

14 year old rules -> <https://www.mbl.bz/mbl/mbl/rules/14>

15 year old rules -> <https://www.mbl.bz/mbl/mbl/rules/15>

GAME DAYS

Pre-Game

The designated home team occupies the third base dugout. When time permits, the home team will have the field for 30 minutes beginning one hour prior to game time, then switch to the batting cage 30 minutes prior to game time. The visiting team will have the opposite use of the field and cage. If less than an hour is available prior to game time, teams should split the field time available. Note that in the absence of a prior game or other field scheduling conflict, the field/cage time guidelines are fixed and operative regardless of late arriving teams and/or players. Coaches, on a mutual basis, can agree to different field and cage use but are not required to do so.

Players warming up pitchers are required to wear a face-mask and encouraged to wear proper catching gear whenever possible.

Post-Game

Both teams are responsible for picking up trash in their respective dugouts. In addition, the home team has special responsibilities for field, spectator area and parking lot clean-up and closure. These responsibilities will be posted at the field but in general they include the following:

1. Empty dugout trash barrels into dumpsters where available.
2. Rake the home plate area and pitching mound and fill and tamp any holes that otherwise might fill and hold water after a rainstorm.
3. Cover the home plate area and pitching mound.
4. Return electric scoreboard controller to storage area (where applicable).
5. Home team parents should pick up litter in grandstand and parking lot areas.
6. Close all gates and lock storage areas (where applicable).

Note: These post-game tasks will vary from field-to-field, and coaches will be advised as to what these differences are by their division coordinators.

RULES OF THE GAME

This document in conjunction with the Metro Baseball League rules and regulations, governs league play. The Metro Baseball League rules are located [here](#) on the HBA website.

The house league has developed and enforces Special Local Rules as follows:

Smoking:

Managers, coaches and umpires are prohibited from smoking during all practices and games. On game days, this means no smoking from the beginning of pre-game practice, until the last out has been recorded.

Field Positions:

Free substitution at field positions are allowed unless disciplinary action is being taken against a player.

Bats:

The league and coaches do NOT provide bats for the teams. While players are not required to provide their own bats, they are subject to the goodwill of teammates willing to share a bat if they do not have one of their own.

House League bat rules are as follows:

13-year-old Prep League:

2-3/4" diameter or less and minus 10 weight differential or less (or 2-1/4" diameter with unlimited weight differential).

14-year-old and 15-year-old Majors:

2-3/4" diameter or less and minus 5 weight differential or less.

Courtesy runner for catcher:

Courtesy runners can be used for a catcher under the following circumstances:

- 1) Any time the catcher for the next inning gets on base
- 2) The courtesy runner must be the last recorded out
- 3) The catcher must catch the *entire* next inning
- 4) A pinch runner will only be allowed for the catcher who is scheduled or "theoretically" (see below) scheduled to catch the next inning. Pinch running for the catcher is optional.

"Theoretically" means, even if it is the last inning, it can be assumed, "for the purposes of this rule", the game could go into extra innings and "theoretically" someone would be scheduled to catch that next inning. A "next" inning is always assumed. However, the next inning's scheduled catcher who is run for, must catch the entire next inning if it is played. (unless injured).

The "Courtesy Runner for the Catcher Rule" is designed to speed up the game.

Pitching - Baseball Pitch Count Policy

The following pitch count policy will be in effect with the 2017 Baseball season. All teams and coaches must abide by these limitations and report their pitch counts as described.

