



# 2025 OFFICIAL RULEBOOK

(COPIED FROM THE OFFICIAL TOWN AND COUNTRY RULEBOOK)

# OFFICIAL PLAYING RULES

These rules are designed for Town & Country State Tournament Play. They can also be used for regular season league play, but leagues can alter them for regular season play as needed to fit in the structure their league. However, the rules as written will be adhered to during State Tournament play.

## 1.00 Objectives of the Game

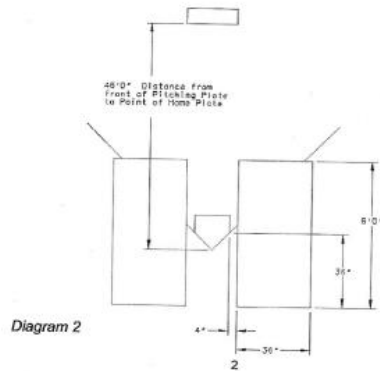
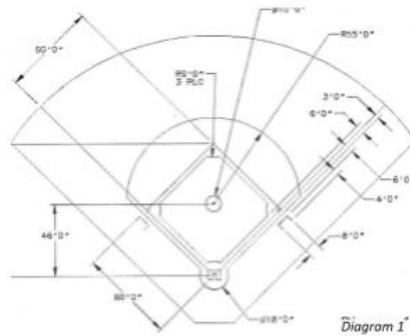
**1.01** - Baseball is a game between two teams, under direction of a manager, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.

**1.02** - The objective of each team is to win by scoring more runs than the opponent scores.

**1.03** - The winner of the game shall be the team that shall have scored, in accordance with these rules, the greater number of runs at the end of a regular game.

**1.04** - The playing field shall be laid out according to the following instructions, supplemented by Diagrams No. 1 & 2. The infield shall be a 60 feet square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be at a minimum of 165 feet. However, a distance of at least 200 feet is preferred. The infield shall be graded so that the base lines and home plate are level. The pitcher's plate shall be 6 inches above the level of home plate. It is desirable that the line through the pitcher's plate to second base shall run east northeast. It is recommended that the distance from home plate to the backstop and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 25 feet or more. When location of home base is determined, measure 84 feet 10 inches in the desired direction to establish second base. From home base, measure 60 feet toward first base; from second base, measure 60 feet toward first base; the intersection of these lines, establish first base. From home base, measure 60 feet toward third base; from second base, measure 60 feet toward third base; the intersection of these lines establishes third base. The distance between first base and third base is 84 feet 10 inches. All measurements from home base shall be taken from the point of where the first and third base lines intersect.

The catchers' box, batters' box, coaches' box, the three foot first base lines and the on-deck circle shall be laid out as shown in the diagrams. The foul line and all other playing lines indicated in the diagram by solid black lines shall be marked with chalk or other white material.



**1.05** - A five-sided slab of whitened rubber should mark home base. It shall be a 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8 1/2 inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground, with the point at the intersection of the lines extending from home base to first base and third base; with the 17-inch edge facing the pitcher's plate, and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled, and the base shall be fixed in the ground level with the ground surface.

**1.06** - First second and third bases shall be marked by white canvas bags, securely attached to the ground as indicated in diagram 1. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bag shall be 14 to 15 inches square, at least 2 1/4 inches thick, and filled with soft material.

**1.07** - The pitcher's plate shall be rectangular slab of whitened rubber 18 inches by 4 inches. It shall be set in the ground as shown in Diagram 1 & 2, so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 46 feet.

**1.08** - The league shall furnish players' benches, one each for the home and visiting teams. Such benches should not be less than 25 feet from the base lines and be protected by fencing.

**1.09** - The ball shall weigh not less than 5 or more than 5 1/4 ounces avoirdupois and measure not less than 9 or more than 9 1/4 inches in circumference.

**1.10** - Bat regulations:

- A. All bats shall be a smooth, round stick with a barrel of not more than 2 5/8 inches in diameter at the thickest part and not more than 33 inches in length.
- B. All baseball bats must conform to and meet the nationally adopted youth baseball specifications and standards as derived from USA Baseball Bat (USABat) & shall have the USA Baseball logo to achieve consistency throughout all youth leagues. The old 'travel ball 2 3/8 inches" big barrels' without the USA Baseball logo are not allowed.
- C. Solid one-piece wood barrel bats with a barrel of not more than 2 5/8 inches in diameter at the thickest part and not more than 33 inches in length are permitted & do not require a USA Baseball logo.

**1.11** - A) (1) It is recommended that all players on a team shall wear uniforms identical in color, trim & style. However, it is recognized that exceptions to this rule may occur, including & not limited to:

- (a) An occasional player substituting for a team other than his regular team due to a player shortage on the new team from illness, injury, etc.
- (b) It is also recognized that during the Town & Country State Tournament, some leagues may not be financially able to provide a distinctive standard uniform for tournament play. In these instances, the player's current year regular season uniform may be worn. Due to the nature, these uniforms might be different in color, etc.
- (2) Any part of an undershirt exposed to view shall be a uniform solid color for all players on a team.

B) A league shall provide each team with a distinctive uniform.

C) (1) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same lengths.

- (2) No player shall wear ragged, frayed or slit sleeves.
- (c) (D) No player shall attach to his uniform, tape or other material of a different color from his uniform.
- (d) (E) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- (e) (F) Glass buttons and polished metal shall not be used on a uniform.

- (f) (G) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes like golf or track shoes shall not be worn.
- (g) (H) Shoes with metal cleats are not permitted.
- (h) (I) A league may provide that the uniforms of its member teams include the names of its players on their backs. Any name used other than the player's last name, must be approved by the league's Board of Directors. If adopted, all uniforms for a team must have the names of its players.
- (i) (J) Jewelry, unless for medical purposes, must not be worn.

**1.12** – The catcher must wear a catcher's mitt at all age levels.

**1.13** – The first baseman may wear a leather glove or mitt not more than 12 inches long from top to bottom, and not more than 8 inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight.

**1.14** - Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The glove shall not measure 12 inches from the tip of any one of the four fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than 7 3/4 inches wide. The glove can be of any weight.

**1.15** - (A) The pitcher's glove shall be uniform in color (two-tone is acceptable), including all stitching, lacing, and webbing. The pitcher's glove may not be white or gray. This does not apply to the manufacturer's logo.

B) No pitcher shall attach to his glove any foreign material of a color different from his glove.

C) A pitcher may not wear any item to which the batter may be deceived. Batting gloves on the glove hand may be acceptable if it conforms to (A) above.

**1.16** - A league shall adopt the following rule pertaining to the use of helmets:

(A) All offensive players on the field shall use protective helmets that meet NOCSAE standards.

1) In 8U, all helmets must also be equipped with a NOCSAE approved facemask.

2) In 10U & 12U, all helmets must be equipped with a C-Flap, or a NOCSAE facemask.

(B) All catchers shall wear a catcher's protective helmet, chest protector, mask with dangling type throat protector, shin guards, and cup while fielding their position or warming up pitchers.

(C) All bat/ball boys or girls shall wear a protective helmet while performing their duties.

**1.17**- Donuts, batboys & on-deck batters are permitted.

## **2.00 Definition of Terms**

**(All definitions in Rule 2.00 are listed alphabetically)**

**APPEAL** -- the act of a head coach claiming a rule violation.

**BALK** - an illegal pitch only & shall only be called a ball on the batter. No advancement of a baserunner.

**BALL** - a pitch that does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone, it shall be called a "ball". If such a pitch touches a batter, he shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be as if he hit the ball in flight.

