

HUTTO YOUTH SOFTBALL

Rules and Standards

Hutto Youth Baseball/Softball operates its leagues under a membership certificate granted by Pony Baseball and Softball. These leagues are known as, Wrangler, Shetland, Pinto, Mustang, Bronco, and Pony for Baseball and Softball and are governed by one Board of Directors.

The league will provide for the following divisions of play:

1. Wrangler (3-4 years old)
2. Shetland (4, 5 & 6 years old)
3. Pinto (7-8 years old)
4. Mustang (9-10 years old)
5. Bronco (11-12 years old)
6. Pony (13-14 years old)

All leagues shall abide by the rules and regulations set forth by *Official Baseball Rules: The Sporting News* edition, as edited for Pony Baseball (with certain modifications as allowed). Special rules and exceptions also may be established for the leagues sponsored by Hutto Youth Baseball and Softball and adopted by its Board of Directors.

The following pages contain the Pony Baseball rules and regulations that have been modified by the Board of Directors. These are the special rules and exception that have been established for the league of Hutto Youth Baseball/Softball.

GENERAL

ABUSIVE LANGUAGE, DRUG USE, ALCOHOLIC BEVERAGES

The Board of Directors will not tolerate abusive language, use of drugs or use of alcoholic beverages on the ball park grounds. The Hutto Police Department will be contacted to aid in enforcement of all laws and city ordinances pertaining to governing the use of drugs or consumption of alcoholic beverages on park premises and practice fields. The "ZERO TOLERANCE POLICY" is in effect at all times.

USE OF TOBACCO

There will be no use of tobacco in the dugout or field. This is to include all smokeless tobacco, E-cigs, and vapor cigarettes.

PROFANITY, LOSS OF TEMPER, ABUSE OF EQUIPMENT

The use of profanity, loss of temper or abuse of equipment will NOT be tolerated and will be grounds for immediate removal from the game by an umpire. The "ZERO TOLERANCE POLICY" is in effect at all times. After receiving the umpire's report that a manager, coach or player has been disqualified, the league president will turn over the report to the league decisions committee who will handle the matter in accordance with Pony rules. The league decisions committee shall be in accordance with the "Pony

Rules and Regulations”.

SPORTSMANSHIP

The purpose of Hutto Youth Baseball/Softball is to help boys and girls to become good, decent citizens. It strives to inspire them with a goal and enrich their lives toward the day when they must take their place in society. It establishes for them the fundamentals of teamwork and play. The Board of Directors will look with utmost disfavor upon such activities by managers and coaches as instructing unsportsmanlike behavior or to call time out to talk to players in effort to affect the outcome of a game when time becomes a factor. The principles of Hutto Youth Baseball/Softball involve much more than just winning, and the Board expects those principles to be adhered to by all managers, coaches, players and parents at all times.

TEAM DUTY and FIELD DUTY

It is the managers and coach's responsibility to get helpers assigned to team duty and field duty. If these duties are not covered, the manager will be reported to the Vice President of that league and will face disciplinary action, i.e. Manager being suspended or forfeiture of a game. Each Team is responsible to set up the field prior to games (Home and visitor shall work together) Managers must have at least one person to be at fields 30 minutes prior to game to set up fields. Ie: putting out bases or moving base to correct distance, raking if necessary, chalking field and ensuring field is safe for play. The last Team's playing shall put up bases and rake the field and turn off lights during night games. All teams shall pick up trash after each game.

CANCELLED OR SUSPENDED GAMES

Any canceled or suspended game will be rescheduled as soon as possible. Information concerning rescheduled games will be found on the web page:

<http://leagues.bluesombrero.com/hybsl> or calling 646-1538. Talk to your Vice President if you have questions.

EARLY AND LATE GAMES

Early games are scheduled to begin at 6:00PM. Late games are scheduled to begin no later than 8:00PM. No reversion rule (revert back to inning of original game).

INFIELD PRACTICES

Infield practice will consist of 10 minutes, if time allows, prior to the beginning of each game; 5 minutes for each team. Infield practice is a privilege and may be revoked or shortened (at the umpire's discretion) if the first game runs long.

UMPIRES

Umpires are in full charge of the game and are entitled to respect at all times from managers, coaches, players, parents and visitors. Any disorderly conduct from a manager, coach, player, parent or visitor that results in an ejection must adhere to the umpires' judgment for the ejection. Any person ejected must leave the park immediately. Failure to do so will result in the Hutto Police Department to be called.

