

Spring 2024 Hardball Handbook



Play Hardball – BBI REBORN

Our goal is to bring competitive league play back to Dallas like the old days of BBI, but better. Expect more from your league. Hardball is not just a place to play, it is a place to learn skills essential to the game, build character to face the world beyond the diamond, and forge friendships and core memories that will ensure the game survives another generation.

Hardball is a competitive baseball league focused on developing players through better competition and improved game play in a safe, secure and convenient location. Our goal is for Dallas kids to play together and to stay together; develop baseball skills and learn to play as a team. Better play starts and ends with support from the community, and Hardball thanks all the parents for striving to return competitive league play to Dallas.

Fairness, sportsmanship, competitiveness, and desire to learn are the fundamentals of the Dallas Hardball baseball program. We are the most development focused youth baseball program in all of DFW.

THE VILLAGE FIELD RULES

- No outside food or drink – This is a big one
- No tents or banners permitted without league approval
 - All guests must park in the underground garage – do not park in the 30 minute spots – they will tow

DALLAS/UP FIELD RULES

- No Alcohol – Unless Via Food Truck
- Tents and Banners Permitted
- All parking on the street or in designated parking area
- No smoking – All other City Ordinances are in effect

WEATHER/RAINOUTS

- INSTAGRAM – The more of you that follow @dallas_hardball the better baseball your kids will play. Not really, but you will find out about rainouts and cancellations faster than your friends that don't follow us.
- Game cancellations will go out via coaches text or email to the coaches ASAP
 - The decision for Saturday morning games will be made Friday evening
 - Regular season rainouts will not be made up due to the padded schedule
- Please refer to Rule 7.03.C in the USSSA Rule Book for any suspended games, if you have to ask what the USSSA is, it is time to take up golf
- Any coach may cancel a game if they feel the weather, or the field conditions are unsafe for their players with a text to the league and opposing coach
 - Playoff rainouts will be rescheduled the following weekend that is playable



TEAM MANAGER APP FROM GAME CHANGER

- The following links will help set your team up with everything you will have access to. These links can be sent electronically by request.

[Game Changer Team Manager App Overview](#)

https://www.youtube.com/watch?v=ZKL0nxlak_o

[Game Changer Team Manager User Support Website](#)

<https://teammanager.zendesk.com/hc/en-us/sections/360010772211-Team-Management>

[Installing The App](#)

<https://gc.com/home/download>

[For Parents - Team Search](#)

<https://teammanager.zendesk.com/hc/en-us/articles/360019957491-Team-Search-Requesting-and-Approving-Membership>



GUEST PLAYERS

- Guest players are allowed to fill incomplete lineups to make a minimum of 8 or a max of 9 players (10 for 7U & 8U)
- Guest players MUST:
 1. be registered DH players
 2. bat last
 3. be announced at the plate meeting
 4. cannot pitch

GAME DAY REMINDERS

- Each team is responsible for cleaning up any trash in their dugout
- Please return all DH catcher's gear (red & blue sets) to the color-coded bags at the end of each game and hang in the dugout
 - Pregame practices are to be held in the outfield grass only
- No warming up in the infield, no pitching on the mound before the game starts. Teams may use the bullpens
- If there is a game following yours, please get all equipment out of the dugout before your post game meeting

VISITING TEAM RESPONSIBILITIES

- Dugouts – Home (1B) Visitor (3B)
- In the event of a double header with the same opponent, game 1 home team shall be visitor for game 2, but will not switch dugouts
- The visiting team for the first game of the weekend is responsible for putting the bases out (unless they are already out prior to the first game)

HOME TEAM RESPONSIBILITIES

- The last home team will ALWAYS remove the bases and replace the plugs in the anchors after the game and pace on the bag cart, or under the bench in the Home (1B) dugout



SCORE KEEPING

- Starting at 7U, each team is required to register and maintain their roster in GameChanger – Must start with DH Mascot-Coach-Age Division (i.e. DH Rockies-Ryan 7U). Please follow this naming format so that teams are easy to search & find
- Hardball Admin will add your team to the League, please accept the invitation so that your team stats are included in the League
- **ALL SCORING MUST BE DONE IN GAMECHANGER BY HARDBALL STAFF**
- Each team must add jeremy@dallashardball.com as staff to your team on GameChanger so that it populates for scoring, standings and for live streaming access