**BASE COACH** -- a team member or coach who is stationed in the coach's box at first or third base to direct the batter and the runners.

**BASE ON BALLS (Walk)** -- an award of first base granted to a batter who, during his time at bat, receives four pitches that are deemed by the umpire to be outside the strike zone.

**BATTER** -- an offensive player who takes his position in the batter's box.

**BATTER RUNNER** - a term that identifies an offensive player who has just finished an at bat, up until the time they are put out, or until a play on which they became a runner ends.

**BATTER'S BOX** - the area within which the batter shall stand during his time at bat.

**BATTERY** - a term that refers to the pitcher and catcher.

**BUNT** -- a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

**CALLED GAME** - is one in which, for any reason, the umpire in chief terminates play.

**CATCH** - the act of a fielder in getting secure possession in his hand or glove of a ball in flight & firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls, and because of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball that then hits a member of the offensive team or an umpire & then is caught by another defensive player. If the fielder has made the catch & drops the ball while in the act of making a throw following the catch, the ball shall be judged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball & that the release of the ball is voluntary & intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant a fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, or rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" & kept from an apparent fall by a player or players of either team & the catch is made, it shall be allowed.

**CATCHER** - the fielder who takes his position back of the home base. The catcher must start each pitch with at least one foot inside the catcher's box, squatted in the normal catching position.

**CATCHER'S BOX** - the area within which the catcher shall locate until the pitcher delivers the ball. The catchers box dimensions shall be 3' wide X 6' length.

**COACH** - performs such baseball duties as the manager may designate.

**COURTESY RUNNER** - will be allowed for the catcher only & applies to ALL ages. •

- A courtesy runner is allowed to run for the player who was the catcher of record at the end of the last defensive half-inning.
- In the top of the first inning only, the catcher is identified as the player listed on the lineup as the catcher. Thereafter, the catcher is identified as the last player who physically played that position on defense.
- The courtesy runner can be any substitute not active in the lineup and can be used multiple times as long as they are a substitute. A courtesy runner is not the same as a pinch-runner.
- In 8U, or if a 10U or 12U team chooses to bat all players in their lineup, then the courtesy runner is the player furthest away from the batter in the lineup.

**DESIGNATED HITTER (DH)** -- This rule is no longer in effect as of 2018. A player in the regular batting order who does not play a defensive position but has been designated to bat in the place of any fielder in the lineup. The DH and the designated fielder together occupy one spot in the order. The DH can be removed and fielder can become the hitter following normal substitution rules.

**DOUBLE-HEADER** - two regularly scheduled or rescheduled games played in immediate succession.

**DOUBLE-PLAY** -- a defensive play in which 2 offensive players are put out because of continuous action, providing there is no error between putouts.

**DROPPED 3rd STRIKE** - The batter becomes a runner when the 3rd strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. If the catcher does not catch the 3rd strike, the batter is considered a baserunner and must be tagged or thrown out for the out to be recorded. This rule is no longer in effect as of 2018.

**DUGOUT (or BENCH)** -- the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

**EJECTION RULE** -- When ejected, a manager, player or coach shall immediately leave the field & take no further part in the game in accordance with rule 4.07 & 9.01(C). The ejected player or coach will be suspended for the remainder of the game and from the next scheduled game for the team.

**ERROR** - a term used in the scorebook to denote when a defensive player does not make a play or mishandles the ball on a play that should have been made with ordinary effort.

**EXTRA PLAYER**- An extra hitter may be used in the batting order. However, if used, all substitution rules apply. The game must be finished with the number of players elected to start the game or an automatic out will result. This applies to 12U & 10U only.

**FAIR BALL** - a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second, or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that while over fair territory, passes out of the playing field in flight. A fair fly shall be judged accordingly to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

**FAIR TERRITORY** -- that part of the playing field within & including the 1st base and 3rd base lines, from home base to the bottom of the playing field & perpendicularly upwards. All foul lines are in fair territory, as well as any yellow marking within fair territory, such as tubing placed along the top of a fence.

**FIELDER** - any player of a team in the playing field ready to play defense.

**FIELDER'S CHOICE** -- the act of a fielder who handles a fair grounder and, instead of throwing to 1st base to put out the batter runner, throws to another base to put out a preceding runner. The term is also used by scorers (1) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out the preceding runner; (2) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; a (3) to account for the advancement of a runner made solely because of the defensive team's indifference (undefended steal).

**FLY BALL** - a batted ball that goes high in the air in flight.

**FORCE PLAY** - a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

**FORFEITED GAME** -- a game declared ended by the umpire in chief in favor of the offended team by the score of 6 to 0, for violation of the rules.

**FOUL BALL** -- a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged accordingly to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.



**FOUL TERRITORY** -- that part of the playing field outside the first and third lines extended to the fence and perpendicularly upwards.

**FOUL TIP** -- a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught & any foul tip that is caught is a strike, and the ball is considered in play. A caught 3rd strike would result in an out. It is not a catch if it is a rebound unless the ball first touched the catcher's glove or hand.

**Note (BU Only):** A team shall not be warned, or runner called out for leaving the base when there has been any contact with the batter's bat & a pitched ball, such as a foul tip or foul ball. In BU, a caught foul tip resulting in strike 3 will be an out and a is a dead ball since the ball did not leave the catcher's box.

**GROUND BALL** - a batted ball that rolls or bounces close to the ground. **HIT** - the term used when an offensive player hits a fair ball that is not caught & safely reaches base. A hit does not include a play where the fielder it is hit to commits an error, nor does it include when a 'fielder's choice' situation applies. A hit can be a single (1 base), double (2 bases), triple (3-bagger), or a home run (defined below). A bases loaded home run is also called a 'grand slam'.

**HIT BATTER (Hit Batsman)** - the term used when a batter is hit by a pitched ball. Batter is subsequently awarded to safely advance to 1st base.

**HOME TEAM** - the team which takes the playing field ready to play defense to start the game. A Visiting team will bat first & be on offense to start the game.

**HOME RUN** - the term used when an offensive player hits a fair ball out of the ballpark, which allows all runners on base to score including the hitter. A home run ball must clear the fence & n t just hit the top of the fence or the yellow tubing at the top of the fence & then bounce back into the field of play. A ball that hits the foul pole above the top of the fence height is considered a home run.

**ILLEGAL PITCH** - (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An Illegal pitch is a "ball".

**INFIELDER** – a fielder who occupies a position in the infield.

**INFIELD FLY** - a fair ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort, when 1st & 2nd base, or 1st, 2nd & 3rd bases are occupied before two are out. The pitcher, catcher & any outfielder who stations himself in the infield on the play shall be considered infielders for this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield fly, if fair". The ball is alive & runners may advance at the risk of the ball being caught, or retouch & advance after the ball is touched, the same as on any fly ball. If the hit be comes a foul ball, it is treated the same as any foul. If a declared Infield Fly falls untouched to the ground & bounces foul before passing 1st or 3rd base, it is a foul ball. If a declared Infield

Fly falls untouched to the ground outside the baseline & bounces fair before passing 1st or 3rd base, it is an Infield Fly. When the rule is used, the umpire is to rule whether the ball could ordinarily have been handled by an infielder, not by some arbitrary limitation such as the grass or the base lines. The umpire must also rule that a ball is an "Infield fly," even if it handled by an outfielder, if in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is not to be considered an appeal play in any instance. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If an infielder intentionally drops a fair ball while rule is effect, the ball remains in play despite the provisions of Rule 6.05 (L). The infield fly rule takes precedence.