If an umpire ejects a manager or a coach, they may not be eligible to participate for the next two games; this will be decided by the decisions committee.

The Board of Directors may suspend any person who verbally or physically contacts an umpire in an abusive fashion from attendance for the next two scheduled games /or punishment as the board deems necessary.

A second occurrence of umpire abuse will be cause for suspension from attendance for the remainder of the season.

The ejected person will have the opportunity to file an incident report with the Board of Directors at a later date. Refer to the "ZERO TOLERANCE POLICY".

ONFIELD DISPUTE RESOLUTION

Any on field issues can only be resolved with the 2 Head coaches and the umpire. Timeout has to be called and the issue will only be talked about and resolved. Any yelling or Showing disrespect to the opposing coach or umpire will result in an automatic ejection from the field.

ADDITIONAL GROUND RULES

The Board of Directors may publish any additional ground rules for all leagues at the beginning of each season.

RULE CHANGES

The Board of Directors reserves the right to add or change rules during the year for the betterment and/or safety of the program. During interleague play, interleague rule will supersede local rules.

COACHES GENERAL

All coaches are responsible for the parents. Head coaches are responsible for the assistant coaches. Any parent or coach getting out of line will be asked to leave the fields. Coaches may be ejected from the game for not controlling the parents. Umpire will start with the head coach, then move on to assistants.

Up to 3 coaches from each team will be asked to meet with the umpire 10 minutes prior to start of the game to go over all rules.

NUMBER OF MANAGERS/COACHES IN DUGOUT

Only managers, coaches and Team Managers approved by the Board of Directors shall be in the dugout. A Fourth coach can be added for the Mustang, Bronco, and Pony levels only if the cost of the jersey and hat are covered by the individual coach or Head coach. The All Star coaches selected shall only have two assistant coaches. A fourth coach will not be allowed.

Shetland – Four Coaches
Pinto – Four Coaches
Mustang – Three Coaches
Bronco – Three Coaches
Pony – Three Coaches

NUMBER OF COACHES ON THE FIELD

No Defensive coaches are allowed on the field with the exception of 2 defensive coaches at the Shetland level and a coach or parent at each base for the Wrangler division.

PRACTICE

Practice may not be held unless two Adults are in charge.

PLAYER SELECTION

Player selection in the for all Divisions will be in accordance with the "Draft System". The Board may increase the number of players on teams to accommodate unexpected applications.

PLAYER REPLACEMENT

The procedure for player replacement is when a player's services are lost for the season. The manager or coach shall notify the League Vice President within 24 hours. Failure to notify the V.P could result in the manager's suspension. The Vice President will verify the vacancy with the player's parents. The commissioner will then notify the manager if a replacement player is available. Managers shall replace lost players with **eligible players not currently on a league team, with notification to the League President.** The Vice President of each League shall handle league injuries on an individual basis.

PLAYER PROTECTIONS

Player protections will be six (6) for each League, including siblings and coaches children. The Head Coaches child is not included as a protected player. The manager and parent, prior to the draft must agree upon these protections. A protection form must be filled out and signed prior to tryouts. If one player is protected, that player must be drafted in the first round. If two (2) players are protected, those players must be drafted in the first and second rounds, respectively. If three (3) players are protected, they must be drafted in the first, second and third rounds, respectively. This process will continue to descend through all rounds applicable.

TEAMS DRAW FOR DRAFT

Teams will draw for draft positions. Protected players are not acquired to tryout, all other players are. Players who tryout will be selected in draft order. Players who did not tryout will be selected out of a hat in draft order after all tryout players have been selected.

PLAYER TRADES

One (1) player trade will be allowed per team after the draft, but must be completed before leaving the draft room, on draft night. NO Hat picks are tradable.

DRAFT PROCEDURE

All League teams will draft within the same draft.

BASE DISTANCES AND PITCHING DISTANCES (SOFTBALL ONLY)

Division	Base Distance	Pitching Distance
Shetland	55'	40'
Pinto	55'	40'
Mustang	60'	35'
Bronco	60'	40'
Pony	60'	43'

SHETLAND DIVISION

ASSIGNMENT OF PLAYERS

The Board of Directors has adopted a rule whereby the Selections Committee and the player agents will conduct a draft to assign players to teams, placing approximately the same number of players, by age, to each team.

AGE GROUP AND TEAMS

The Board of Directors has established the age structure as a candidate who will attain the age of four (4) five (5) or six (6) prior to Jan 1 of the given year.

