



Hartsville National

LOCAL LEAGUE RULES

Amended 12/12/2024

Changes highlighted in YELLOW

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Statement Regarding Local League Rules

1. The rules in this document pertain to local League administration, game play and general conduct.
2. Any circumstances which are not covered by the rules below will be governed by the Diamond Youth Baseball Rules (issued annually) or if still not covered, the circumstance will be decided by the Head League Official and League President.

Conduct of and Related to Coaches

1. Prior to Spring Training evaluations, all Head Coaches must be approved by the League President.
2. League seniority includes League President, Officials, Head Coaches and Assistant Coaches. In the event there are more prospective head coaches than there are teams, the following order of seniority applies (all years coached must be with Hartsville National League):
 - Most consecutive seasons Head Coached in Division
 - Most consecutive seasons Head Coached overall
 - Most cumulative seasons Head Coached
 - Most consecutive seasons Assistant Coached in Division
 - Most consecutive seasons Assistant Coached overall
 - Most cumulative seasons Assistant Coached
3. A warning and ejection are two distinct and separate events based on the severity of the situation. It is at the discretion of the umpire as to the severity of the situation when issuing a warning or ejection.
 - a. Warning. An umpire issues a warning to a coach, player, parent, or fan for a situation that does not rise to the level of an ejection. If an umpire issues a warning to a parent or fan, the coach will immediately address the situation with the parent or fan.
 - b. Ejection. An umpire issues an ejection to a coach, player, parent, or fan for a situation that rises above the level of a warning. If the umpire issues an ejection and the coach, player, parent or fan does not comply with leaving the ballpark that situation's consequences will be as severe as a Second Ejection.
 - i. First Ejection: The coach, player, parent or fan must leave the ballpark.

- ii. Second Ejection: A coach is suspended for the remainder of the season and must meet face to face with the League Board for reinstatement for the following year, the coach must leave the ballpark. A player is suspended for the remainder of the season and must leave the ballpark. The coach and player are not allowed to participate in All Stars. A parent or fan must leave the ballpark and the Head umpire will meet with the League Board to discuss follow-on actions.
 - iii. First and Second Ejections. The coach, player, parent or fan must leave the ball park to include the entire Byerly Park complex for the remainder of the day. This does not mean waiting in the parking lot. If a player or coach is ejected and they do not adhere to the ejection rules they are automatically forfeiting their position as player or coach for the remainder of the season and must meet with the League Board before being eligible in the future.
4. A coach or player suspension may be given by the League Board based off an on or off-field incident that a warning or ejection is not issued. If a coach or player receives a suspension, the coach or player may not be allowed to participate in All Stars. The League Board will decide All Star eligibility.
 5. Head Coaches are accountable for themselves, assistants, players, team parents and fans during games. Head Coaches should meet with players and parents to discuss warnings, ejections, suspensions and sportsmanship.
 6. In addition to the responsibilities of coaching players, Head Coaches also have the responsibility to attend meetings, ensure team administrative duties are carried out and to participate in fundraisers.
 7. If the Head Coach is absent from a meeting, the Assistant Coach or designee that is in attendance has authority to vote for that team.
 8. If any Hartsville National Diamond Youth Baseball Program individual (coach, player, parent or fan) is either physically or verbally abusive to any other member, wherever they may be, the offending member shall be subject to being immediately suspended from all activities. In addition, the League Board will meet to consider if further action or suspension is proper.

Game Management

1. Byerly Park officials, League President and League Head Umpire are to decide on playing conditions of the field before a game. This goes for all games in all time slots.
2. After the game has been started, the chief umpire shall have full charge of the game and shall make the decision whether or not to call the game on account of weather conditions. At the request of Byerly Park officials and/or League President, games may also be delayed or called.
3. The Official Statistician is also the official timekeeper. The Official Statistician is also responsible for maintaining and recording pitch counts.
4. No team is to play more than three (3) games in one (1) week, including make-up games. Exemption: With agreement from both head coaches, teams may play additional games in a week.
5. Rained out/suspended/tied games are to be scheduled on the next available weekday of the same week. In the event that a game is moved to another week, pitching totals, both game and cumulative for a week the game began, are in effect. (Three pitching criteria must be considered: game-specific, current week, week in which the game began). Moving the game to another week should be avoided if at all possible.
6. Game length for Farm and Minor Division will be 75 minutes. The game will conclude after the end of a complete inning. No new inning shall begin after 75 minutes have elapsed, to include a tie unless directed by the League President to the umpires. If there is time left on the clock, a new inning will begin after the end of the previous inning, not when the defensive team goes to the field. Game length for Ozone Division will be 90 minutes. The game will conclude after the end of a complete inning. No new inning shall begin after 90 minutes have elapsed, to include a tie unless directed by the League President to the umpires. If there is time left on the clock, a new inning will begin after the end of the previous inning, not when the defensive team goes to the field. **In the event of a tie after time has expired, any subsequent inning will follow the International Tie Breaker Rule.** When a tie is played out, after a complete sixth inning, each team will start the inning with the last out at second base. If a team is ahead after a complete inning, that team will be the winner and the game will be complete.
7. **In the event where a league has two teams and whenever the champion is determined, the following games through the end of the season will be pick-up**