**INNING** - that portion of the game within which the teams alternate on offense & defense and in which there are three putouts for each team. A new inning is considered to start as soon as the 3rd out is recorded. Each team's time at bat is referred to as a 'half inning'.

**INTERFERENCE** - (A) Offensive interference is an act by the team at bat, which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares a batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference unless otherwise provided by these rules. In the event the batter runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch. (B) Defensive interference is an act by a fielder, which hinders or prevents a batter from hitting a pitch (C) Umpire's interference occurs when (1) an umpire hinders, impedes or prevents a catcher's throwing attempting to prevent a stolen base: (2) a fair ball touches an umpire in fair territory before passing a fielder (D) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. On any interference the ball is dead.

**INTENTIONAL WALKS (intentional base on balls)**-ARE allowed as of 2020 in the 10U & 12U age levels only, but on a restricted basis. **(see Rule 3.18)**. It is a walk issued to a batter by a pitcher with the intent of removing the batter's opportunity to swing at a pitched ball. An intentional walk shall be achieved without the throwing of any pitches by allowing a manager or coach to signal the decision to home plate, allowing the batter a free pass to 1st base. The ball is dead & any baserunners only advance when forced from the base they started from (one base only).

**Rule 3.18\_ - intentional walks shall be limited to: 1) Only ONE time to any individual batter during a game, with a MAXIMUM of three intentional walks total allowed for a team per game.**

**LEAGUE** - a group of teams who play each other in a pre-arranged schedule under these rules for the league championship.

**LINE DRIVE** - a batted ball that is hit more sharply & more direct into the air than a fly ball.

**LINEUP RULE** - The game must be finished with the number of players in the batting order to start the game or an automatic out will result in that spot in the order (See Exception for 8U rules only). Each team has the option of using a batting order comprised of 9 players, 10 players (Extra Hitter), or all players on its roster. If an Extra Hitter is used, all substitution rules apply. Batting the entire lineup allows for free defensive substitutions. (Exception: denoted in 8U rules for Minor League only).

**MANAGER** - the person appointed by the league's Board of Directors to be responsible for the team's actions on the field, to represent the team in communication with the umpire & the opposing team. The manager shall always be responsible for his team's conduct, observance of the official rules & deference to the umpire. If a manager leaves the field, he shall designate a coach as his substitute & such substitute manager shall have the duties, rights & responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a coach or team member as substitute manager.

**OFFICIAL SCORER** - a person designated to keep the official score book for each game. In State tournament play, this designee must be old at least high school age.

**OUT** - one of three required retirements of an offensive team during its time at bat.

**OUTFIELDER** - a fielder who occupies a position in the outfield, while is the area of the playing field most distant from home base.

**OVERSLIDE (Oversliding)** -- the act of an offensive player sliding to a base, other than when advancing from home to 1st base, with such momentum that runner loses contact with the base.

**PASSED BALL** - a pitch that is mishandled by the catcher, resulting- runner(s) advancing on the base paths.

**PITCH** -- a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

**PITCH -COUNT** - The number of pitches thrown in a game by a pitcher with defined thresholds, that once attained result in a pitcher being removed from game & subsequent day(s) of rest requirements.

**PITCHER** -- the fielder who pitches the ball to the batter. The pitcher's PIVOT FOOT is the foot which is in contact with the pitcher's plate (pitching rubber) when delivering a pitch. A pitcher may start from the 'Set' or 'Wind-up' positions.

**PINCH HITTER** - a term to define a hitter who is not in the starting lineup that is put into the game from the reserves on the bench - - bat for a hitter in the batting order. All substitution rules applies.

**PINCH RUNNER** - a term to define a runner who is not in the starting lineup that is put into the game from the reserves on the bench to run for a baserunner on base. A 'Pinch runner' is not the same as a courtesy runner. All substitution rules apply.

**QUICK PITCH, or QUICK RETURN PITCH** - is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

**REGULATION GAME**-- See Rules 4.10 and 4.11.

**RUN (or Score)** -- is the name given to the act of an offensive player safely crossing home plate after advancing from batter to runner and touching 1st, 2nd, 3rd & home base in that order.

**RUN DOWN** - the act of the defensive team to put out a runner between bases, also referred to as a 'pickle'.

**RUNNER** -- an offensive player who is advancing toward, touching, or returning to any base.

**RUN RULES** (see separate runs per inning rule for 8U)

- There is a maximum 10-run rule per inning for the first 5 innings (12U & 10U only). Teams may score as many runs as possible in the 6th inning & beyond until 3 outs are recorded.
- If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the team with the least runs

**SACRIFICE** - a term used when a batter uses its at-bat to advance a baserunner by means of a 'sacrifice bunt' or 'sacrifice fly', which occurs when the batter fly's out & the runner scores from 3rd base. A sacrifice does not count against the batter as a time at bat for computing batting average.

**SAFE** - a declaration by the umpire that the runner is entitled to the base for which he is trying.

**SQUEEZE PLAY** - a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

**STRIKE** – a legal pitch when so called by the umpire, which:

- Is struck at by the batter and is missed
- Is not struck at, if any part of the ball passes through the strike zone
- Is fouled by the batter when he has less than two strikes
- Is bunted foul
- Touches the batter as he strikes it
- Touches the batter in flight in the strike zone
- Becomes a foul tip.

**STRIKEOUT** - occurs when a pitcher throws any combination of three swinging or looking strikes to a hitter and includes:

- A foul tip with two strikes, which is caught by the catcher
- An uncaught third strike resulting from a swing and miss or a called strike by the umpire
- A bunted ball with two strikes that comes to rest in foul territory or is touched by a defensive player in foul territory prior to the ball coming to rest.

**STRIKE ZONE** - that area over home plate, the upper limit of which is the armpits, and the lower limit is a line at the hollow beneath the knee cap. The strike zone shall be determined from the batter's stance as the batter is preparing to swing at a pitched ball.

**SUSPENDED GAME** - a called game, to be completed later (see rules from section 4.10 thru 4.19 for more details).

**TAG** - the action of a fielder in touching a base with a part of the body while holding the ball securely & firmly in hand or glove; or touching a runner with the ball, or with fielder's hand or glove holding the ball, while holding the ball securely & firmly in hand or glove.

**TAGUP (or 'Retouch')** - the act of a runner in returning to a base as legally required, whether by attempting to score on a caught fly ball, or by retracing steps on the base paths.

**THROW** - The act of properly throwing the ball with the hand or arm to a given objective & is to be distinguished, always, from the pitch.

**TIE GAME** - a regulation game, which is called when each team has the same number of runs.

**TIME** - is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

**TIEBREAKER** - used for extra inning games, but only to be implemented with starting the 8<sup>TH</sup> inning & beyond. In such case, the last batter out from the prior inning will start at 2<sup>ND</sup> base.

**TRIPLE PLAY** - a play by the defense in which three offensive players are put out because of continuous action, providing there is no error between putouts.

**WILD PITCH** - a pitch that is so high, so low, or so wide of the plate that the catcher cannot handle it with ordinary effort.

### **3.00-Game Preliminaries**

**3.01** - Before the game the umpire shall ...

- Require strict observations of the rules governing implements of play and equipment of players
- Be sure that all playing lines are marked with lime, chalk or other white material easily distinguished from the ground or grass
- Receive from the league a supply of regulation baseballs.
- Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in Play when (1) a ball has been batted out of the playing field or into the spectator area; (2) a ball has become discolored or unfit for further use; or (3) the pitcher requests such alternate ball.