REGULATION GAME

A regulation game shall consist of five (5) full innings, if time permits. However, no new inning may start after 1 hour of play. If a game is tied after five (5) full innings or time has expired, the game will end in a tie. Coaches may concede the game at any time. No "ten run" rule applies.

Ball In Play

Once a ball has been placed in play by the batter; runners may advance until one of two defensive actions will stop a play. This does NOT include umpire making a judgment call of dead ball for any reason like an injured player, etc.

1. The closest base runner to home is stopped from advancing by any defensive player.
2. The ball is returned to the pitcher and the pitcher is in the pitching mound area not trying to make a play.
3. Holding the ball overhead by any defensive player does NOT stop play or cause a dead ball situation.
4. NO infield fly rule in effect.

MANDATORY PLAY RULE

The Board of Directors has adopted the rule whereby a player shall not remain on the bench more than one defensive half inning. To encourage rotation of players, no player shall remain at the same defensive position more than two innings. Each team shall bat the roster.

UMPIRE JUDGEMENT CALLS

If in the umpire's judgment, the defensive player, including the pitcher, should have thrown the ball to create the out, the runner is safe. Teamwork and baseball fundamentals should be emphasized.

All umpire judgment calls are **not** questionable or arguable.

Shetland Defense

CATCHERS

Will be outfitted with a catcher's helmet provided by the league or one that is equal in protection. The catcher will stand back away from the batter (in close proximity to the umpire) until the ball is hit and the batter has left the batters box. Full catcher's attire is not permitted at the Shetland level.

PITCHERS

Ball will be placed on tee at home plate for batter to hit. The hit ball must travel ten (10) feet in fair territory.

The pitcher **MUST** attempt a throw to first base on a batted ball. (see definition of throw.) Pitcher can **NOT** run to first base with the ball to get the force out on a batted ball, **NOR** can the pitcher run a runner down between the batters box and first base. This will result in the runner to be called safe. If the pitcher fields the ball at the baseline he may tag out the runner if the runner is at the same spot as the pitcher and ball. He cannot turn to run the batter down. This is a judgment call by the umpire.

Definition of throw - An intentional roll of the ball does **NOT** constitute a throw to any base.

NUMBER OF PLAYERS ON DEFENSE

The defensive team will field ten (10) players, with the 10th player in an outfield position. All outfield players shall be evenly spaced on the outfield grass. A game can start with nine (9) players with the 10th player **not** counted as an out. If only 8 players are present, the 9th spot is an automatic out. If only 7 players are present, this is a forfeit. **GAME TIME IS FORFEIT TIME.**

Infielders can play no closer than 45' for safety reasons. (This does not include the pitcher)

All players shall play, only five (5) players allowed on infield.

DEFENSIVE COACHES

Coaches (2 Maximum) must remain on outfield grass, unless time has been called. Other coaches must stay in the dugout entry or in the dugout. If a third coach enters the

playing field the coach will get two warnings then will be asked to be in the dugout for the remainder of the game.

Coaches may not touch fielders in the field of play to position them. There will be 2 warnings then the coach will be asked to leave the field.

BALL IN PLAY

One of two defensive actions will stop a play. This does NOT include umpire making a judgment call of dead ball for any reason like an injured player, etc.

1. The closest base runner to home is stopped from advancing by any defensive player.
2. The ball is returned to the pitcher and the pitcher is in the pitching mound area not trying to make a play.
3. Holding the ball overhead by any defensive player does NOT stop play or cause a dead ball situation.

SHETLAND OFFENSE

SIDE RETIRED

The offensive side is retired when three (3) outs are made or when five (5) runs have scored in an inning.

STRIKE OUTS

A batter shall be declared out after failing to hit a fair ball upon a total of 4 swings at the ball placed on tee.

There are no walks in Shetland. There is no "on-deck" position for batters in Shetland.

BATTING OUT OF ORDER

Each team must call timeout and check with the official scorekeeper. 1st time will be a warning – 2nd and each sub-sequent time is an automatic out.

OFFENSIVE COACHES

Only 3 coaches are allowed on the field at a time: first base coach, third base coach, and a coach at the plate.

Coaches may help set the batters feet and help measure up to the ball. Coaches may not grab or pick up a player to position them at the tee. 1 warning then automatic out.

Coaches are not allowed to touch a base runner at any time. This will result in an automatic out.

RUNNING BASES

Players running to first base must run on right side of baseline (Within three (3) feet of base line), otherwise will be called out.

