



PHBSA FALL CLASSIC RULES

9- & 10-YEAR-OLD BOYS — H-LEAGUE

Representatives: Mickey Cladas (330) 268-0470 • Regis Perry (330) 478-8777
Fields: 16th Street (Front & Back) www.PHBSA.com

PHILOSOPHY

Although the rules for playing the game are important, it is the belief of the support of PHBSA that the spirit of sportsmanship, fellowship, and fair play carry beyond these guidelines. A winning spirit is recognized as an important part of all of us, winning should never become so possessing, that how to accept defeat is forgotten.

Managing or coaching a team is one of the most satisfying achievements a person can experience. The goal every manager and coach in this league shall strive to achieve is that when the game is over, they have gained the respect of all the players. Spectators are the morale builders of the player. There is nothing more inspiring than faithful, cheering fans. *Negative, critical, jeering spectators are the instigators of poor sportsmanship.*

Because of the young age of the players involved with this league, a strong emphasis is to be put on teaching the basic fundamentals of baseball to the players. The rules created for the *Boys 9- & 10-year-old PHBSA Fall Classic Baseball League* have been designed to reinforce this philosophy. Managers have been instructed to equalize the playing time on defense over the season.

LEAGUE RULE OF CONDUCT — Managers, coaches, players, parents, and spectators

At the direction of PHBSA and all teams participating, the following ***Zero Tolerance Policy Will Be In Force***: Any verbal or physical demonstration against any umpiring decision will result in the immediate ejection of the offender without warning. Prior to each game, each manager will verbally remind all team personnel, parents, and spectators of this policy.

1. A manager will be responsible at all games for the action of himself, his coaches, players and parents.
2. Anyone that displays unsportsmanlike conduct during a game will be asked to leave and may be subject to further discipline from the league.
3. Profanity or obscenity either by word or action is prohibited at any league event. The umpire will immediately eject any offender(s) without warning.
4. The use of alcohol or drugs at any time or any location by a manager, coach, player, official, parent or spectator is strictly prohibited. If discovered during a game, the offender will be ejected from the game. ***The Perry Police will be called.***
5. The use of tobacco products (smoking or chewing) is not permitted at games, in the bench or playing field area. The violator will be asked to leave the area for the remainder of the event. Failure to comply may result in suspension from the program.

POINTS OF EMPHASIS FOR SAFETY

1. Safety shall be everyone's prime concern for everybody at any league function. Any unsafe situation observed shall be corrected immediately and the situation shall be reported to a league representative so they may allow everyone in the league to be aware of the situation.
2. By sliding or other means, all players are to avoid "intentional" contact with opposing players on the base path, thus avoiding injury to either player.
3. Play is to be ***halted if there is danger of lightning.*** Both teams will remain at the park. There is a 30 minute wait after each streak of lightning.
4. ***Blood Rules:*** A player or coach who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. The player or coach may return to play when there is no bleeding present, the wound is covered and/or there is no blood present on the individual's uniform.
5. Any player that faints or loses consciousness during any game will not be allow to continue for the remainder of the day. The player's parent is to be informed of the incident in order to seek treatment for the player at their discretion.



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6. No metal spiked shoes are to be worn by the manager, coaches or players.
7. No jewelry will be worn on the playing field. (**Exception:** Medical alert tags, which shall be taped into position in such a manner as not to distract other players).

PLAYERS ELIGIBILITY

1. Any boy that played 9- & 10-year-old summer baseball this year may participate in this league. It is the responsibility of the manager to verify the correct age of the players on the roster. Any game in which an ineligible player participates will cause the player to be removed immediately upon discovery and may result in the manager being suspended from further league play.
2. A player's birth certificate must be submitted within 72 hours upon request. A player will be suspended and ineligible to participate in any game until his birth certificate is submitted to PHBSA.

OFFICIATING, CONDUCT

1. Once the game begins, the umpire is in charge of the game and will enforce all league rules.
2. **All judgement calls** made by the umpires are final. There will be no comment, discussion, appeal or protest of decisions. (**Example:** Safe, Out, Fair, Foul, Interference, or Obstruction, Leaving a base too early.)
3. No Yelling, Swearing, or Intimidation will be permitted (**Penalty:** The manager or coach will be ejected from the game you have 2 minutes to leave the playing area, must be out of sight).
4. **An adult ejected from any game will be required to leave the playing area (they must be out of sight and sound and not interfering with play) within 2 minutes. The Perry Police will be called.**

GAME TIME: (STARTING & ENDING — All games played at 16th Street Fields)

1. Games will start at :
1st time slot — 8:00 a.m. to 10:00 a.m.
2nd time slot — 10:15 a.m. to 12:15 p.m.
3rd time slot — 12:30 p.m. to 2:30 p.m.
4th time slot — 2:45 p.m. to 4:45 p.m.
5th time slot — 5:00 p.m. to 7:00 p.m.
2. **GAMES ARE LIMITED TO 2 HOURS** (A batter will finish his at bat then the game is over)
(**Example:** 1 hour & 55 minutes into the game a batter is up to bat he will finish his at bat then the game is over).
3. There will be a maximum limit of 2 minutes between half innings to position the defensive team in the field.