**3.02** - No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery paper, or with other foreign substance. **PENALTY:** The umpire shall demand the ball & remove the offender from the game. In case the umpire cannot locate the offender & if the pitcher delivers such a discolored or damaged ball to the batter; the pitcher shall be removed from the game.

**3.03 - Substitutions and playing time are as follows:**

- A. Any player in the starting line-up who has been removed for a substitute may re-enter the game one time, provided such player returns to their original place in the batting order or the starting lineup and the substitute has played the minimum requirement of six consecutive outs in the field and completed one time at bat.
- B. Only a player in the starting lineup may reenter the game.
- C. When two or more substitutes enter the game simultaneously while their team is the defensive team, the manager must state which player is replacing which, in the batting order.
- D. All players shall play a minimum of six consecutive outs in the field and complete one at bat.
- E. If a manager fails to get a player his minimum playing time, the player shall start the next scheduled game, play the requirements of Rule 3.03(D), and then play the requirements that were not fulfilled during the previous game. The manager shall be warned by the league's Board of Directors for his actions but may not be grounds for protest.
- F. If during a game either team is unable to place nine players on the field due to illness, injury, or ejection, the opposing manager shall select a player to reenter the lineup. A player who has been ejected is not eligible to reenter.

**3.04 -** A player whose name is active the team's batting order may not become a courtesy runner; unless the team is batting everyone (see 3.04(A)). The courtesy runner can be any substitute not active in the lineup & can be used multiple times as long as they are a substitute. A courtesy runner is not the same as a 'pinch-runner'. (A) If a team chooses to bat all players in their lineup, then the courtesy runner is the player furthest away from the batter in the lineup.

**3.05 -** (A) The pitcher named in the batting order handed to the umpire in chief, as provided in Rules 4.01 (A) and (B), shall pitch to the first batter or any substitute batter until removed from the game by manager or coach. An umpire can remove a pitcher for ejection, or if the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates him from pitching. (B) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until removed from the game by manager or coach. Again, an umpire can remove a pitcher for ejection, or if the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates him from pitching.

**3.06 -** The manager shall immediately notify the umpire in chief of any substitution and shall state to the umpire in chief the substitute's place in the batting order.

**3.07 -** The umpire in chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

**3.08 -** (A) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when:

- If a pitcher, he takes his place on the pitcher's plate and play is continued. A pitcher throwing warm-up pitches on the mound but then is not able to continue for the game, shall not be charged with an inning pitched, but may not attempt to pitch anymore during the game.
- If a batter, he takes his place in the batter's box.
- If a fielder, he reaches the position usually occupied by the field he has replaced, and play commences.
- If a runner, he takes the place of the runner he has replaced.

(B) Any play made by, or on, any of the above-mentioned unannounced substitutes shall be legal.

**3.09** - A league official, along with both managers the chief umpire shall be the judge as to whether a game shall be started because of unsuitable weather conditions or unfit conditions of the playing field.

(B) The umpire in chief shall be the sole judge, with input from those mentioned above, as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit conditions of the playing field; as to whether and when the play shall resume after such suspension; and as to whether and when a game shall be terminated after such suspension. He may continue the suspension if he believes there is any chance to resume play in accordance with rule 4.10 (2)(a){b}{c}(d).

**3.10** - Between games of a doubleheader, or when a game is suspended because of playing field conditions, the chief umpire shall have control of ground keepers & assistants for making the field fit for play.

**3.11** - When the umpire suspends play, he shall call "Time." At the umpire call of "Play," the suspension is lifted and play resumes. Between the calls of "Time" & "Play", the ball is dead.

**3.12** - The league shall establish all ground rules.

**3.13**- Members of the offensive team shall carry all gloves & equipment off the field & to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

**3.14** - No person shall be allowed on the playing field during a game except players, coaches, and managers unless authorized by the league.

**3.15** - When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties which in his opinion will nullify the act of interference. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

**3.16** - Players and substitutes of both teams shall confine themselves to their team's benches unless participating in the play or preparing to enter the game. No one except players, managers, coaches, the bookkeeper and batboys shall occupy a bench during a game.

**3.17-** The league shall provide sufficient protection to preserve order and prevent spectators from entering the field. A team may refuse to play until the field is cleared.

**3.18 -** Intentional walks shall be limited to: Only ONE time to any individual batter during a game, with a MAXIMUM of three intentional walks total allowed for a team per game.

## **4.00 Starting and Ending a Game**

**4.01 -** The umpire, or umpires, shall proceed directly to home base where the managers of the opposing teams shall meet them.

1. First, the home manager shall give his batting order to the umpire in chief, in duplicate.
2. Next, the visiting manager shall give his batting order to the umpire in chief, in duplicate.
3. The umpire in chief shall make certain that the original and copies of the respective batting orders are identical and then tender a copy of each batting order to the opposing manager. The copy retained by the umpire shall be the official batting order.
4. As soon as the home team's batting order is handed to the umpire in chief the umpires oversee the playing field, and from that moment they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field. Obvious errors in the batting order which are noticed by the umpire in chief before he calls "Play" for the start of the game, should be called to the attention of the manager or captain of the team in error, and the correction can be made before the game starts.

**4.02 -** The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.

**4.03 -** When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory

- The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand
- The pitcher, while in the act of delivering the ball to the batter, shall take his legal position
- Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory
- Except for the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.



**4.04** - The batting order shall be followed throughout the game unless one player is substituted for another. The substitute shall take the place of the replaced player in the batting order. (See Rule 3.03)

**4.05** - Two adult base coaches may be used. If a player is used as a base coach, the player must wear an approved batting helmet for safety. The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall always remain within the coach's box .

**4.06** – (A) No manager, player, coach or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

- Incite, or try to incite, by word or sign a demonstration by spectators
- Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator
- Call "Time/" or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk
- Make intentional contact with the umpire in any manner.

(B) No fielder shall take a position in the batter's line of vision and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

**4.07** - When a manager, player or coach is ejected from the game, he shall leave the field immediately and take no further part in the game. He shall leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench. The ejected player or coach is not to participate in any game activities. No coaching or signals of any kind. Any violation of these terms will result in a warning first, which can be given at the time of ejection. The next offense will result in removal from the park before the game is resumed. The ejected player or coach will also be suspended for the remainder of the game and from the next scheduled game for the team.

**4.08** - When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If the action continues the umpire shall order the offenders from the bench. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

**4.09 - How a team scores.**

(A) One run shall be scored each time a runner legally advances to and touches, first, second, third and home base before three men are put out to end the inning. **EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made.

- by the batter runner before he touches first base
- by any runner being forced out

- by a preceding runner who is declared out because he failed to touch one of the bases.

(B) When the winning run is scored in the last half inning of a regulation game or in the last half inning of an extra inning as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on 3rd to advance, the umpire shall not declare the game ended until the runner forced to advance from 3rd has touched home base & the batter runner has touched 1st base.