Stay with-in three (3) feet of baseline on either side from first to second, second to third or third to home.

CONTACT AVOIDANCE

Any runner is out when the runner does not slide or attempts to get around a fielder who has the ball and is waiting to make the tag.

PINTO DIVISION

ASSIGNMENT OF PLAYERS

The Board of Directors has adopted a rule whereby the Selections Committee will conduct a draft to assign players to teams, placing approximately the same number of players, by age, to each team.

AGE GROUP AND TEAMS

The Board of Directors has established the age structure as a candidate who will attain the age of seven (7) or eight (8) prior to Jan 1 of the given year.

REGULATION GAME

A regulation game shall consist of six (6) full innings, if time permits. No new inning may start after 1 hour of play. If the game is tied after six (6) full innings or time has expired, the game will end in a tie. No "ten run" rule shall apply. NO infield fly rule in effect.

MANDATORY PLAY RULE

No player will sit out two (2) consecutive innings. Each team shall bat the roster. Late player can be added to the end of the roster provided the first batter has not batted twice.

UMPIRE JUDGEMENT CALLS

If in the umpire's judgment, the defensive player, including the pitcher, should have thrown the ball to create the out, the runner is safe. Teamwork and baseball fundamentals should be emphasized.

All umpire judgment calls are not questionable or arguable.

PINTO DEFENSE

PITCHING

The Board of Directors has adopted the rule that provides that a coach must pitch in an underhand motion from a standing position 40 feet away, until a maximum of four (4) pitches have occurred. The coach must remain in contact with the rubber when the ball is released.

Pitchers (coach) will immediately leave the infield once the ball is hit. Failure to do so may be ruled interference and the lead runner will be called out.

Pitcher –player has to play 40’ or more away from the home plate and have both feet in the circle area at the pitching position. This means pitcher player has to be behind the release point of the coach pitcher.

All other Pony coach-pitch rules apply.

NUMBER OF PLAYERS ON DEFENSE

The defensive team will field ten (10) players, with the 10th player in an outfield position. All outfield players shall be evenly spaced on the outfield grass. A game can start with nine (9) players with the 10th player not counted as an out. If only 8 players are present, the 9th spot is an automatic out. If only 7 players are present this is a forfeit.

GAME TIME IS FORFEIT TIME.

Outfielders – 4 players must play in the outfield, unless short one or two players. They have to play staggered not stacked in the field.

While on offense, all coaches, other than the pitching coach must remain in the dugout or in the coach’s boxes.

While on defense, no coaches are allowed out of the dugout.

All other Pony rules apply.

PINTO OFFENSE

SIDE RETIRED

The offensive side is retired when three (3) outs are made or when five (5) runs have scored in an inning.

STRIKE OUTS

Strikeouts are permitted in Pinto. A batter shall be allowed four (4) pitches, or three (3) strikes, whichever comes first. If on the fourth pitch, the ball is not struck, the batter is retired. Unlimited foul balls are allowed.

There are no walks in Pinto.

There is no “on-deck” position for batters in Pinto.

BALL HIT TO OUTFIELD

On a ball hit to the outfield, the runner may advance until the ball is in control by an infield player in the infield, fair or foul. The runner may advance to the base they are approaching, at their own risk or until the umpire calls time. There is no overthrow rule on a ball hit to the outfield.

COURTESY RUNNER, CATCHER POSITION

A courtesy runner is allowed, at the coach’s option, for the catcher only, after two outs

are made. The courtesy runner will be the player that made the second out of the current inning.

Catchers in Coach-Pitch will be outfitted in full catcher's gear and will be allowed to play the catcher's position.

CONTACT AVOIDANCE

Any runner is out when the runner does not slide or attempts to get around a fielder who has the ball and is waiting to make the tag.

SAFETY RULE

All offensive players must wear batting helmet until safely in dugout.

MUSTANG DIVISION

AGE GROUP AND TEAMS

The Mustang League shall consist of players of league ages nine (9) and ten (10) years of age prior to Jan 1 of the given year.

REGULATION GAME

A regulation game shall consist of six (6) full innings if time permits. No new inning may start after 1 hour and 15 minutes of play. If the game is tied after six (6) full innings or time has expired, the game shall remain a tie.

The 10 run rule shall apply after 4 innings of play or 3 ½ innings if the home team is ahead. The 15 run rule is MANDATORY under the above conditions.