Required Days of Rest	Number of Pitches (13U)	Number of Pitches (14U)	Number of Pitches (15U)
0	1-20	1-20	1-30
1	21-35	21-35	31-45
2	36-50	36-50	46-60
3	51-65	51-65	61-75
4	66+	66+	76+
Daily Maximum	85	95	95

- Once the limit is reached a pitcher may finish pitching to that batter.
- One day of rest is required if a pitcher pitches two straight days.
- The maximum number of pitches in one inning should be limited to 30 pitches.
- Days of rest are measured in calendar days, not 24 hour periods. If a 15U player throws 55 pitches on Monday they are not eligible to pitch on either Tuesday or Wednesday, but are eligible to pitch anytime on Thursday
- Only pitches thrown to a batter count toward the pitch count.
- All games count towards pitch count and required days rest whether it's a league game or tournament game.
- A pitcher who delivers more than 40 pitches in a game cannot play the position of catcher for the remainder of that day.
- It is recommended pitchers do not pitch twice in one day but summation totals will be in effect. For example, at 15U, if a pitcher throws 31 pitches in Game 1 Saturday he will not be allowed to pitch again until Monday. If a 15U pitcher throws 22 pitches in Game 1 Saturday he may be allowed to pitch again in Game 2 Saturday with the sum of all pitches dictating the total number of days off not to exceed the "Daily Max".

Catcher Rules:

- A catcher who catches more than 3 innings is not allowed to pitch the remainder of the day.

Penalties:

Violation of Pitch Count Rule:

When a pitcher pitches more than the allotted number of pitches or does not meet the rest requirement they become an ineligible athlete.

- 1st Offense: Head coach is warned of the offense, and consequences of not following the policy
- 2nd Offense in the same season: Head coach is suspended one (1) game
- 3rd Offense in the same season: Head coach is suspended four (4) games
- 4th Offense in the same season: Head coach is removed from their position

The pitcher in violation will not incur any penalties but will be required to adhere to his days rest requirements.

Violation of tracking pitches policy:

Failure to record and track pitches as per the following stipulations will result in the following penalties:

- 1st Offense: Head Coach is reminded of the pitch count policy
- 2nd Offense: Head Coach is warned of the offense, and consequences of not following the policy
- 3rd Offense: Head Coach is suspended one (1) game
- 4th Offense: Head Coach is suspended four (4) games

Tracking Pitches:

- All games must be tracked using a pitch counter and saved after each game.

Game length:

Games are seven innings, with a minimum of 4.5 innings required to be an official game.

In addition, there is a 10-run rule for all regular and tournament games: If a team is 10 or more runs ahead after 5 innings (after 4 ½ innings if the home team is ahead) and thereafter, that team is declared the winner.

If a team is leading by a big margin the team with the lead should give other players an opportunity to pitch and play positions that they are less skilled at so they can develop other skills.

To ensure all scheduled games are completed in a timely manner no inning will be started after 1 hours and 45 minutes (2 hours at Guillian) so that the subsequent game can start on schedule.

Check with Home Coach prior to the game to see if games can go longer than allotted time. If there is no subsequent game, the game can be played to completion.

Prep League 5-Run Rule:

In the Prep (Age 13) League, a team is allowed to score a maximum of five runs per inning for the first four innings. This rule will apply during both regular season and tournament play.

Cancelled/Suspended Games:

- The home team manager or representative from the home league has the authority before a game starts to cancel games if field conditions are determined to be unsafe for players or will be subjected to damage. Once the game starts, the umpire has authority to cancel or suspend any game.
- Cancelled or games suspended before the completion of 4 1/2 innings (or 5 innings if the home team is behind) may be rescheduled if fields are available and there are no game conflicts

Lightning:

All play will stop if lightning is sighted. Play may resume 15 minutes after the last lightning bolt.

Rainouts:

Rainouts and/or other game cancellation information will be posted on the league website whenever time and conditions permit. In the absence of such notification or specific information from coaches, all players and families should assume games are on as scheduled.

Batting:

ALL players in attendance will be included in the batting rotation (round robin batting). Late arriving players will be automatically placed at the end of the batting order. Coaches are not obligated to play a late arriving player the minimum number of innings in the field as normally required in house league play. Late arriving is defined as a player who is not at the field in uniform prior to the first pitch of the game. If a player must leave a game prior to its conclusion, that player's spot in the batting order will be skipped, with NO out recorded.

