

# OFFICIAL REGULATIONS and PLAYING RULES



GLEN LAKE MIGHTY-MITES, INC.

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## **PURPOSE**

### **An excerpt from the Articles of Incorporation**

The objectives of Glen Lake Mighty-Mites, Inc. are stated in Article Two of the Articles of Incorporation:

#### *Article Two*

- (a) The object of Glen Lake Mighty Mites, Inc., shall be to operate youth athletic programs within the community stressing the ideals of good sportsmanship, honesty, loyalty, courage and reverence, so that the youth may be finer, stronger and happier and grow to be good, clean, healthy adults.
- (b) The objectives will be achieved by providing supervised athletic programs. The supervisors shall bear in mind that the attainment of exceptional athletic skill or the winning of a contest is secondary, with the molding of the youth's future being of prime importance.

#### *Implementation of the objective*

The structure, regulations and rules contained in this book are designed to implement the objective stated above.

## **STRUCTURE**

#### *Board of Directors*

The government of Glen Lake Mighty-Mites, Inc. shall be under the supervision of the President and the Board of Directors as described in the bylaws.

#### *Division Coordinators*

Each division is represented on the Board of Directors by a Coordinator. The Division Coordinator has many responsibilities, including the selection of managers and coaches (with Board approval), the selection or drafting of players for the teams and communicating with representatives of each team during the baseball season.

#### *Parents and Coaches*

Parents should accept the fact that they must shoulder responsibility and take initiative to make this youth program successful. This is not a social club providing baby-sitting services and entertainment opportunities.

This organization depends on adult volunteers who must be assisted by parents to provide the desired benefits to their children.

Each parent should join in the total effort. There is something and someplace for everyone. The burden should not be carried by only a few. Those who do not contribute their individual talents cannot expect others to take their place.

Managers and coaches must possess leadership ability and knowledge of working with young children. Previous experience in the game of baseball is also beneficial.

#### *Boundaries*

Glen Lake Mighty-Mites serves the community of Glen Lake in the Hopkins school district. While the majority of the players live within the Glen Lake or Gatewood Elementary school boundaries, many come from other elementary schools or school districts. There are no boundaries restricting a player from registering in the Glen Lake Mighty-Mites program.

#### *Age Brackets*

Programs are available for five age groups. The primary consideration (but not the only factor) in determining which program (division) the player should select is the child's age as of July 31 of the current year.

- (a) Players who are 11 or 12 years old participate in the A-Ball Division.
- (b) Players who are 9 or 10 years old participate in the B-Ball Division.
- (c) Players who are 8 years old participate in the Machine-Pitch II Division.
- (d) Players who are 7 years old participate in the Machine-Pitch I Division.
- (e) Players who are 6 years old participate in the T-Ball Division.

Children are generally allowed to participate with other children who are in the same school grade even though there is a deviation from the age standard.

#### *Team Selection*

- (a) The T-Ball Division provides 6-year-old children a chance to learn baseball with their friends. Every effort is made to put these teams together by neighborhood. Teams are limited to 13 players.
- (b) The Machine-Pitch I Division provides 7-year-old children more introductory baseball with the use of a pitching machine. These teams are also formed by neighborhoods. Teams are limited to 13 players.

- (c) The Machine-Pitch II Division provides 8-year-old children further baseball opportunities with a pitching machine. These teams are formed with a consideration of balancing the talents among all teams. Limited requests to play with friends or neighbors are also considered. Teams are limited to 13 players.
- (d) The B-Ball Division introduces 9 and 10-year-old children to "live" pitching and a more "normal" defensive team. Players are selected for these teams through a blind draw. The players are placed into groups based on a performance evaluation completed by last year's coach and discussions among all coaches at a post-season meeting. Special requests to play with friends or neighbors are not taken into consideration. Teams are limited to 12 players.
- (e) The A-Ball Division provides 11 and 12-year-old children with "live" pitching and employs the usual 9 player defensive team. Players are also selected for these teams through a blind draw. The players are placed into groups based on a performance evaluation completed by last year's coach and discussions among all coaches at a post-season meeting. Special requests to play with friends or neighbors are not taken into consideration. Teams are limited to 11 players.