Divisions and Dimensions

Division	Time Limts	Field (Mound/Bases)	Fence
5U Rookie Ball	0:55	30 / 55	125
6U Modified Tee Ball	0:55/1:15*	36 / 55	125
7U Coach Pitch	1:15/1:30*	40 / 60	150
8U Coach Pitch	1:15/1:30*	42 / 60	150
9U Modified Player Pitch	1:15/1:30*	46 / 65	150
10U Player Pitch	1:30/1:45*	46 / 65	200

* For Double Headers, first game/second game, single game length is on the right

** 10U Double Headers are both 1:30, single games are 1:45

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League Wide Rules

- USSSA Rule Book
- 5 Run limit per half inning, cumulative scoring (remaining inning limit carries over to the next inning)

Mercy Rule:

- 15 runs after 3 complete innings
- 10 runs after 4 complete innings
- 8 runs after 5 complete innings

Time Limits/Halo Rule:

- No new inning will start within 10 minutes of time limit
- All Players MUST be included in the lineup and MUST play 1 of the first 2 innings in the field

5U ROOKIE BALL

- 55-minutes per game; 10-minute halo rule (no new inning starts with 10 minutes or less remaining)
 - No run limit applies. No scores are kept or turned in for Rookie Ball
- **Coaches Boxout** – Coaches should discourage herd ball by boxing out infielders from chasing ground balls to other positions
 - Tight Bases - Runners may not steal, or advance on passed balls
 - No advancing on overthrows to any base
 - Pitchers may NOT run the ball to 1st base unless ruled legal by umpire
- 6 infield defenders only, but can have more than 4 outfielders. A catcher is **mandatory** (gear is provided in the dugout areas); strictly enforced
- 1-Base maximum for batted balls in the infield and 2-Base maximum for batted balls to the outfield unless ball clears the fence
 - Tee comes out after 3 swinging strikes unless 1 is hit foul or 4 total pitches, with continuation
 - Bat through the entire lineup each half inning.
 - In the event of an out, the runner must return to the dugout

6U MODIFIED TEE BALL

- 1 hour 15 minutes per game; 10-minute halo rule (no new inning starts with 10 minutes or less remaining)
- No run limit applies. Teams are not required to score in GameChanger, but Home team is responsible for keeping score, and for reporting them in the Coaches Group Text
- **Coaches Boxout** – Coaches should discourage herd ball by boxing out infielders from chasing ground balls to other positions
 - Tight Bases - Runners may not steal, or advance on passed balls
 - No advancing on overthrows to any base
 - Pitchers may NOT run the ball to 1st base unless ruled legal by umpire
- 10 Defensive players (4 outfielders) a catcher is **mandatory** (gear is provided in the dugout areas); strictly enforced
- 1-Base maximum for batted balls in the infield and 2-Base maximum for batted balls to the outfield unless ball clears the fence
 - Tee comes out after 3 swinging strikes unless 1 is hit foul or 4 total pitches, with continuation
- Bat through the entire lineup each half inning, but **3rd out clears bases, maximum of 5 runs per half inning.** Keep batting but additional runs do not count.
 - In the event of an out, the runner must return to the dugout

7U COACH PITCH

- 1:30 game time length (10 min Halo) – 1:15/1:30 DH
- **Pitch Clock** – A batter must be in the box 30 seconds from last out; penalty = 1 strike
 - Tight bases – foot on bag until pitch crosses plate; runners may not steal bases
 - Runners may advance 1 base on each overthrow (Except for the initial play at 1B)
 - 6 Pitches or 3 swinging strikes completes an at bat (with continuation), no walks
- Runners are stopped when ball reaches infield dirt & infielder makes an attempt on the ball; runner must return to the last bag if he has not reached halfway to next bag
 - Outfielders must be at least 10 feet past the infield dirt edge prior to each pitch
 - **Coach Contact Rule**: Back foot must touch the mound rubber upon release (40')
 - A pitch thrown in violation of the Coach Contact Rule is a dead-ball strike
 - Pitchers may NOT run the ball to 1st base unless ruled legal by umpire
 - 10 Defensive players (4 outfielders), **MUST** field a catcher
 - NO defensive coaches allowed in the field of play