**4.10** - (A) A regulation game consists of six innings, unless extended because of a tie score, or shortened

1. Because the home team needs none of its half of the sixth or only a fraction of it
2. Because the umpire calls the game.
  - Any game that qualifies for a complete game of 4 complete innings (3½ innings if the top-half of the inning has been completed & the home team has the lead) that has been delayed for weather reasons will be decided upon at the umpire's discretion. The umpire shall wait no less than 30 minutes, but not more than 60 minutes to call the game complete, or to attempt to prepare the playing surface to continue play.
  - No game that qualifies for a complete game shall be suspended for another day. Instead, the game shall be considered complete if play is unable to be resumed.
  - Play can be continued after more than a 60-minute delay to allow for field preparation, but the decision whether to call the game complete or attempt to continue must be made during the 'after 30 and before 60 minutes' window as described above.
  - However, once a 60-minute delay has occurred, the game can then be called complete by the umpire at any time it is deemed that the playing surface cannot be made playable, or weather continues to further delay play.

(B) If the score is tied after six completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a complete inning, or (2) the home team scores the winning run in an incomplete inning.

(C) If the game is called, it is a regulation game if:

1. 4 innings have been completed (3½ innings if the top half of the inning has been completed & the home team has the lead)
2. The home team scores one or more runs in its half of the 4th inning to take the lead of the game.

(D) If each team has the same number of runs when the game ends, the umpire shall declare it a "Tie Game," and shall be finished from the point where it was called.

(E) A team trailing by 16 or more runs after 2 1/2 innings, with having completed an equal amount or more times at bat, shall concede the victory.

(F) A team trailing 10 or more runs after 3 1/2 innings, with having completed an equal amount or more times at bat, shall concede the victory.

(G) If the home team is behind in any game shortened by any reason after by rule it has completed requirements for a complete game, the home team shall have the right to complete their final at-bat if the inning has begun by allowing the visiting team to bat in their half inning.

**4.11** - The score of a regulation game is the total number of scored by each team at the end of the game

1. The game ends when the visiting team completes its half of the sixth inning if the home team is ahead
2. The game ends when the sixth inning is completed, if the visiting team is ahead
3. If the home team scores the winning run in its half of the sixth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.  
**EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the batter runner and all the runners on base are permitted to score, in accordance with the base running rules, and the game ends when the batter runner touches home plate. If the batter hits a home run out of the playing field to win the game in the last half of the sixth or an extra inning, but is called out for passing a preceding runner, the game ends immediately when the winning run is scored
4. A called game ends when the umpire terminates play. **EXCEPTION:** If the game is called while an inning is in progress and before it is completed, the game becomes a suspended game in each of the following situations:
  - (A) The visiting team has scored one or more runs to tie the score and the home team has not score
  - (B) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead
  - (C) The game has not become a regulation game (3 1/2 innings with home team ahead, or 4 innings with the visiting team ahead or tied)
  - (D) Any regulation game tied at the point play is stopped because of weather, curfew or other reason.

**4.12 - SUSPENDED GAMES** (A) A league shall adapt the following rules providing for completion at a future date of games terminated for any of the following reasons:

1. A curfew imposed by law
  2. A time limit permissible under league rules
  3. Light failure, if the game is scheduled under lights
  4. Weather (see Rule 4.20 below)
- (B) A suspended game shall be resumed at the exact point of suspension of the original game & completion of a suspended game is a continuation of the original game. The lineup & batting order of both teams shall be the same as original lineup & batting order at the time of suspension, subject to the rules governing substitution. A player who had not been

in the game prior to the suspension may replace any player. Players removed from the game before the suspension may return to the lineup, but normal substitution rules apply. Pitchers can continue providing they are eligible under days of rest rule for when actually pitched, not when game was originally played.

**4.13 - RULES GOVERNING DOUBLEHEADERS** (A) After the start of the first game of a doubleheader, that game shall be completed before the second game of a doubleheader shall begin. (B) The second game of a doubleheader shall start no sooner than twenty minutes after the first game is completed. (C) When a suspended game is part of a doubleheader, the rescheduled game shall be the first game, and the second game shall be the regularly scheduled game for that date.

**4.14 -** The umpire in chief shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.

**4.15-** A game may be forfeited to the opposing team when a team

- a) Fails to appear upon the field, or being on the field, refuse to play within ten minutes after the umpire has called "Play" at the appointed hour for beginning the game, unless delayed appearance is, in the umpire's judgment, unavoidable
- b) Employs tactics palpably designed to delay or shorten the game
- c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire
- d) Fails to resume play, after a suspension, within one minute after the umpire has called "Play"
- e) After being warned by the umpire, willfully and persistently violates any rules of the game
- f) Fails to obey within a reasonable time the umpire's order for removal of a player from the game
- g) Fails to appear for the second game of a doubleheader.

**4.16 -** If a game cannot be started due to the inability of either team to place nine players on the field, the game shall be a forfeit. **EXCEPTION:** If the team has eight players and chooses to play, they must take an automatic out for the missing player. The automatic out may be placed anywhere in the batting order.

**4.17-** If during the game, either team is unable to field nine players, the game shall be ruled a forfeit. **EXCEPTION:** If the team has eight players and chooses to play, they must take an automatic out for the missing player in the batting order. If due to injury, the out is in the position the injured player occupies in the batting order.

**4.18 -** If the umpire declares the game forfeited, he shall immediately notify either the league president, a board member, or designated person of authority.

**4.19 - PROTESTING GAMES:** Each league shall adopt rules for governing procedures for protesting a game when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League Board of Directors shall be final. Even if it

determined that the protested decision violated the rules, no replay of the game will be ordered, unless in the opinion of the League Board of Directors the violation adversely affected the protesting team's chances of winning the game. Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs & before the next pitch is made or a runner is retired. The manager must file the protest, in writing, with the League Board of Directors within 48 hours. Failure to do so will result in the protest being dropped.

**4.20 - Lightning / Thunder/ Weather Rules** - Coaches, managers, umpires & league officials should be educated regarding thunderstorm development signals. Anytime that either lightning can be seen, or thunder can be heard, risk is present. These procedures should be in effect for all practices, games, etc. Recommended weather procedures are as follows:

- (A) Evacuation - In the case of an imminent thunderstorm, or thunder & lightning are present, everyone present should evacuate to available safe structures or shelters. The use of a public-address system, or words of a league official or umpire can be used to alert everyone present as to the situation at hand & options for taking shelter.
- (B) 30-minute rule - Once lightning is seen or thunder is heard, there shall be a delay of game called for a period of at least 30 minutes after the last flash of lightning or thunder is heard. Any subsequent lightning or thunder after the initial 30-minute delay should reset the delay clock for another 30-minute minimum from last flash of lightning or sound of thunder.

## **5.00 Putting the Ball in Play - Live Ball**

**5.01-** At the time set for beginning the game the umpire shall call "Play."

**5.02-** After the umpire calls "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no runner may be put out, no bases may be run, and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an overthrow, interference, or a home run or other fair ball hit out of the playing field). Should a ball become partially apart in a game, it is in play until the play is completed.

**5.03 -** When a batter becomes a runner and touches all the bases legally, he shall score one run for his team. A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.

**5.04** - If a thrown ball accidentally touches a base coach, or a pitch or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

**5.05 - The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out when**

- a. A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance
- b. The plate umpire interferes with the catcher's throw; runners may not advance. **NOTE:** The interference shall be disregarded if the catcher's throw retires the runner
- c. A ball is illegally batted; runners return
- d. A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases
- e. A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher or touches an umpire before it has passed an infielder other than the pitcher; If a fair ball touches an umpire working in the infield after it has bounced past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance if forced
- f. A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base; If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out

**5.06 - The ball becomes dead when an umpire calls "Time." The umpire in chief shall call "Time"**

- a. When in his judgment weather, darkness or similar conditions make immediate further play impossible
- b. When light failure makes it difficult or impossible for the umpire to follow the play; **NOTE:** A league may adopt its own regulations governing games interrupted by light failure.
- c. When an accident incapacitates a player or an umpire; (1) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.
- d. When a manager requests "Time" for a substitute, or for a conference with one of his players.