MANDATORY PLAY RULE

The Board of Directors has adopted a mandatory play rule whereby each player must play at least 2 innings and bat at least one time. In addition, each team is to bat the roster. If a player does not get the mandatory play, that player must start the next scheduled game. A starter may re-enter the game as long as the substitutes play is not affected.

MUSTANG DEFENSE

PITCHERS

The Board of Directors has implemented a safety rule that calls for the removal from the position, as a pitcher, a player that has hit three (3) legal batters in a game. Pony pitching rules apply.

NUMBER OF PLAYERS ON DEFENSE

The defensive team will field nine (9) players. If you are short a player, the short player will be in the outfield. (You will play with only 2 outfielders.) If only 7 players are present this is a forfeit. GAME TIME IS FORFEIT TIME.

DEFENSIVE COACHES

While on defense only one coach is allowed outside of the dugout to call the pitches and align the defense properly. This coach must be in close proximity of the dugout door and must avoid interfering with any play that moves near his location. Any interference by this coach will result in the batter being called safe at 1st base.

MUSTANG OFFENSE

SIDE RETIRED

The offensive team is retired when three (3) outs are made or when five (5) runs have been scored in an inning. The “five run” rule was adopted in lieu of retiring the offensive team after batting through their batting order before three (3) outs are recorded. Each team shall bat the roster. Late players can be added to the bottom of the roster provided the first batter in the line-up hasn’t batted twice.

COURTESY RUNNER

A courtesy runner is allowed, at the coach’s option, for the catcher only after two outs are made. The courtesy runner will be the player that made the second out of the current inning. This does not affect the Mandatory Play Rule.

CONTACT AVOIDANCE

Any runner is out when the runner does not slide or attempts to get around a fielder who has the ball and is waiting to make the tag.

BRONCO DIVISION

AGE GROUP AND TEAMS

The Bronco League shall consist of players of league ages eleven (11) and twelve (12) years of age prior to Jan 1 of the given year.

REGULATION GAME

A regulation game shall consist of seven (7) full innings if time permits. No new inning

may start after 1 hour and 15 minutes of play. If the game is tied after seven (7) full innings or time has expired, the game shall remain a tie.

The 15 run rule shall apply after 4 innings of play or 3 ½ innings if the home team is ahead.

MANDATORY PLAY RULE

The Board of Directors has adopted a mandatory play rule whereby each player must play at least 2 innings and bat at least one time. In addition, each team is to bat the roster. If a player does not get the mandatory play, that player must start the next scheduled game. A starter may re-enter the game as long as the substitutes play is not affected.

BRONCO DEFENSE

PITCHERS

The Board of Directors has implemented a safety rule that calls for the removal from the position, as a pitcher, a player that has hit three (3) legal batters in a game.

Pony pitching rules apply.

NUMBER OF PLAYERS ON DEFENSE

The defensive team will field nine (9) players. If you are short a player, the short player will be in the outfield. (You will play with only 2 outfielders.) If only 7 players are present this is a forfeit. GAME TIME IS FORFEIT TIME.

DEFENSIVE COACHES

While on defense only one coach is allowed outside of the dugout to call the pitches and align the defense properly. This coach must be in close proximity of the dugout door and must avoid interfering with any play that moves near his location. Any interference by this coach will result in the batter being called safe at 1st base.

BRONCO OFFENSE

SIDE RETIRED

The offensive team is retired when three (3) outs are made or when five (5) runs have been scored in an inning. The "five run" rule was adopted in lieu of retiring the offensive team after batting through their batting order before three (3) outs are recorded. Each team shall bat the roster. Late players can be added to the bottom of the roster provided the first batter in the line-up hasn't batter twice.

COURTESY RUNNER

A courtesy runner is allowed, at the coach's option, for the catcher only after two outs are made. The courtesy runner will be the player that made the second out of the current inning. This does not affect the Mandatory Play Rule.

CONTACT AVOIDANCE

Any runner is out when the runner does not slide or attempts to get around a fielder who has the ball and is waiting to make the tag.

PONY DIVISION

AGE GROUP AND TEAMS

The Bronco League shall consist of players of league ages thirteen (13) and fourteen (14) years of age prior to Jan 1 of the given year.

REGULATION GAME

A regulation game shall consist of seven (7) full innings if time permits. No new inning may start after 1 hour and 15 minutes of play. If the game is tied after seven (7) full innings or time has expired, the game shall remain a tie.

The 15 run rule shall apply after 4 innings of play or 3 ½ innings if the home team is ahead.