Minimum number of players:

Eight players are required to start a game. Eight players are required to finish a game with the following exception: If a player is injured during the game and cannot continue, the game may be completed with the remaining players. If a team cannot field eight players for any other reason (ejection, early departure, etc.,) the game will be forfeit.

Minimum Play:

House league managers are required to play each player a minimum of four innings* defensively in a normal length game. The league strongly encourages each manager to equalize playing time over the course of the season.

**Some game situations (e.g., 10 run rule) may prevent the four inning requirement from being met in a specific game.*

Replacement Player Policy For House Play:

The main goals of this policy are to reduce game cancellations or forfeits, and not to have replacement players disturb in a material way the competitive balance of the games they play in.

Majors:

In house league (or inter-league) play, when a team has 9 or less of its rostered players available to play, a team is allowed to:

(1) “call-over” one or more player from other Hopkins Majors teams, or (2) “call-up” one or more players from Hopkins’ Prep teams, until the team has 10 players to play, *i.e.*, when replacement players are used, the team’s roster is limited to 10 players. In addition, the subset of 15AA players that are not playing on the 9th Grade school team are also eligible to be used as replacement players until the 9th Grade season is over.

Prep:

In house league (or inter-league) play, when a team has 9 or less of its rostered players available to play, a team is allowed to (1) “call-over” one or more player from other Hopkins Prep teams, or (2) “call-up” one or more 12- year-old players who reside in Hopkins School District 270 and who compete for teams in the Big Willow, Glen Lake Mighty Mites, Hopkins Area Little League (HALL) and Golden Valley youth baseball programs.

Additional Replacement Player Requirements

1. A replacement player may not be used when playing as a replacement would result in the player missing some or all of his regular team game.
2. A team’s roster for a specific game is limited to a maximum of ten (10) players if a replacement player is used. If 10 regular team players are dressed and available to play at game time, a replacement player cannot be used.
3. Each team needing a replacement player must first attempt to locate necessary “call-over” players as replacements. If necessary “call-over” players are not readily available, a team needing a replacement player may utilize other eligible replacement players. However, an individual team may not use any specific eligible replacement player more than three games during the course of the regular season, and once during any playoffs.
4. Replacement players shall wear the uniform of their regular team. The name(s) of any replacement player(s) must be reported to the opposing team prior to the start of each Game.
5. Replacement players cannot pitch and must bat in the last slots of the batting order. Replacement players **may catch**, but their defensive innings may not exceed any regular player’s innings.

Code of Conduct:

The code of conduct should be acknowledged by all players and parents during a team meeting. The code of conduct is available on the HBA [website here](#).

Unsportsmanlike Conduct:

Each coach will give an unsportsmanlike conduct advisory to the team and is responsible for ensuring all players know these rules. Any infraction of the following rules will result in immediate ejection on the umpire's ruling with **no further warning**.

- Throwing of helmet, bat, or any equipment in an unsportsmanlike manner.
- Profanity
- Any action taken with intent to injure.
- Any other action or behavior deemed unsportsmanlike by the umpire.

Any behavior causing ejection from a game will be subject to review by the board of directors and possible additional penalty, based on the following guidelines:

- A player's first ejection will require the player to sit out the balance of the game plus the next game, if the infraction occurs after the 3rd inning. (The player is required to attend the next game, sit in the dugout, and cheer on his team).
- A player's second ejection during the course of a season will require the player to sit out the balance of the game plus the next two games. (One game, if the infraction occurs before the 4th inning)
- A player ejected a third time is out for the season.

Coaches ejected from a game will have the circumstances reviewed by the rules committee and appropriate action will be determined then.

Inappropriate Behavior:

The umpires have absolute discretion and authority to eject from the field of play any player, coach, parent, or other spectator whose behavior is abusive, threatening, or otherwise disruptive. Arguing of balls and strikes is specifically prohibited.