8U COACH PITCH

- 1:30 game time length (10 min Halo) – 1:15/1:30 DH
- **Pitch Clock** – Batter has 30 seconds to get in the box from last out; penalty = 10 seconds
 - Tight bases – foot on bag until pitch crosses plate; runners may not steal bases
 - Runners may advance 1 base on each overthrow (Except for the initial play at 1B)
 - 6 Pitches or 3 swinging strikes completes an at bat (with continuation), no walks
- Runners are stopped once a ball reaches infield dirt w/possession by a player or reaches the baselines; runner must return to the last bag if not halfway to next bag
 - Outfielders must be at least 10 feet past the infield dirt edge prior to each pitch
 - **Coach Contact Rule**: Back foot must touch the mound rubber upon release (42')
 - A pitch thrown in violation of the Coach Contact Rule is a dead-ball strike
 - Pitchers may NOT run the ball to 1st base unless ruled legal by umpire
 - 10 Defensive players (4 outfielders), **MUST** field a catcher
 - NO defensive coaches allowed in the field of play

9U Modified Player Pitch

- 1:30 game time limit (10 min Halo); 1:15 & 1:30 for Double Headers
 - **Pitch Clock** – A batter must be in the box 30 seconds from last out
- Pitch clock violation is an automatic strike, so batter starts the at-bat 0-1
- No leads, but runner may steal 2nd or 3rd after pitch crosses the plate, limited to 1 base per pitch
 - No dropped 3rd strike
 - Runners may advance 1-base on each overthrow to any bag
 - Runners may advance 1-base on 1 passed ball/wild pitch **per at-bat**
- Absolutely NO stealing home even on overthrows back to the pitcher (may only advance on attempted pick-offs to 3B from the catcher)
 - Bunts are live - no squeeze plays (results in dead ball, runner and batter are automatically out)

9U Modified Player Pitch - Pitching Rules

- 4 pitches by player on mound @ 46', no walks, with continuation
- 4-0 Count: Batter gets 3 pitches from the machine to put ball in play.
- 3-1 Count: Pitcher gets 1 more pitch to take to full with continuation.
- 2-2 Count: Pitcher gets 1 pitch to get to a full count; if next pitch is a called or swing and miss strike, batter is out.
- 3-2 Count: Pitcher earns an additional chance to throw a strike. If a ball, batter gets 2 pitches from the machine to put the ball in play or it is recorded as a strikeout.
 - If the ball is not put in play, and batter has not struck out, then offensive coach pitches or field umpire feeds the machine from 50' (4.5, 4.5, 6.5). Up to 3 machine pitches (w/cont.) – then batter is out, scored a K
- A batted ball in play that contacts the machine is live, and is an out if caught prior to hitting the ground
 - Batter strikes out if swings & misses on 3rd strike
 - Caught 3rd fouled strike is a strikeout
 - Balks – each pitcher is allowed 1 verbal warning
 - Tight bases during machine/coach pitches

10U Player Pitch

- 1:45 game time limit (10 min Halo); 1:30 & 1:30 for Double Headers
 - **Pitch Clock** – Batter has 30 seconds to get in the box from last out
 - Pitch clock violation is an automatic strike, so batter starts the at-bat 0-1
- Loose bases (leads & steals permitted, but limited to 1 bag per pitch/throw even on overthrows)
 - Balks – each pitcher is allowed 1 verbal warning
 - Dropped 3rd strike is in play if 1st Base is open at start of pitch
 - Runners may advance 1 base on each overthrow
 - Runners may advance 1 base on passed balls and wild pitches
- Absolutely NO stealing home even on overthrows back to the pitcher (may only advance on pick off attempts/throws to 3B)
- Bunts are live - no squeeze plays (results in dead ball, runner and batter are automatically out)

EST. 2022

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