

HAWAII KAI YOUTH BASEBALL

“HOUSE RULES”

All current Official Pony Rules & Regulations are in effect during all HKYB seasons with the exception of the following “House” rules. In cases in which there is a conflict between the Official Pony Rules and HKYB House Rules, HKYB House Rules supercede unless it is a sanctioned Pony Tournament in which case Official Pony Rules or local Pony Tournament Rules will govern.

ALL DIVISIONS

1. All adults attending any practice or game will be expected to follow the “Hawaii Kai Youth Baseball Coach / Volunteer Code of Conduct.” If an individual refuses to follow the Code of Conduct, he/she will be asked to leave the vicinity. If he/she refuses, police may be called. Any violation of the Code of Conduct is subject to disciplinary action by the HKYB Executive Board and may include (but is not limited to): issuance of a warning, temporary suspension, or expulsion from HKYB.
2. There will be no changes or deviations from these “house rules” without prior approval from the Board of Directors.

Scheduling and length of games

1. Schedules, determined by the Division Directors, or a special schedule committee, must be approved by the President.
2. Every division (except Shetland) will schedule a minimum of 15 regular season games. Shetland will schedule a minimum of 12 regular season games.
3. With eight (8) or more teams in a division, the schedule may not exceed each team playing another team more than two (2) times. If inter-league play is scheduled, the number of rounds played will be set by the Board of Directors in conjunction with the Division Director. Should there be a tie for first place, a playoff will be scheduled and played. With fewer than eight (8) teams, teams may play other teams not more than three (3) times. If inter-league play is scheduled, the number of rounds will be set by the Board of Directors in conjunction with the Division Director.
4. Inter-league play is authorized in all divisions except Shetland. The Shetland Division will not inter-league unless the Shetland Director petitions the Board of Directors to do so.
5. Inter-league games shall not count on the official record and standings of the HKYB league.
6. All inter-league games with Hawaii Kai as the host (home) team will follow these HKYB House Rules. For inter-league games in which another league is hosting, Hawaii Kai teams will be expected to follow the hosting team’s house rules.
7. There will be no games scheduled during the DOE-recognized Spring Break. Teams may participate in practices and scrimmages during the Spring Break.

8. Games can be played on any weekday and/or on Saturday and/or Sunday. However, the Board of Directors shall approve any regularly scheduled Sunday games.
9. Each team shall play no more than three (3) regularly scheduled games a week.
10. All games shall start as printed in the League Schedule with a grace period of fifteen (15) minutes for weekday games (holidays not included). There will be no grace period for weekend games or games played on official State holidays. No weekday game will start later than 4:45 p.m.
11. No game shall start prior to the scheduled time except when the preceding game has been completed prior to the time limit and both teams and the umpires involved agree to play prior to the schedule start time. The two (2) hour time limit shall remain in effect.
12. No regular season game shall exceed two hours. Playoff games to determine divisional champion, however, shall be played until a winner results.
13. There will be a two hour “drop dead time limit” in which all play will stop unless both head coaches and the umpire can come to another agreement.
14. The Umpire shall notify the Official Scorekeeper of the official start of the game and for any time delays or interruption.
15. If a game is delayed or interrupted due to inclement weather or other justifiable causes (including, but not limited to, player injuries) as determined by the umpire, the period of delay shall not be included in the allowable time limit for the game.
16. Prior to the start of play, games may be postponed because of weather, poor field conditions, or any justifiable circumstances according to the following rules:
 - a. If a game's umpire makes the decision, he/she shall consult with the two teams scheduled to play; however, the final responsibility for postponement will rest with the umpire
 - b. The Division Director, with the League President or his/her designees, shall inspect the field and decide whether to play or postpone all scheduled games for the day. The parties may choose to delay the entire day's schedule if appropriate.
 - c. The Division Directors and/or the League Officers will notify the coaches of all affected teams and the umpires as soon as possible; however, failure to notify will not change the postponed status of the game.
 - d. Each Division Director shall approve any re-scheduled games for their division.
17. An approved make-up or rescheduled game will be declared an official game and shall take precedence over any scheduled practices whenever conflict occurs.
18. A make-up game need not be played if it does not affect the Division standings, but approval by the Division Director and League President is required.

19. Once a game is started, the umpire shall have sole authority over its continuation, interruption, suspension, etc.
20. An inning shall be construed as having been completed immediately upon the third out of the home team, or the third out of the visiting team if the home team is ahead.
21. When a game is considered “complete” and the score is tied at the time the umpire calls the game off, the game shall be declared a tie game.
22. Inter-league post-season tournaments for HKYB league teams are requested but not required by the league.

Team Responsibilities

1. The Home Team is responsible for lining the field and setting the bases prior to the start of the game. The Home Team is also responsible for providing two game balls and the Official Scorekeeper.
2. The Visiting Team is responsible for field maintenance (dragging/watering the field) after the game, unless the Visiting Team is from another league. In this case, the HKYB hosting team is responsible for the after game field maintenance.
3. Each Head Coach or Acting Head Coach must present the Official Scorekeeper with the batting order five (5) minutes before the game.
4. All equipment shall be kept in and around the dugout area in a safe and neat matter.

