



HOOSIER ADULT BASEBALL RULES (AMENDED AND EFFECTIVE APRIL 30, 2026)

1-GAME DURATION:

- 1.0 ALL GAMES ARE 9 INNINGS WITH A 2:45 MINUTE TIME LIMIT, AND BEGIN AT 6:30 pm, UNLESS OTHERWISE NOTED BY THE HABL.
- 1.1 ALL GAMES ARE WOODEN BAT ONLY.
- 1.2 NO METAL SPIKES ALLOWED.

2-ROSTERS

- 2.0 ALL PLAYERS MUST BE AT LEAST 48 IN THE CALENDAR YEAR OF PLAY. EXCEPTIONS WILL BE MADE ON A CASE-BY-CASE BASIS SUBJECT TO HABL BOARD APPROVAL.
- 2.1 ROSTERS MUST BE APPROVED BY THE LEAGUE BOARD YEARLY. MAX ROSTER SIZE IS 16. MINIMUM ROSTER SIZE 13. SUBSTITUTE PLAYERS MAY BE APPROVED CASE-BY-CASE BY THE HABL BOARD.
- 2.2 PLAYERS MUST PLAY IN 8 GAMES IN ORDER TO BE ELIGIBLE FOR THE POST-SEASON. EXTENUATING CIRCUMSTANCES APPLY FOR INJURY, AND PERSONAL OR WORK SITUATIONS. SUBJECT TO BOARD REVIEW.

3-GAME RULES

- 3.0 ALL PLAYERS MUST HIT AND BAT UNLESS AN INJURY PROHIBITS ONE OR THE OTHER. A PLAYER MAY JUST BAT OR JUST FIELD, BUT ONLY IN THE CASE OF INJURY.
- 3.1 MINIMUM PLAYERS TO PLAY A GAME IS 8. TEAMS MAY BAT 8 IF PLAYING 9 ON DEFENSE, BUT ONLY IN THE CASE WHERE AN INJURY PROHIBITS A PLAYER FROM BATTING.
- 3.2 THERE WILL BE NO PENALTY FOR BATTING 8 PLAYERS DUE TO INJURY. IN THE COURSE OF THE GAME, IF ANY PLAYER CANNOT BAT DUE TO INJURY, NO OUT IS TAKEN IF THEY MISS THEIR AT BAT, BUT THAT PLAYER CANNOT RETURN TO THE GAME. IF THE PLAYER MISSES AN AT-BAT BUT WANTS TO KEEP THE OPTION OPEN TO RETURN TO THE GAME, AN OUT MUST BE TAKEN IN HIS SPOT IN THE ORDER.
- 3.3 ALL PLAYERS MUST PLAY A MINIMUM OF 5 INNINGS ON DEFENSE UNLESS INJURY PROHIBITS. Player cannot "choose" to NOT play defense. IT IS PART OF THE GAME.
- 3.4 ALL PLAYERS MUST BAT UNLESS INJURY PROHIBITS. PLAYERS MAY NOT "CHOOSE" TO NOT BAT. HITTING IS PART OF THE GAME.
- 3.5 PITCHERS CANNOT PITCH MORE THAN 5 INNINGS IN ONE GAME. AN APPEARANCE IN AN INNING CONSTITUTES A FULL INNING. (1 PITCH EQUAL A FULL INNING). ANY PITCHER CAN

LEAVE THE MOUND AND RETURN TO THE MOUND, SUBJECT TO THE SAME 5 INNING RULE, BUT PITCHERS MAY NOT APPEAR TWO DIFFERENT TIMES IN THE SAME INNING.

3.6 EXTRA INNINGS DURING THE REGULAR SEASON IS ONE EXTRA INNING IF THE TIME LIMIT ALLOWS. NO AUTOMATIC RUNNER IS PLACED AT SECOND. THE 5 INNING PITCHING RULE STILL APPLIES. A REGULAR SEASON GAME WILL NOT GO MORE THAN 10 INNINGS.

3.7 ALL PLAYOFF GAMES WILL BE PLAYED TO COMPLETION REGARDLESS OF TIME LIMIT. EXTRA INNINGS CONTINUE UNTIL THE GAME IS WON ON THE FIELD. THE 5 INNING PITCHING RULE STILL APPLIES. NO AUTOMATIC RUNNER AT SECOND.