- e. When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
- f. When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.
- g. When an umpire orders a player, or any other person removed from the playing field.
- h. Except in the cases stated in paragraph (B) and (C)(1) of this rule, no umpire shall call "Time" while a play is in progress.

**5.07** -After a ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on the plate with the ball in his possession.

## **6.00 The Batter**

**6.01**- (A) Each player of the offensive team shall bat in the order that his name appears in his team's batting order (B) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

**6.02** - (A) The batter shall take his position in the batter box after the pitcher comes to Set Position or starts his windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball," or "Strike," as the case may be. The batter leaves the batters box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box unless there is a delay in the game action or, in the judgment of the Umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or he has come to a set position even though the batter claims dust in his eyes, steamed glasses, didn't get the sign', or for any other cause. (B) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called he shall be declared out.

**6.03** - The batter's legal position shall be with both feet within the batter's box. Both feet must at least have some contact with the chalked batter's box lines, or where the chalked lines were originally marked.

**6.04** - A batter has legally completed his time at bat when he is put out or becomes a runner.

#### **6.05 - A batter is out when**

1. A fielder legally catches his fair or foul fly ball (other than a foul tip)
2. A third strike
3. He bunts foul on third strike
4. An Infield Fly is declared
5. He attempts to hit a third strike and the ball touches him
6. His fair ball touches him before touching a fielder
7. After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead, and no runner may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play. If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, the play shall continue, and no interference called. If a batted ball hits part of a broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as, if, it had not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while in foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of the base runner to interfere with a batted or thrown ball by dropping his helmet or throwing it at the ball, the runner would be called out, the ball dead and runners would return to the last base legally touched
8. After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead, and no runners may advance
9. After he hits a fair ball, he or first base is tagged before he touches first base
10. In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball
11. An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead, and the runner or runners shall return to their original base or bases. In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies
12. A preceding runner shall, in the umpires Judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach base. Obviously, this is an umpire's judgment play.



**6.06 - A batter is out for illegal action when**

(A) He hits the ball with one foot on the ground entirely outside the batter's box. If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed

(B) He steps from one batter's box to the other while the pitcher is in position ready to pitch

(C) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. **EXCEPTION:**

Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference. If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out, and the ball is dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out, not the batter. Any other runner on the base at the time may advance, as the ruling is that there is no interference if a runner is retired. In that case play proceeds just as if no violation had been called. If a batter strikes at a ball & misses, swinging so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball behind him on the back swing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, no runner shall advance or play.

**6.07 - Batting out of turn**

A) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. The proper batter may take place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat

B) When an improper batter becomes a runner or is put out, & the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before a play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to 1st base on a hit, an error, a base on balls, a hit batter or otherwise. **NOTE:** If a runner advances while the improper batter is at bat, on a stolen base, wild pitch or passed ball, such advance is legal

C) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.

D) (1) when the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called. (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter, the umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted his proper turn and establishes the order that is to follow.

To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel Baker Charles Daniel Edward Frank George Harry Irwin.

PLAY (1). Baker bats. With the count 2 balls & 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. **RULING:** In either case, Abel replaces Baker, with the count on him 2 balls & 1 strike.

PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. **RULING:** Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel. **RULING:** (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4). With the bases full and two out, Harry bats in Frank's turn and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to George.

**RULING:** (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Harry stays on third and three runs score. Irwin is the proper batter.

PLAY (5). After Play (4)(b) above, George continues at bat. (a) Harry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning? **RULING:** (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Harry's triple; (b) Harry when no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.

PLAY (6). Daniel walks and Abel comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if no appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, & a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now, Daniel is the proper batter, but he is on second. Who is the proper batter? **RULING:** The proper batter is Edward. When the proper batter is on base, he is passed over, & the following batter becomes the proper batter.

**6.08** - The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when

- A. The umpire has called four "balls"
- B. He is touched by a pitched ball which he is not attempting to hit unless (1) the ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being hit by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched. When a pitched ball, which does not entitle him to 1st base touches the batter, the ball is dead & no runners may advance.
- C. The catcher or any infielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, error, a base on balls, or a hit batsman, or otherwise, and all the other runners advance at least one base, the play proceeds without reference to the interference. If catcher's interference is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play.
- D. A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

**6.09** - The batter becomes a runner when

- A. He hits a fair ball
- B. A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory
- C. A fair ball passes over a fence or into the stands. Such hit entitles the batter to a home run when he shall have touched all bases legally

- D. A fair ball, after touching the ground, bounces into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases
- E. Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases
- F. Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases
- G. Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base. But if deflected into the stands, or over the fence into fair territory, the batter shall be entitled to a home run.

## **7.00 The Runner**

**7.01** - A runner acquires the right to an unoccupied base when he touches it before he is out & is then entitled to it until he is put out or forced to vacate it for another runner legally entitled to that base.

**7.02** - In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.05. In such cases, the runner may go directly to his original base.

**7.03** - Two runners may not occupy a base, but if, while a ball is alive, two runners are touching a base, the following shall be out when tagged. The proceeding runner is entitled to the base.

**7.04 - Each runner, other than the batter, may without liability to be put out, advance one base when**

1. The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner, or the umpire before such ball has been touched by, or has passed a fielder, or if the runner is forced to advance.
2. A runner forced to advance without liability to be put out, may advance past the base to which he is entitled, only at his peril. If such a runner, forced to advance, is put out for the third out before a proceeding runner, also forced to advance, touches home plate, the run shall score. Play: Two out, bases full, batter walks but runner from second is overzealous and runs past third base towards home and is tagged out on a throw by the catcher -- Even though two were out, the run would score on

the theory that the run was forced home by the base on balls and that all the runners needed to do was to proceed and touch the next base.

3. The fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field.
4. A fielder or catcher may reach or step into or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. Ball is in play.
5. If the fielder or catcher, after having made a legal catch, should fall into a stand or among spectators or into the dugout after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead, and runners advance one base without liability to be put out.

**7.05 -** Each runner including the batter runner may, without liability to be put out advance

- A. To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any other article of his apparel
- B. Three bases, if a fielder deliberately touches a fair ball with a cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play
- C. Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his own peril
- D. Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play
- E. Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play; in applying (b)(c)(d)(e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under (c e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch
- F. Two bases, if a fair ball bounces or is deflected into the stands outside the first and third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines
- G. Two bases when, with no spectators on the playing field, a thrown ball goes in the stands, or into a bench (whether the ball rebounds into the field or not), or over or under or through a field fence, or on a slanting part of the screen above the backstop or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all cases the umpire shall be governed by the position of the runners at the time when the wild throw was made; If all runners, including the batter runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the throw was made. In certain circumstances it is impossible to award runner two bases. **EXAMPLE:** Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him.

Ball falls safely. Outfielder, in throwing to first, throws ball into stands. Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third and the batter is held to second. The term "when a wild throw was made" means when the throw left the player's hand and not when thrown ball hit the ground, passes a receiver fielder or goes out of play into the stands. The position of the batter runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the runner has not reached first base, two bases shall be awarded at the time the pitch was made for all runners. The decision as to whether the batter runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into the stands or dugout but the batter did not become a runner (such as a catcher throwing the ball into the stands in an attempt to get the runner from third trying to score on a passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (G) a catcher is considered an infielder.)