games/ "Sandlot" format. Awards will be given for the "Sandlot" games there will be Offensive MVP, Defensive MVP, Sportsmanship.

8. No game shall begin after 8pm and no pitches shall be thrown after 10pm, unless directed by the League President to the umpires.
9. During a defensive timeout, a coach can hold a conference on the playing field with his infield players. The Head Umpire will decide on the amount of time given during the timeout.
10. All players are to remain in the dugouts when not actively participating in the game.
11. Unauthorized people must be kept off the field and out of the dugouts during games. The Team Members, Head Coach, Assistant Coaches and Scorekeeper are allowed in the dugouts. It is mandatory that one (1) adult be in the dugout at all times.
12. On defense, only one (1) coach is allowed outside of the dugout in Rookie, Farm, Minors and OZone Division play.
13. Players in Instructional and Rookie Division shall be required to wear helmets with masks at all times when batting, in the on deck circle or as base runners. Chin straps are recommended, but not required.
14. Players in Farm, Minor and OZone Division shall be required to wear helmets with at least a C-Flap at all times when batting, in the on deck circle, as base runners, or as base coaches. Chin straps are recommended, but not required.

Draft Rules

1. General Proceeding
 - a. All players will be reentered into the draft each season.
 - b. During evaluations and the draft, only the Head Coach for a team is allowed on the field and in the draft room. Only the Head Coach will draft the team, delegates are not allowed to draft.
 - c. The League President will be the draft chairman.
2. Draft Order (should we add "*his/her draft order...*")
 - The order of the draft is determined by the previous year's division standings. The order will start with the division champion's Head Coach picking first then on seniority:

- Most consecutive seasons Head Coached in Division
 - Most consecutive seasons Head Coached overall
 - Most cumulative seasons Head Coached
 - Most consecutive seasons Assistant Coached in Division
 - Most consecutive seasons Assistant Coached overall
 - Most cumulative seasons Assistant Coached
- The draft order will be snaked by round.

3. Draft Eligibility

- a. A player is not eligible to attend evaluations until the registration fee and signed release form are turned in to the League Board.
- b. If a returning player (regardless of having missed a year or years of play) has registered but does not attend evaluations, they are eligible to be drafted.

4. Preference Picks

- a. Preference Picks are limited to the child of the Head Coach. Child is defined as a biological child, stepchild, or legal guardianship. There will be no exceptions.
- b. Preference Picks will be drafted beginning in the fourth (4th) round. In the event a Head Coach has two (2) or more Preference Picks, in the fifth (5th) round that Head Coach can skip his second Preference Pick and will resume selecting their remaining Preference Picks in the sixth (6th) round.
- c. In the event all Head Coaches have one (1) Preference Pick, those Preference Picks will be automatically assigned prior to starting the draft.

5. Sibling Picks

- a. Siblings will automatically be taken in consecutive rounds.

6. Sponsor Picks and Assignments

- a. No player will be assigned to a sponsorship.
- b. Sponsorship will be assigned by the League President after the draft.

7. Additional Draft Rules

- a. Once all teams have the same number of players, the remaining players will be drawn from a hat. All teams will have an equal opportunity to receive the remaining players. For each team, a piece of paper will be placed in the hat. The player(s) names will be written on individual pieces of paper. All other pieces of paper up to the number of teams in the division will be left blank. The coaches will draw in draft order.