4- MERCY RULE

4.0 A TEN RUN RULE APPLIES IN 9 INNING GAMES IF A TEAM IS UP BY 10 OR MORE RUNS AFTER 7 INNINGS OR LATER.

4.1 PLAYOFF GAMES - THE MERCY RULE IS 12 RUNS AFTER 7 INNINGS.

4.2 THERE IS NO MERCY RULE IN 7 IN SEVEN INNING GAMES.

5- BASERUNNING

5.0 BASE STEALING IS NOT ALLOWED UNLESS THE PITCHED BALL OR A PICK OFF THROW FROM THE PITCHER OR CATCHER HITS THE GROUND. THE BASE RUNNER CANNOT ADVANCE TO THE NEXT BASE UNDER ANY CIRCUMSTANCE, UNLESS A PITCH OR PICK-OFF HITS THE GROUND.

5.1 PICK OFF ATTEMPTS ARE ALLOWED BY THE PITCHER AND CATCHER. THE BASERUNNERS (EVEN RUNNERS ON OTHER BASES) MAY NOT ADVANCE UNLESS THE BALL FROM A PICKOFF THROW HITS THE GROUND. THE RUNNER MUST RETURN TO THE BASE ON A PICKOFF ATTEMPT, UNLESS THE BALL HITS THE GROUND, THEN HE IS FREE TO ADVANCE AT HIS OWN RISK.

5.2 LEAD-OFFS ARE LIMITED TO THE CUT-OUT AT EACH BASE. BOTH FEET MUST REMAIN INSIDE THE CUT-OUT. THE SECONDARY LEAD IS ALLOWED WHEN THE BALL CROSSES THE PLATE. THE LEADOFF MUST BE STATIONARY, MEANING YOU CANNOT RUN TO TIME THE PITCH CROSSING THE PLATE. IF A BALL IS PUT IN PLAY WITH A RUNNER TAKING A SECONDARY LEAD PRIOR TO THE BALL CROSSING THE PLATE, THE UMPIRE WILL RETURN THE BASE RUNNER TO THE BASE THE RUNNER SHOULD HAVE ADVANCED TO WITHOUT THE ILLEGAL LEAD-OFF, AND THEN ISSUE A WARNING. THE UMPIRE SHOULD USE THE GROUND RULE DOUBLE LOGIC TO DETERMINE WHERE THE RUNNER SHOULD BE. FOR A SINGLE, THE ILLEGAL LEAD OFF RESULTS IN ONE BASE. FOR A DOUBLE 2 BASES, ETC.

EXAMPLE: a runner takes an illegal secondary lead, and the ball is in play resulting in a single. The runner illegally advances to third. The umpire then issues a warning for an illegal secondary lead and returns the baserunner to second base.

IN THE EVENT THE RULE IS VIOLATED FOR A THIRD TIME, THE BASERUNNER IS AUTOMATICALLY OUT, AND LIVE PLAY CONTINUES. IF THE OUT ENDS THE INNING, IT IS CONSIDERED A FORCE OUT AND RESULTING RUNS DO NOT COUNT. IF THE OUT IS NOT THE THIRD OUT, ALL OTHER RUNNERS ADVANCE AT THEIR OWN RISK. THE UMPIRES

SHOULD TREAT THE RULE AS AN INTERFERENCE CALL, BUT IT WILL NOT AFFECT THE OTHER RUNNERS OR THE BATTER. THE RESULT OF THE CALL ONLY AFFECTS THE ILLEGAL BASERUNNER UNLESS IT ENDS THE INNING.

5.3 A 3-2 count with two outs and a runner at 1st, 1st and 2nd, or bases loaded, the runners can move on the pitchers motion just as in Major League Baseball.

5.4 AN ERRANT THROW FROM THE CATCHER BACK TO THE PITCHER IS A DEAD BALL. AN ERRANT THROW FROM AN INFIELDER AFTER A PICK-OFF ATTEMPT IS A DEAD BALL.

6- PITCHER'S BALK AND DROPPED THIRD STRIKE

6.0 BALKS ARE NOT ALLOWED. MLB RULE APPLIES.

- ONE WARNING IS ISSUED. BALK WITH A WARNING CANNOT RESULT IN AN OUT. PLAY IS DEAD ON A WARNING.

6.1 THE DROPPED THIRD STRIKE RULE APPLIES, JUST AS IN MAJOR LEAGUE BASEBALL.

- IF FIRST BASE IS UNOCCUPIED OR THERE ARE TWO OUTS, REGARDLESS IF FIRST BASE IS OCCUPIED.

