

## Minors and Majors Call Up Rule Change

1.6.2.4: The player must be 10, 11, or 12 years old. They cannot pitch. They cannot start the game unless that team only has nine players present. They must play 2 innings, but not more than 3 innings unless only nine players are present.

Proposed Change for Majors: The player must be 10, 11, or 12 years old. There should not be any call ups unless a team has less than 9 players. They cannot pitch or catch. The call up cannot start the game unless that team only has nine players present. They must play 2 innings, but not more than 3 innings unless only nine players are present. Any call up players must bat at the bottom of the lineup.

Proposed Change for Minors: The player must be 8 years old. There should not be any call ups unless a team has less than 9 players. They cannot pitch or catch. The call up cannot start the game unless that team only has nine players present. They must play 2 innings, but not more than 3 innings unless only nine players are present. Any call up players must bat at the bottom of the lineup.

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## Minors and Majors Rule Change to Address Pitching Log Errors (primarily during playoffs)

1.8.1.5: If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the schedule board in accordance with rule 1.10.4 and the protest is upheld, the game shall resume at the point that the infraction occurred. The game shall resume or be re-scheduled at the earliest opportunity in accordance with 1.5.3.2. All innings pitched, including those innings that may/may not have been played over due to the protest shall count towards the allowable innings pitched limits.

Proposed Change for Majors: If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the Harleysville Baseball approved pitch tracker in accordance with rule 1.10.4 and the protest is upheld, the game shall result in a forfeit.

Proposed Change for Minors: If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the Harleysville Baseball approved pitch tracker in accordance with rule 1.10.4 and the protest is upheld, the game shall result in a forfeit.

1.10.1: At the conclusion of each regular season game, the managers of both teams will enter the following data on the game schedule board, posted inside the equipment shed:

Proposed Change: At the conclusion of each regular season, playoff, and travel game, the managers of both teams will enter the following data on the game on the Harleysville Baseball approved data tracking system within 12 hours of the conclusion of the game.

Proposed Change: 1.10.4: Failure to comply with rule 1.10.1 or 1.10.1.1 within ~~48 hours~~ 12 hours following conclusion of the game the game will result in forfeiture of the next regularly scheduled game if a protest is lodged with the President of the League by the opposing manager or next game's opposing manager, and the protest is upheld.

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## **Minors and Majors Rule Change for Pitchers Pitching Over the Allowed Limit**

2.7.1.5: If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the schedule board in accordance with rule 1.10.4 and the protest is upheld, the game shall resume at the point that the infraction occurred. The game shall resume or be re-scheduled at the earliest opportunity in accordance with 1.5.3.2. All innings pitched, including those innings that may/may not have been played over due to the protest shall count towards the allowable innings pitched limits.

**Proposed Change: If a player pitches in excess of his allowable pitching innings and if the game is protested before the managers initial the Harleysville Baseball approved pitch tracker in accordance with rule 1.10.4 and the protest is upheld, the game shall result in a forfeit.**

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## **On Deck and Warm Up Area for Minors and Majors (add sentence highlighted in yellow)**

1.9.8: Proper field decorum is required at all times. Players not participating in the game must remain in the dugout area unless they are warming up. **Only one player is permitted in the on deck area. Prior to an inning, the batting team may only have one hitter warming up in front of their dugout.** Players about to enter the game may warm up in a designated area before they enter the game.

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## **Minor Leage Stealing of Home**

2.8.15.2: From May 1<sup>st</sup> on a runner on 3B at the time of the pitch may attempt to advance home at their own risk provided they do not leave the base until the pitched ball has reached home plate. The play is considered 'dead' once the pitcher has the possession of the ball after the return throw from the catcher.

**Proposed Change: From May 1<sup>st</sup> to the end of the playoffs, a runner on 3B at the time of the pitch, may attempt to advance on a pass ball or wild pitch, provided the runner does not leave 3<sup>rd</sup> base until the pitched ball has reached home plate. A runner at 3<sup>rd</sup> base at the time of the pitch, may advance following a play on the runner at 3<sup>rd</sup> base. There is no straight stealing of home by a runner who is at 3<sup>rd</sup> base at the time of the pitch. The runner at third base at the time of the pitch may not advance on a throw from the catcher to the pitcher after a pitch.**

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## **Addition of Section 10: Code of Conduct**

Add Section 10 to the rules which is the HBB Code of Conduct:

**The Harleysville Baseball Code of Conduct is included by reference as if fully set forth herein at length.**