Playoffs

1. The season champion will be determined by overall record.
 - a. Each team will have the same number of division scheduled games for each season and the same number of non-division games for each season, to the best of scheduling ability.
2. If there is a tie for the season champion, a one-game playoff (or round robin) will be used to determine a champion. Playoff bracket order will be drawn from a hat and Home and Away will be decided by a coin flip.
 - a. If all teams are tied following the playoff or round robin, the tiebreaking criteria will be as follows: Head-to-Head Record Between Tied Teams in the playoff, Least Runs Allowed Between Tied Teams in the playoff, Least Runs Allowed for All Games in the half, Most Runs Scored for All Games in the half, Coin Flip.

Awards

1. The Larry Johnson Coach of the Year Award will be announced at the end of the season. Candidates will be nominated by their peers and voted on by the League Board.
2. The Louie Gilbert Service Award will be announced at the end of the season. This award will be presented to an individual who has shown outstanding dedication and leadership to the League. Consideration can be given for specific or cumulative efforts to support and advance the League. This award will be determined by the League Board.
3. The Manuel Riley Award for Excellence in Leadership will be announced at the end of the season. This award is to be presented to an individual who has shown exemplary leadership in coaching, league administration, or volunteering. This award will be determined by the League Board.

All Stars

1. The League President facilitates all administrative aspects of All Stars.
2. In addition to national Diamond Youth rules, All Star eligibility requires a signed Commitment Form and payment of an All Star fee.
3. Each division All Star Head Coach will be the Head Coach of the regular season championship team. The Head Coach is responsible for assembling his coaching staff of 2 assistants (3 assistants for Farm Division).
 - a. All Head and Assistant Coaches must have been a Head Coach or Assistant Coach with the League during the regular season.
 - b. The All Star Scorekeeper is to be considered an Assistant Coach.
 - c. In the event the regular season championship coach does not desire to or is not able to coach the All Star team, the League President will select the Head Coach from the remaining head coaches in that age division.
4. A team must consist of a minimum of eleven (11) players and a maximum of twelve (12) players. Once the Head Coach is determined, they will immediately notify the League President on how many players will be on the roster.
5. Once the All Star roster size is determined, All Star ballots, containing eligible players' names, will be distributed to all division Head Coaches. Coaches will vote for up to ten (10) players for an eleven (11) player roster or 11 (11) players for a twelve (12) player roster. The League President will compile the votes. Players with unanimous votes will be placed on the All Star roster automatically. The All Star Head Coach will pick the remaining player(s) to complete the roster.
6. After the All Star Head Coach selects the team, the League President will provide a team contact roster to the All Star Head Coach. The All Star Head Coach will immediately contact All Star players' parent(s) to assure that the player is available and will actively participate in every practice, scrimmage and tournament.
7. In the event a player needs to be replaced, The All Star Head Coach will promptly notify the League President.
8. The All Star Head Coach will ensure uniform information is correct and coordinate with the League President to ensure uniforms are ordered in a timely manner.

9. A player can only participate on the All Star team of the age division in which they were rostered in for the regular season.

Run Rule

1. In the event that a team is leading by fifteen (15) or more runs after the third (3rd) inning of play, the team leading by that number of runs will be declared the winner, providing that the losing team has had their time at bat that inning. In the event that a team is leading by ten (10) or more runs after the fourth (4th) inning of play, the team leading by that number of runs will be declared the winner, providing that the losing team has had their time at bat that inning.

Minimum Number of Players

1. In the event at the start of a Farm game, a team only has nine (9) available players, that team will be allowed to start and play the game with nine (9) players. The tenth (10th) player spot on the roster will be listed as “blank player” and the blank player shall be declared an automatic out when their turn at bat comes up. Upon arrival of the next available player for such a team, that player will immediately take the place of the blank player on the team’s roster. This number will be eight (8) instead of nine (9) for Minors and Ozone.
 - a. If a team has less than ten (10) players (Farm) and nine (9) players (Minors and Ozone), the Head Coach can call-up players from a lower division. Called-up players must play in the outfield the entire game and bat at the bottom of the order.

2. A continuous batting order will be used for all divisions.

Division Specific Rules

1. Rookie Division
 - a. There is no limit to timeouts for Head Coaches.
 - b. Once a batter has two (2) strikes, the batter will have the option to hit off the tee. If the batter elects to be pitched to after the second strike, a third strike will result in termination of the at bat.
 - c. A coach will throw pitches to their team.
 - d. All pitches will be thrown overhand.

- e. There will be no walks.
- f. There will be no bunting.
- g. A half-inning will be declared when three (3) outs occur or when the at bat team has batted everyone ONCE, whichever comes first.
- h. Base stealing is not permitted.
- i. When the ball is relayed back into the infield, play must stop (the ball being thrown onto the dirt satisfies this rule).
- j. Game time will be 60 minutes.