Equipment

1. Metal cleats are not allowed in the Shetland, Pinto, or Mustang Divisions.
2. Teams will select a Major League Baseball name for purposes of uniform ordering / printing.
3. All players shall wear league-issued uniforms consisting of baseball caps, jerseys, and pants while in the playing field, as well as appropriate protective gear (such as an athletic cup for males), during progress of the game.
4. All batters and base runners must wear an appropriate batting helmet, and all players on the team at bat who are on the playing field, such as players acting as a base coach, shall also wear a batting helmet.
5. Players who are warming up a pitcher must wear a catcher’s mask.

Other General Rules

1. Only the team's Head Coach or the Acting Head Coach shall be recognized as the team's spokesperson when registering any protest.
2. If both teams fail to field nine (9) eligible, uniformed players, the game shall be declared a "no contest" game and shall be re-scheduled for the next available day. If only one (1) team cannot field nine (9) eligible, uniformed players, that team shall forfeit the game. If play begins with nine (9) eligible players, but one (1) player is hurt or is unable to continue and there are no available eligible substitutes, the game shall continue, however the injured player's turn at bat shall be declared an automatic out. For interleague play, a team may supplement players from another team if there is not enough eligible players.
3. If a team has substituted all eligible players, then one of the players currently in the line-up is injured or unable to continue, the team may substitute the injured player with a player that had already been taken out of the game.
4. If time allows, and at the discretion of the umpire, each team will be allowed five (5) minutes of infield practice. The home team shall take the field first, fifteen (15) minutes before the scheduled start of the game, followed by the visiting team. The remaining five (5) minutes prior to the game time shall be utilized for review of ground rules and field maintenance.
5. Paid umpires shall be used in the Pinto, Mustang, Bronco, and Pony Divisions.
6. Members of the Board of Directors will be responsible for overseeing game behavior including, but not limited to, reviewing protests and complaints regarding players, coaches, parents, and umpires.

ADDITIONAL SHETLAND HOUSE RULES

1. Shetland games will be 3-innings or the two-hour time limit whichever is reached first.
2. The entire team shall bat each inning unless coaches agree to bat one half of their line-up one inning and the second half of their line-up in the next consecutive inning. If coaches agree to bat only half their line-up per inning, the game will be 6-innings or the two-hour time limit whichever is reached first.
3. If the defense gets a batter or runner out, the batter or runner will return to the dug-out. However, "outs" are not counted toward the end of an inning. An inning is only over once the entire offensive team (or half the team if agreed by both coaches) bats.
4. Coaches will pitch underhand. Each batter will be allowed 5 pitches. If the batter does not put the ball in play by the 5th pitch, the batting tee will be brought out and the batter will hit from the tee.
5. Shetland will use a safety ball instead of a regulation baseball.
6. Additional outfielders can be put out on the field at the discretion of the coaches. If coaches do not put their entire roster on defense, no player shall sit out defensively for more than one (1) consecutive inning.
7. Coaches will be allowed on the field to assist in verbally coaching the defensive players during the game.

ADDITIONAL PINTO HOUSE RULES

1. Pinto games will be 6 innings or the two-hour time limit, whichever is reached first.
2. There is a 5-run maximum per inning, except for the last inning. Once a team has scored 5 runs or has 3 outs, the inning is over and the batting team will take the field for defense. However, during the last inning, this rule does not apply and runs will be unlimited in the last inning until 3 outs are recorded by the defensive team.
3. Coaches will pitch underhand. Each batter will be allowed 7 pitches. If the batter does not put the ball in play by the 7th pitch, the batter will be declared out, unless the 7th (or any subsequent) pitch is fouled off. If a batter hits his/her last pitch in foul territory, he/she will be given another pitch. Batters cannot be declared out on a foul ball (unless it is caught by a defensive player on the fly).
4. Pinto bases will be set at 60-feet.
5. Entire present roster will be part of the batting rotation.
6. No present player shall sit out defensively for more than one (1) consecutive inning.
7. If a player is injured or becomes sick before or during the game and the umpire deems that the player is unable to play or continue, the minimum participation rule will not apply to that player for that game. It is the responsibility of the coach of the injured/sick player to have the umpire verify that the player is unable to play/continue and to then notify the opposing team of the player's status.
7. There will be 10 defensive fielders (4 outfielders).
8. No coaches will be allowed on the field during the game, unless a time-out is called, with the exception of the coach-pitcher and the two base coaches.