- H. One base if a ball pitched to a batter or thrown by pitcher from his pitcher's plate to a base to catch a runner, goes into the stands or bench, over or through a fence or backstop, the ball is dead.
- I. One base, if the batter becomes a runner on Ball Four, When the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch, which entitles the runner to advance one base, the batter runner shall be entitled to first base only.

**7.06 - Obstruction Rule -** When obstruction occurs, the umpire shall call or signal "Obstruction"

- A. If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first base, the ball shall be dead, and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner he calls "Time," with both hands overhead. The ball is immediately dead when the signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any runners on the base in this situation would be awarded two bases from the base they last legally touched before obstruction was called

- B. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" & impose such penalties, if any, as in his judgment will nullify the act of obstruction
- C. Under 7.06 (B), when the ball is not dead-on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.

**7.07- 'Leave Early Rule'** - With the pitcher in control of the ball and in contact with the pitcher's plate, base runners shall not leave their bases until the next pitch reaches the plate. (A) The umpire shall call first violation as a 'warning' per team, as such

- A. When a runner leaves the base before the pitch reaches the plate, he does so at the risk of being put out. If he should reach safely, he shall return to the base, which he occupied before the pitch was made.
- B. If the runner leaves early, and the batter hits the ball, the runners may advance at risk of being put out but will be returned to the original base or closest unoccupied base to that base. In any case, the umpires will determine the value of the batted ball, and all runners will be positioned accordingly.
- C. If the batter bunts or hits the ball in the infield, with bases loaded, and all runners reach base safely, each runner shall advance only one base from their original base except the runner who occupied third. That runner will be removed from the base with no run scored.
- D. If one runner leaves early, all runners' positioning will be affected by the penalty.

(B) The second violation on a team shall be called immediately by the umpire. The umpire shall yell "Runner's Out" & verbally or visually indicate which runner, if more than one runner occupies a base, as soon as such runner leaves the base. Rule 7.07(A) shall be used as the basis for all other runners' positioning. Any subsequent violations will result in the same penalties. **Exception (See 8U Rules only)**

**7.08 - Any runner is out when ...**

(A) (1) He runs more than three feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball

(2) After touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base; Any runner after reaching first base who leaves the baseline heading for his dugout or his position believing there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases

(3) A runner must either slide or avoid contact, remaining within three feet of the direct line between bases, with a fielder who has the ball waiting to make a tag. Failing to do so will

result in the runner being called out, and if the contact, in the judgment of the umpire, is in a manner to cause harm, said runner might be ejected from the game.

(4) Headfirst slides are permitted at any base.

(B) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball; A runner who is ruled to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs in fair or foul territory is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner & batter out. With two out, the umpire shall declare the batter out. If in a rundown between 3rd base & home plate, the succeeding runner has advanced & is standing on 3rd base when the runner in a run-down is called for offensive interference, the umpire shall send the runner on 3rd back to 2nd base. This same principle applies if there is a run-down between 2nd & 3rd base & succeeding runner has reached 2nd (the reasoning is that no runner shall advance on an interference play & a runner is considered to occupy a base until he legally has reached the next succeeding base.) (C) He is tagged, when the ball is alive, while off base. **EXCEPTION:** A batter runner cannot be tagged out after overrunning or over sliding first base if he returns immediately to the base:

1. If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.
2. If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged base.

(D) He fails to retouch his base, after a fair or foul ball is legally caught, before a fielder tags him or his base. He shall not be called out for failure to retouch his base after the following pitch, or any attempted play. This is an appeal play.

(E) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed, and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he over slides or overruns the base, the runner must be tagged out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced



(F) He is touched by a fair ball in fair territory before the ball has touched or passed a fielder. The ball is dead, and no runner may score or advance, except those forced to advance. **EXCEPTION:** If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out; If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead. If runner is touched by an Infield fly when he is not touching his base, both runner and batter are out.

(G) He attempts to score on a play in which the batter interferes with the play at home plate before two were out. With two out, the interference put the batter out and no score counts

(H) He passes a preceding runner before such runner is out

(I) After he has acquired legal possession of a base, he runs the bases in reverse order to confuse the defense or make a travesty of the game. The umpire shall immediately call "Time" and declare the runner out; If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.

(J) He fails to return at once to first base after overrunning or over sliding that base. If he attempts to run to second, he is out when tagged. If, after overrunning or over sliding first base he starts toward the dugout, or towards his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged; Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09 (A) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08 (J).

(K) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision. This rule applies only where a runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately tries to touch the plate before being tagged. In that case, the runner must be tagged.

**7.09** - It is interference by a batter or a runner when

- A. After a third strike he hinders the catcher in his attempt to the field the ball
- B. After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead, and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
- C. He intentionally deflects the course of a foul ball in any manner
- D. Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base, the runner is out

- E. Any member or members of the offensive team stand or gather around a base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates
- F. Any batter or runner who has just been out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate; If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.
- G. If in the judgment of the umpire, a base runner willfully & deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, w/ an obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference & also the batter runner out because of the action of his teammate. In no event may bases be run or runs scored because of such runner's action.
- H. If, in the judgment of the umpire, a batter runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The umpire shall call the batter runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event s all bases be run because of such interference.
- I. In the judgment of the umpire, the base coach at first or third base, by touching or holding the runner, physically assists him in returning to or leaving first or third base
- J. With a runner on third base, the base coach at third base eaves his box and acts in any manner to draw a throw by a fielder
- K. In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking a throw at first base, or attempting to field a batted ball; The lines marking the three foot lane are a part of the "lane" but the interpretation to be made is that the runner is required to have both feet within the three foot "lane" or on the lines marking the "lane."
- L. He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball & the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, & shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such ball; When a catcher & batter runner

going to 1st base have contact when the catcher is fielding the ball, it is generally no violation & nothing should be called.

- M. A fair ball touches him in fair territory before touching a fielder. If a ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

**7.10 - Any runner shall be called out, on appeal, when**

- a. After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged; "Retouch," in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to make a flying start from a position behind the base.
- b. With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged:
  - i. No runner may return to touch a missed base after a following runner has scored.
  - ii. When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base. **PLAY:** (a) Batter hits a ground rule double and misses first base (ball is dead); he may return to first base to correct his mistake before he touches second, but if touches second, he may not return to first and if the defensive team appeals, he is declared out at first **PLAY:** Batter hits a ball to the shortstop, who throws wild into the stands (ball is dead), batter runner misses first but is awarded second on the overthrow Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base. These are appeal plays.
- c. He overruns or over slides first base and fails to return to e base immediately, and he or the base is tagged
- d. He fails to touch home base & makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play, which ends an inning, the appeal must be made before the defensive team leaves the field. Appeals may require an umpire to recognize an apparent '4th out.' If the 3rd out is made during a play in which an appeal is sustained on

another runner, the appeal decision takes precedence in determining the out. If there is more than one appeal during a play that ends an inning, the defense may elect to take the out that gives them the advantage. For this rule, the defensive team has "left the field" when the pitcher & all infielders have left fair territory on their way to the bench. If two runners arrive at home base about the same time & the first runner misses home plate but the second runner legally touches the plate, the runner is tagged out on his attempt to come back & touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner & being the 3rd out. Second runner's run shall not count, as provided in Rule 7.12.