## **CHANGES FOR 2006**

### *Changes for 2006*

- (a) Inconsistencies and contradictions were corrected where found.
- (b) Time limits for games have been modified and will be strictly enforced.
- (c) There will be no catcher to pitcher substitutions during an inning.
- (d) Optimist Field pre-game warm-up procedures have been modified to reflect changes to game time schedules for A-Ball, B-Ball, and MP II.
- (e) The Call-up procedures have been modified for A-Ball and B-Ball. If call-up players are used for a game the roster is limited to a maximum of ten (10) players for B-Ball and nine (9) players for A-Ball. In addition, the call-up player will play the required two (2) innings of defensive play in the infield (not pitcher or catcher), with all other innings played in the outfield.

### *Errors and Omissions*

Other than the changes outlined above it is not the Board of Directors intention to make any changes in the playing rules from those used in the prior year. If errors or omissions have been made during the process of changing the basis of the rules to Major League Baseball rules, we reserve the right to clarify the rules by consulting other rulebooks that may be pertinent. The same holds true if inconsistencies or contradictions are found in these regulations and rules.

Readers are invited to notify the Board of Directors if they discover such shortcomings or outright mistakes, or if they feel that the rules could be further enhanced. They can do so by leaving a note with the Field Supervisor or with any member of the Board.

## **Comparison to Major League Baseball Rules**

### *Summary of Differences*

The following is a summary of the most important differences between these rules and the official rules of baseball.

- (f) THE FIELD is roughly two-thirds the size of a baseball field. The bases are 60 feet apart (as opposed to 90 feet in baseball), and the pitcher stands 46 feet from the batter (not 60 feet 6 inches). (The bases are 50 feet or 55 feet apart on the Gatewood School fields used for MP II, MP I and T-Ball games.) The outfield fence must be at least 165 feet from the plate, and most fields have fences closer to 200 feet away.
- (g) EVERY PLAYER on the team roster must play at least two innings in the infield and is included in the batting order. To ensure each player a chance, players who leave the game may re-enter.
- (h) THE GAME is six innings long (not nine). If it rains, an "official" game is four innings (instead of five), 3 1/2 if the home team is ahead.
- (i) THE BATTER is automatically out on strike three, whether or not the catcher holds on to the third strike.
- (j) DESIGNATED HITTERS do not exist. All players bat in their proper turn.
- (k) BASE RUNNERS must stay on their bases until the pitched ball has been batted or reaches the batter. If a runner leaves a base ahead of time, the runner is called out and the ball is dead.
- (l) DOUBLE HEADERS (two games involving the same team or teams) are not permitted.
- (m) PITCHERS are limited in how much they can pitch. (Three innings per game for A-Ball and two innings per game in B-Ball.)
- (n) THE MANAGER is allowed two visits to a pitcher during an inning, one more than in regular baseball. A third trip in one inning means the pitcher must leave the mound.

# REGULATIONS

## General Regulations

### *Head Coach's Responsibility*

The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.

### *Parent / Guardian Requests*

A request to remove a player from a game by that player's parent/guardian shall be honored by the player's coach.

## Tobacco Free

### *Optimist Fields*

The entire area including bleachers, concession stand area and walking paths of Optimist Fields are designated as "Tobacco Free" during any Glen Lake Mighty-Mites activities.

### *Gatewood Fields*

All grounds of the Hopkins School District are designated "Tobacco Free" at all times.

## A and B Ball Regulations

### 1. *GAME SCORING, LENGTH, and COMPLETED GAMES*

- (a) Each team shall keep track of the box scores and agree on the score as the game progresses.
- (b) Each team shall keep an accurate, up-to-date record of the innings pitched by each player on the team.
- (c) A copy of the starting lineup shall be completed and given to the opposing coach. The lineup shall contain the batting order with player name and uniform number and shall be delivered at least 5 minutes prior to game time.
- (d) A "complete" game is defined as any game in which the visiting team has fully completed at least four times at bat and the home team is leading, or the home team has fully completed four times at bat.
- (e) A "complete" game that ends in a tie will not be replayed but will count as ½ game won and ½ game lost.
- (f) A game started and with less than 2 full innings played must be rescheduled and completely restarted with the score at 0 - 0. If 2 full innings have been played but the game has not reached a "complete" status, the game will be suspended and then resumed at a later time.
- (g) Any inning being played 2 hours after the scheduled starting time of a game will constitute the last inning of the game. No inning may start at a time that is more than 2 hours later than the scheduled start time. In addition, no pitch may be thrown in any inning after the time that is 15 minutes prior to the start time of the next scheduled game and in no event, shall a pitch be thrown after 9:45pm.  
NOTE: An inning starts upon the 3rd out of the previous inning or when a runner scores which results in the maximum runs per inning limit to be reached for the previous inning.
- (h) In case of a game that has reached the "complete" game status and subsequent thereto the game is terminated during an inning because of time limit or weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Regulation 1.(e) above.
- (i) Each game will consist of six innings with maximums of 7 runs per inning for "A" league games and 5 runs per inning for "B" league games. There will be no limit to number of runs scored in the SIXTH inning. In the case of a tie after six full innings of play, ONE extra inning will be played (time curfew permitting). There will be no limit to the number of runs scored in this 7th inning. If the score remains tied after both teams have batted in the 7th inning, the game will be considered a tie and the game will end and not be replayed at a later date. Each team will receive credit for ½ game won and ½ game lost.