ADDITIONAL MUSTANG RULES

1. Mustang games will be 6 innings or the two hour time limit, whichever is reached first.
2. There is a two-hour “drop dead” time limit. At the two-hour limit, all play will stop, unless the umpire and the two head coaches agree to continue. Both teams and the umpire must agree to the conditions of the continuation.
3. Four (4) innings (or three and a half (3 ½) innings when the home team is ahead) must be completed before the game can be considered “complete.”
4. There will be a 10-run “mercy rule” in effect. If one team is ahead by 10 runs after four (4) completed innings (or three and a half (3 ½) innings if the home team is ahead) the game shall be called and the team that is ahead shall be declared the winner.
5. If at least four (4) innings (or three and a half (3 ½) innings when the home team is ahead) is completed and then play is stopped due to the time limit, weather, darkness, etc., the score will revert to the last completed inning. If the last completed inning was a tie, then the game will end in a tie. If, however, the stoppage was due to the time limit and both head coaches and the umpire agree to continue the game, the game may continue. Both teams and the umpire must agree to the conditions of the continuation.
6. If four (4) innings (or three and half (3 ½) inning when the home team is ahead) is not completed and play is stopped due to the time limit, weather darkness, etc. the game will be rescheduled to continue on another day/time that is mutually-agreed upon by both head coaches and the Division Director. The game will continue at the point that it was stopped. It is the responsibility of the home team coach to contact the Division Director to inform the Division Director of the need to continue a game. The Division Director will then schedule an umpire for that continued game.
7. There is a 5-run maximum per inning, except for the last inning. Once a team has scored 5 runs or has 3 outs, the inning is over and the batting team will take the field for defense. However, during the last inning, this rule does not apply and runs will be unlimited in the last inning until 3 outs are recorded by the defensive team.
8. All present players must be inserted into the line-up no later than the top of the fourth (4th) inning and each player must play a minimum of two (2) consecutive innings with at least one (1) at bat.
9. However, if a game is shortened due to time, weather, darkness, mercy rule, etc., but is considered a “complete game,” (at least four (4) innings have been completed or three and a half (3 ½) innings when the home team is ahead) a team who has players who did not play their minimum innings or did not get an at bat, will not be penalized with a forfeit as long as all players were inserted by the top of the fourth (4th) inning. It is recommended, but not required, that the team start all players who did not reach their minimum playing time at their very next scheduled game.
10. If a player is injured or becomes sick before or during the game and the umpire deems that the player is unable to play or continue, the minimum participation rule will not apply to that player for that game. It is the responsibility of the coach of the injured/sick player to have the umpire verify that the player is unable to play/continue and to then notify the opposing team of the player’s status.

11. Pitchers are not allowed to throw breaking pitches.
12. No straight stealing of home on the pitcher's pitch.
13. No slash bunting.
14. There will be a "must slide" rule in effect for home plate. Players must slide at home on close plays and will not be allowed to intentionally run into the catcher. If the umpire feels that a runner intentionally runs into the catcher, the runner will be called out.

ADDITIONAL BRONCO RULES

1. Mustang games will be 7 innings or the two hour time limit, whichever is reached first.
2. There is a two-hour “drop dead” time limit. At the two-hour limit, all play will stop, unless the umpire and the two head coaches agree to continue. Both teams and the umpire must agree to the conditions of the continuation.
3. Five (5) innings (or four and a half (4 ½) innings when the home team is ahead) must be completed before the game can be considered “complete.”
4. There will be a 10-run “mercy rule” in effect. If one team is ahead by 10 runs after five (5) completed innings (or four and a half (4 ½) innings if the home team is ahead), the game shall be called and the team that is ahead shall be declared the winner.
5. If at least five (5) innings (or four and a half (4 ½) innings when the home team is ahead) is completed and then play is stopped due to the time limit, weather, darkness, etc., the score will revert to the last completed inning. If the last completed inning was a tie, then the game will end in a tie. If, however, the stoppage was due to the time limit and both head coaches and the umpire agree to continue the game, the game may continue. Both teams and the umpire must agree to the conditions of the continuation.
6. If five (5) innings (or four and half (4 ½) inning when the home team is ahead) is not completed and play is stopped due to the time limit, weather darkness, etc. the game will be rescheduled to continue on another day/time that is mutually-agreed upon by both head coaches. The game will continue at the point that it was stopped. It is the responsibility of the home team coach to contact the Division Director to inform the Division Director of the need to continue a game and the mutually-agreed upon day/time. The Division Director will then schedule an umpire for that continued game.
7. All present players must be inserted into the line-up no later than the top of the fifth (5th) inning and each player must play a minimum of two (2) consecutive innings with at least one (1) at bat.
8. However, if a game is shortened due to time, weather, darkness, mercy rule, etc., but is considered a “complete game,” (at least four (4) innings have been completed or three and a half (3 ½) innings when the home team is ahead) a team who has players who did not play their minimum innings or did not get an at bat, will not be penalized with a forfeit as long as all players were inserted by the top of the fifth (5th) inning. It is recommended, but not required, that the team start all players who did not reach their minimum playing time at their very next scheduled game.
9. If a player is injured or becomes sick before or during the game and the umpire deems that the player is unable to play or continue, the minimum participation rule will not apply to that player for that game. It is the responsibility of the coach of the injured/sick player to have the umpire verify that the player is unable to play/continue and to then notify the opposing team of the player’s status.
10. There will be a “must slide” rule in effect for home plate. Players must slide at home on close plays and will not be allowed to intentionally run into the catcher. If the umpire feels that a runner intentionally runs into the catcher, the runner will be called out.