- e. An appeal is made by having the pitcher or catcher, with all play stopped, announce that they wish to appeal, and ask the umpire in chief to determine, or have the umpire closest to the play being appealed, determine if the appeal should stand. If so, the umpire will declare the runner out.

**7.11** - The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. **PENALTY:** Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

**7.12** - Unless two are out, the status of the following runner is not affected by a preceding runner's failure to touch or retouch a base. If, on appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

## **8.00 The Pitcher**

**8.01** - There are two legal pitching positions, the Windup Position & the Set Position. Either position may be used at any time. Pitchers shall take signs from the catcher while standing on the rubber. Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber & pitch. The umpire may judge this as a 'quick pitch'.

- A. Windup Position - When the pitcher stands facing the batter, his entire pivot foot on, or in front of and touching & not off the end of the pitcher's plate, and the other foot free. From this position, any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backwards & one step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on, or in front of & touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in the windup position.

- B. Set Position - When the pitcher stands facing the batter, his entire pivot foot on, or in front of & in contact with & not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body. Before assuming the Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to the Set Position before delivering the ball. The pitcher does not need to come to a complete stop.
- C. If the pitcher makes an illegal pitch, such as a balk, it shall be called a ball.
- D. If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backwards with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

**8.02 - The pitcher shall not ...**

- A. (1) Apply a foreign substance of any kind to the ball  
 (2) Deface the ball in any manner  
 (3) Deliver what is called the 'shine' ball, 'spit' ball, & 'mud' ball or 'emery' ball. The pitcher, of course, can rub the ball between his bare hands. **PENALTY:** For violation of any part of Rule 8.02 (A) the umpire shall call the pitch a ball and warn the pitcher. In the case of a second offense, the pitcher shall be disqualified from the game.
- B. If a play follows the violation called by the umpire, the manager of the offense may advise the umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. Even though the offense elects to take the play, the violation shall be recognized and the penalties in Rule 8.02 (A)(3) will still be in effect.
- C. Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except to retire a runner. **PENALTY:** If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.
- D. Intentionally pitch at the batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect to either (1) expel the pitcher, or the manager, or both from the game, or (2) may warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager.

**8.03 -** When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to throw no more than eight preparatory pitches to

the catcher, during which time play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow him as many pitches as the umpire deems necessary.

**8.04** - The pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and the pitcher take his position on the rubber promptly.

**8.05** - A ball will be called when ...(see Ball definition)

- A. The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery
- B. The pitcher makes an illegal pitch, such as a balk or a quick pitch
- C. The pitcher delivers the ball to the batter while he is not facing the batter
- D. The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate
- E. The pitcher unnecessarily delays the game
- F. The pitcher, without having the ball, stands on or astride the pitcher's plate or while he is not touching the pitcher's plate, fakes a pitch.

**8.06** - Visits to the pitcher (or any field visit) shall be limited as such: This rule limits the number of manager or coach visits to any one pitcher or any player in any one inning or game.

- A. A third overall field visit of any kind, whether made to the same pitcher or any other player in the same inning will cause the pitcher's automatic removal.
- B. A fourth overall field visit of any kind in the game made w/ the same pitcher on the mound will require that pitcher to be removed from the game.
- C. The manager or coach, making a second visit to the mound or playing field while the same batter is at bat, will require the pitcher to be removed.
- D. A manager or coach is considered to have concluded his visit when he crosses back over the foul line. If the manager or coach goes to a player other than the pitcher, who in turn goes to or has the pitcher come to him before an intervening play (a pitch or other play), will be the same as the manager or coach making the visit.
- E. Any coach or manager trip to the field to visit any player on the field shall count as a trip to visit the pitcher for the sake of the visit count.
- F. Any coach or manager may not leave bench area for field visit without calling 'time' & receiving permission from umpire. A warning may be issued for first offense, then possible ejection if repeated.

**8.07** - Any player on a team's roster may pitch under the following guidelines:

(A) Pitch Count & Days of rest rules - the following pitch counts will be implemented for **regular season** league contests. Pitch count rules will **NOT** apply during State Tournament Play (see rules below):

12U Pitch Count Limits:

# of pitches	Days of rest required
1-20	0 days of rest
21-35	1 day of rest
36-50	2 days of rest
51-65	3 days of rest
66-85	4 days of rest

85 Maximum number of pitches allowed in a game. (see exception)

10U Pitch Count Limits:

# of pitches	Days of rest required
1-20	0 days of rest
21-35	1 day of rest
36-50	2 days of rest
51-65	3 days of rest
66-75	4 days of rest

75 Maximum number of pitches allowed in a game. (see exception)

**EXCEPTION:** If a pitcher reaches the maximum number of pitches in a pitch count level during an at-bat, the pitcher may complete the at-bat without advancing to the next pitch count threshold but must be removed at the completion of that at bat.

**EXAMPLE:** If a pitcher reaches 65 pitches during an at-bat, the pitcher can finish pitching to that batter & still require only 3 days rest, as long as immediately removed afterwards.

**EXAMPLE:** A pitcher who threw 20 pitches on Monday may pitch on Tuesday. If the same pitcher threw 65 pitches on Monday, he would be able to pitch again on Friday. (Tuesday-Thursday would be 3 rest days).

- A. The penalty for violation of the pitch count rule or using an ineligible pitcher without the proper days of rest shall result in the forfeiture of that game.
- B. All pitch counts will be charged against a player's eligibility for the day in which they are actually pitched. NOTE: If a previously suspended game is played later, the pitch count will be charged to the pitchers when they were actually pitched.
- C. In the event a team plays a doubleheader, a pitcher may pitch in both games, but the pitch count remains intact.
- D. A starting pitcher may not re-enter the game as a pitcher during regular season play. This applies to 12U & 10U only.

**8.08 - TOURNAMENT PITCHING RULES (12U & 10U ONLY)** The following pitching rules will be implemented for State Tournament play.

- Pitchers are allowed a maximum of 12 innings for each round of the state tournament.
- 4 innings per game.
- 6 innings on any calendar day.
- 1 pitch to a batter equals 1 inning pitched.
- A starting pitcher can re-enter as a pitcher once in a game.
- If a starting pitcher is removed after throwing a pitch in an inning and re-enters the same inning, it will not count as an additional inning pitched.

- The penalty for violation of the innings pitched rule in a game or during a round shall result in the forfeiture of that game

## **9.00 The Umpire**

### **9.01 –**

- A. The league shall appoint one or more umpires to officiate at each game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- B. Each umpire has authority to rule on any point not specifically covered in these rules.
- C. Each umpire has the authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. Any player, coach, or manager disqualified from a game is not only disqualified from participating for the remainder of the game, but also from their team's next game.
- D. Each umpire has the authority to have any spectator removed from the premises if the spectator shows unsportsmanlike conduct toward any umpire, player, coach, manager or another spectator.

### **9.02 –**

- A. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, coach or manager shall object to any such decision. Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box to argue a judgment call will not be permitted. They should be warned if they start for the umpire to protest the call. If they continue, they shall be ejected.
- B. If there is reasonable doubt that any umpire's decision may be in conflict to the rules, the manager may appeal the decision and ask that the correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- C. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- D. The manager or the catcher may request the plate umpire for help on a half swing when the umpire calls the pitch a ball.

### **9.03 –**

- A. If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field, which will enable him to do his duties. This position is usually behind the catcher, but in some instances, with runners on base, it may be behind the pitcher.



- B. If there are two or more umpires, one shall be designated umpire in chief and all the others as field umpires.

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