MANDATORY PLAY RULE

The Board of Directors has adopted a mandatory play rule whereby each player must play at least 2 innings and bat at least one time. In addition, each team is to bat the roster. If a player does not get the mandatory play, that player must start the next scheduled game. A starter may re-enter the game as long as the substitutes play is not affected.

PONY DEFENSE

PITCHERS

The Board of Directors has implemented a safety rule that calls for the removal from the position, as a pitcher, a player that has hit three (3) legal batters in a game. Pony pitching rules apply.

NUMBER OF PLAYERS ON DEFENSE

The defensive team will field nine (9) players. If you are short a player, the short player will be in the outfield. (You will play with only 2 outfielders.) If only 7 players are present this is a forfeit. GAME TIME IS FORFEIT TIME.

DEFENSIVE COACHES

While on defense only one coach is allowed outside of the dugout to call the pitches and align the defense properly. This coach must be in close proximity of the dugout door and must avoid interfering with any play that moves near his location. Any interference by this coach will result in the batter being called safe at 1st base.

PONY OFFENSE

SIDE RETIRED

The offensive team is retired when three (3) outs are made or when five (5) runs have been scored in an inning. The “five run” rule was adopted in lieu of retiring the offensive team after batting through their batting order before three (3) outs are recorded. Each team shall bat the roster. Late players can be added to the bottom of the roster provided the first batter in the line-up hasn’t batter twice.

COURTESY RUNNER

A courtesy runner is allowed, at the coach’s option, for the catcher only after two outs are made. The courtesy runner will be the player that made the second out of the current inning. This does not affect the Mandatory Play Rule.

CONTACT AVOIDANCE

Any runner is out when the runner does not slide or attempts to get around a fielder who has the ball and is waiting to make the tag.

ADDITIONAL RULES

- 1) Official rules will be those of the PONY International Baseball and Softball Rules as published in the current edition of “Girls Softball Rules and Regulations”, with amendments and exceptions as listed below:
- 2) All teams and players must be registered and insured by their local league. Using an ineligible player (not registered, age conflict, etc...) will result in forfeit of the game(s) that the player participated in.
- 3) Managers are responsible for the behavior of their players and fans watching the game. Disputes will arise. Tempers may flare. Adults must always be aware that they should set a good example for players. A manager may be removed from a game as a consequence for inappropriate behavior exhibited by his teams’ fans.
- 4) All decisions on the field are final. There are no protests.
- 5) Only the manager will handle disputes or appeals with umpires.
- 6) All umpire judgment calls are not questionable or arguable.
- 7) A manager or coach that is ejected from the game will be ineligible for the next league game, to be decided by HYBSA board.
- 8) Metal Spikes are only allowed in PONY 14U.

- 9) On a squeeze play the batter must bunt or take the pitch. He cannot swing the bat! The batter and the head coach will be ejected from the game, the runner will be sent back to 3rd base.
- 10) If time runs out during the inning, the complete inning will be finished unless the home team is ahead when it becomes their turn at bat.
- 11) A tiebreaker will be used only if regulation time remains. Umpire determines time remaining.
 - Tiebreaker rule: With time remaining, one (1) extra inning will be given to try to break the tie. Both teams will have an equal chance. Both teams will place the player whom made the last batted out on second base with two (2) outs. If after one (1) completed inning is played, the tie is not broken; the game will stand as a tie.
- 12) Courtesy runners are allowed for the catcher only when there are 2 out. The courtesy runner must be a player who has the last recorded out if batting roster).
- 14) If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change shall be made. At the umpire's discretion, this rule does not apply when a player is injured or there is an equipment issue.
- 15) Slide Rule: Collision Avoidance Rule
 - Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has already scored prior to committing the infraction) and is to be automatically ejected (whether or not declared safe).
 - Contact shall be considered malicious if: the contact is the result of intentional excessive force, and / or there is intent to injure.
 - Malicious contact is to be penalized whether committed by an offensive or defensive player. The umpire shall determine whether contact was avoidable or unavoidable.
 - Sliding at first base from the batters position is not allowed. This is a safety precaution and runner will be called out.

NOTE: It should be noted that a fielder while NOT in possession of the ball and not attempting to field the ball might be guilty of obstruction if that fielder impedes the progress of a runner. It is entirely up to the judgment of the umpire as to whether a fielder is in the act of obstructing a runner.

Last updated: 9/12/2016
Accepted by HYBSL Board TBD