PLAYING RULES

1. A scheduled game will begin on time.
2. Prior to game time, the team manager or his or her representative will enter the 1st initial and last name and the uniform number of all eligible players in the order they are to bat in the score book. Each player will then go to bat when his name appears in the rotation regardless of whether is playing defense or not that inning. **This is a continuous batting order.** A player that becomes injured or ill during a game will be skipped in the line up. Each scorekeeper will note the player's removal and the batting rotation will continue as if he never appeared.
3. There is **FREE SUBSTITUTION** throughout the game. **Note:** The batting order does not change because of a defensive substitution.
4. A wooden or metal bat may be used. There are no length-to-weight ratio restraints in this league.
5. There is no "infield fly" rule in this league.
6. The batter **may not advance** to first base on a dropped third strike.
7. **A team's turn at bat will consist of a maximum of 5 runs or 3 outs which ever comes first.**
8. A liberal strike zone will be employed in the league in order to encourage the batter to reach 1st base via a hit versus a walk. The strike zone in this age is the top of the shoulders to the bottom of the knees. The umpire will also give the outside edges of the plate to the pitcher.
9. **NO THROWING THE BAT** (Upon the 1st occasion the umpire will warn both teams. If a 2nd incident occurs by any batter in the game, that batter will be called out and the ball is dead and no base runner may advance. The batter is not ejected from the game.



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10. On a pitch called “ball four,” the batter/runner may only advance to first base. Other runners, not forced from their base on the walk, may advance at their own risk.
11. At least 5 warm up “pitches” will be thrown by the pitcher prior to the beginning of each inning.
12. **No player will pitch more than 4 innings per game or in a day.** No player will pitch more than 8 innings in a weekend.
13. A pitcher will be charged 1/3 inning for each out recorded while pitching. In the event that less than 3 outs are recorded to end the inning, a pitcher that give up (5) runs or more in an inning will be charged with 1 full inning. In the event a pitcher does not retire anyone while pitching in an inning and is removed during that inning, he will be charged 1/3 inning for every (2) runs scored while he was pitching.
14. **Baserunners are not permitted to “leadoff” the base.** They must be on the base when the pitcher has the ball and steps on the pitching rubber.
15. Baserunners may not leave the base they occupy until:
 - A) **legal contact is made by the batter**
 - B) **or the baserunner may “steal” when a pitched ball reaches home plate.** The moment the baserunner leaves early the runner is out. There will be no warning. This is a judgement call and cannot be appealed. This will be a delayed call. Legal play continues without interruption, if that is the third out no runs score.
16. **THIS RULE PERTAINS ONLY TO A RUNNER STEALING HOME.** The baserunner can steal home only on a **PASSED BALL**. This is a pitch that the catcher does not catch and must leave the catcher’s box to retrieve the ball.
 - A) **If the catcher does catch the ball, the runner CANNOT STEAL HOME.**
 - B) **On a throwback to the pitcher, a runner CANNOT STEAL HOME.**
17. No manager or coach will touch any runner while the runner is in the process of advancing along the base paths. (**PENALTY — THE BASERUNNER IS OUT.**)
18. No baserunner may run into a fielder at a base with the apparent attempt to knock the defensive player down. Incidental contact such as sliding or attempts to reach the base are to be ignored.
19. **Slide Rule:** Any runner advancing to home will slide to avoid contact with the catcher to prevent injury to the catcher and themselves. Failure to do so will result in the advancing runner being called out but not ejected from the game. At that instant of contact, the ball will become “DEAD” and any remaining runners will not advance further than the last base legally occupied. This rule is to be applied without the umpire issuing a warning. (**Exception** to this rule would be a flagrant collision with the catcher with no attempt to avoid the collision. **In such cases, the runner will be ejected from the game for unsportsmanlike conduct.** The umpires will use this guideline to determine whether to call the advancing runner out for not sliding. When the ball, the catcher and the advancing baserunner all are within a 10’ radius circle around home plate, the baserunner needs to slide. Failure of the advancing runner to slide will result in the runner being called out for violating the above rules).
20. **Helmet Rule:** All players must wear their helmet while in play. Any player who removes their helmet before they are in the out of play area **will be called out.** (**Example:** If a runner scores and removes his helmet after crossing the plate but before leaving the field of play, **he will be called out and the run will not count.**)

TOURNAMENT PLAY

1. **All the above rules will be used in post season tournament play.**
 - A) A regulation game consists of 7 innings or if a team is ahead by 10 runs after 5 innings game is over.
 - B) No 2-Hour Rule (No time limit)
 - C) No 5-run limit (Teams must get 3 out to end the inning)
2. **Tournament Drawing**
 - A) No seeded Teams (Blind drawing). Numbers will go in a hat and managers will draw from the hat what ever number you pull, that is where you go on the Tournament Bracket.
3. **POST SEASON TOURNAMENT PLAY WILL CONSIST OF A SINGLE ELIMINATION.**
4. **TOURNAMENT BRACKETS CAN BE PRINTED OFF THE WEB SITE: www.PHBSA.com**