2. Rookie and Farm Division

- a. There is no limit to timeouts by Head Coaches.
- b. A team coach will pitch to that team's batters and all pitches must be thrown overhand.
- c. There will be a maximum of only five (5) pitches thrown per batter or three (3) strikes, unless a batter fouls the fifth (5) pitch which will result in the batter getting another pitch as long as he fouls the pitch.
- d. There will be no walks and a hit batter does not take a base. Bunting is not allowed and if a bunt is attempted, it will not be counted as a ball in play, but the pitch will be counted as a strike.
- e. The pitcher/coach must stay in the designated pitcher's area while delivering a pitch. Delivery of a pitch is defined as completing the pitching motion, including release and follow through. Part of a pitcher/coach's foot may go over the outer edge of the pitching circle, as long as the entire foot is not beyond the outer edge of the pitching circle. The penalty for a delivery infraction is the opposing coach can take the result of the play or be granted a no-pitch.
- f. The pitcher/coach shall make every effort to get out of the way of a hit ball. If a pitcher/coach touches a hit ball it will be declared a dead ball and a no pitch.
- g. All players will be placed in normal baseball positions, except there will be four (4) outfielders (but no rover and/or short fielder allowed). None of the

four outfielders can play as an additional infielder. A violation of this “position” rule will result in any runner called out shall be declared safe.

- h. If a runner has passed a base prior to the player pitcher gaining control of the ball in the designated pitching circle and does not stop, they may advance to the next base at their own risk. With runners on base, a timeout will be called by the umpire after each play comes to a natural end.
- i. Two (2) base coaches are allowed and the pitcher/coach cannot “coach” a runner from the pitcher’s area if the team has two (2) adult base coaches.
- j. Any pitcher/coach who “coaches” a runner from the pitcher’s area, with the team having two (2) adult base coaches, will result in the pitcher/coach receiving a warning and the base runners must return to the base last occupied.
- k. A team may only score five (5) runs per inning, with the exception of the sixth (6th) inning. Scoring will be unlimited for both teams in the sixth (6th) inning.
- l. The catcher cannot distract the batter by shouting at the batter.
- m. A team cannot specifically direct shouting at another particular player on the other team.
- n. Base stealing is not permitted.
- o. At least one (1) adult must be in the dugout at all times, and there will be no exceptions.
- p. The batter shall not “sling” his bat. A warning will be given to both the player and the team for the offense and the batter will be called out on any future offenses in that game.
- q. **Rookie specific rule:** Each team may have five (5) coaches. Pitcher coach, catcher coach, two base coaches, and the dugout coach. The Pitching Coach can coach the batter while in the batter’s box.
- r. **Rookie specific rule:** A team may score a maximum of seven (7) runs per inning, with the exception of the sixth (6th) inning when they can score ten (10).

- s. **Rookie specific rule:** There will be a ten (10) foot arc in front of home plate, the ball must pass this line to be fair.
- t. **Rookie specific rule:** Any overthrown ball to first base, each runner may only advance one base and is liable to be put out.

3. Minor Division

- a. Pitch count and days of rest will follow DYB pitch count rules
 - i. No pitcher can throw more than seventy-five (75) pitches a day.
 - ii. If a pitcher reaches the daily pitch limit while facing a batter they may continue until the batter safely reaches a base or is put out.
- b. No pitcher can throw more than one hundred (100) pitches in a week (Mon-Sun) and will not pitch more than six (6) innings in a week (Mon-Sun).
 - i. If a pitcher reaches the weekly pitch limit while facing a batter they may continue until the batter safely reaches a base or is put out.

4. Ozone

- a. Pitch count and days of rest will follow DYB pitch count rules
 - i. No pitcher can throw more than eighty-five (85) pitches a day.
 - ii. If a pitcher reaches the daily pitch limit while facing a batter they may continue until the batter safely reaches a base or is put out.
- b. No pitcher can throw more than one hundred and ten (110) pitches in a week (Mon-Sun) and will not pitch more than six (6) innings in a week (Mon-Sun).
 - i. If a pitcher reaches the weekly pitch limit while facing a batter they may continue until the batter safely reaches a base or is put out.

Sitting League Board at the Date of Approval

Bradley Flowers, President
Trey Ingalls
Matt Rolfe

Britney Dargan
Kristen Nicholson
Lee Tyner