7-HIT BY PITCH

7.0 **BATTERS MUST MAKE A REASONABLE ATTEMPT TO AVOID BEING HIT BY A PITCH.**

Per baseball official rule 5.05(b), a batter becomes a baserunner and is awarded first base when he or his equipment (except for his bat) is touched by a pitched ball outside the strike zone **and he attempts to avoid it** (or has no opportunity to avoid it), and he did not swing at the pitch.[3]

If all these conditions are met, the ball is dead, and other baserunners advance if they are forced to vacate their base by the batter taking first. Rule 5.09(a) further clarifies that a hit by pitch is also called when a pitch touches a batter's clothing.

8-RUNNERS INTERFERENCE

8.0 BASE RUNNERS ARE REQUIRED TO SLIDE OR GIVE THEMSELVES UP IF CONTACT IS IMMINENT. THIS IS A JUDGMENT CALL BY UMPIRES. IT SHOULD ONLY BE CALLED IF PLAY IS AFFECTED, OR THERE IS RECKLESS BASERUNNING.

8.1 BAITING RUNNERS

- FIELDERS ARE PROHIBITED FROM BAITING RUNNERS IN ANY FASHION.
 - Baiting is an attempt either verbally, or with a fake motion of catching a ball, to induce a player to slide. The first infraction is a warning. The second will result in each baserunner being awarded an extra base, along with the offending player being ejected.

9 - EJECTIONS

9.0 MANAGERS HAVE THE DISCRETION TO REMOVE A PLAYER FROM THE FIELD OF PLAY FOR CONDUCT.

9.1 ANY PLAYER WHO IS EJECTED IN A GAME WILL BE AUTOMATICALLY SUSPENDED FOR THE NEXT GAME, INCLUDING PLAYOFF GAMES. 2 EJECTIONS IN A SEASON WILL RESULT

IN THE PLAYER BEING SUSPENDED FOR THE REMAINDER OF THE SEASON AND PLAYOFFS.

10 - UNIFORMS

10.0 ALL PLAYERS ARE REQUIRED TO WEAR TEAM UNIFORMS. PLAYERS SHOULD HAVE RESPECTABLE UNIFORMS IN COORDINATION WITH THEIR TEAMS. SLIGHT VARIATIONS ARE ALLOWED. USE COMMON SENSE AND LOOK LIKE A TEAM.

11 - COURTESY RUNNERS

11.1-COURTESY RUNNERS ARE ALLOWED FOR INJURY ONLY. A SLOW RUNNER IS NOT A VALID REASON TO HAVE A COURTESY RUNNER. THE PLAYER MUST BE INJURED OR BE AT ABNORMAL RISK OF INJURY DUE TO PHYSICAL LIMITATIONS, IN ORDER TO BE ALLOWED A COURTESY RUNNER.

11.2-THE LAST BATTED OUT IS THE ALLOWABLE COURTESY RUNNER. MEANING, THE LAST BATTED OUT ASSUMES THE POSITION OF COURTESY RUNNER. IF THE LAST BATTED OUT IS A PITCHER OR CATCHER, KEEP GOING BACKWARDS IN THE LINEUP UNTIL YOU GET TO THE NEXT ELIBILBE LAST BATTED OUT. (WHO MADE AN OUT AT THE PLATE, NOT AS A BASERUNNER).

11.3-Please designate players needing courtesy runners BEFORE GAME TIME by sharing with the opposing team' manager.

12-Tiebreakers

12.0 - If two teams are tied in the standings at the end of the regular season, tie breaks will use the following formula to determine playoff seeding: 1. Head-to-head. The team with the greater number of wins against their opponent is the higher seed. 2. Run differential in head-to-head matchups. The team with the better run differential is the higher seed. 3. Run differential in league play. 4. Coin Flip.

12.1 Multiple Team Tiebreakers

If more than two teams are tied, the tie breaker will utilize the MLB rules for such an instance. These tie-breakers are descending, meaning one tie breaker then advances to the next tiebreaker, but only among teams that are still tied after tie-breaker one, two, etc. Once a team is designated a seed after any tiebreaker, that seed is final and they do not advance to the next tie-breaker. 1. In a multiple team tie-breaker, the Clubs will be ranked by their overall winning percentage in games played amongst the other Clubs in the tie combined. The Club with the highest overall winning percentage in that group is the higher seed, followed by the team with the next highest overall winning percentage, etc. If multiple teams are still tied, the seeds will be determined by best winning percentage of games played only in that in that subgroup. If there is still a tie, the best run differential within that sub-group determines the seeds, followed by overall league run differential, then a coin flip.