### 2. *GAME PLAY (OFFENSIVE AND DEFENSIVE PLAY)*

- (a) The strike zone for the "A" league will extend from the armpits to just above the kneecap and will be the width of the plate. The strike zone for the "B" league will extend from the top of the shoulders to just below the kneecap and the width will extend 3 inches beyond the edge of the plate.
- (b) Unlimited defensive substitution shall be allowed in order to make it easier to get all players into the game. All players must play at least two full innings in the infield and shall not "sit out" for more than two innings. Each full inning is an inning of all three outs. This rule is not enforced for games ended by time curfew or weather conditions.
- (c) There will be no penalty for balks on the pitcher. If a balk occurs, the umpire will call it to the attention of the pitcher and the coach, but the base runners will not advance.
- (d) In "B" league games: The "infield fly" rule will not be used. The ball is not in play after Strike 3 or Ball 4. An intentional base on balls shall not be given. A runner occupying third base when the ball is pitched may not advance to home until the ball is put in play by the batter, except when forced to vacate the base by another runner legally entitled to that base. This regulation takes precedence over Rule

7.05 (h). Runners advance one base only when such advance does not cause any runner to advance to home plate. Runners on first and/or second when the ball is pitched may attempt to advance to an open base at their own risk while the ball is in play. (In "A" league games: There is no special restriction on runners advancing from any base while the ball is in play. An intentional base on balls may be given, but pitches are required in compliance with Rule 4.03 (a).)

- (e) The batting order shall consist of all players in uniform and present for the game. If 11 players are in uniform, the lineup shall include 11 names. If a player arrives after the batting order is turned in, the player's batting slot is at the end of the order (in the example above, the player would bat in the #12 slot). The opposing coach must be informed of this addition to the batting order. In case of injury or an early departure from the game, the vacated spot in the batting order will be skipped.
- (f) It is mandatory that all players in uniform and present at the start of the game shall participate in the game.
- (g) No substitute runners shall be allowed except in the case of an injury and/or with the approval the opposing coach. The courtesy runner shall be the player who made the last out.
- (h) Late arriving players (late defined as not being present when the game has officially started) shall be allowed to play after notifying both the umpire and the opposing coach. The coach will not be required to satisfy the minimum inning requirements of Regulation 2.(b) for the late arriving player.
- (i) In "B" league games: Four outfielders may be used; LF, LCF, RCF, and RF. When four outfielders are being used, an outfielder is not permitted to play a "short center" position, covering second base or other infield areas. (The four outfielders should be positioned at about the same depth in the outfield.)

### 3. PITCHING RULES

- (a) In "A" league games no pitcher may pitch in more than 3 innings per game. (The innings pitched must be consecutive.)
- (b) In "B" league games no pitcher may pitch in more than 2 innings per game. (The innings pitched must be consecutive.)
- (c) A single pitch thrown constitutes a full inning pitched.
- (d) A player once removed from the game as a pitcher may not re-enter the game again as a pitcher. The player may play in any other position on defense.
- (e) There will be no catcher to pitcher substitutions during an inning.
- (f) Each coach is strongly encouraged to work with all interested players in the development of the skills necessary to be a pitcher and to play the position of catcher.
- (g) The following pitches will be legal: fast balls, straight change-ups, palm balls, and knuckle balls. All other pitches (including but not limited to knuckle curves, curve balls, sliders, etc.) shall be considered illegal. After one warning, subsequent illegal pitches will be automatically called "balls".
- (h) Any player on the permanent team roster may pitch without age limitations.
- (i) Violations of any rule in this section shall mean forfeiture of the game by the offending team if the Board of Directors verifies such violation. All pitching rules are meant to protect the player from injury and to develop more pitchers.

### 4. SAFETY AND PLAYER ETIQUETTE

- (a) On a disputed play or interpretation of baseball rules, only the coach or assistant coach shall confer with the umpire in an orderly fashion; the umpire's decision is final. No base coaches (unless they are a coach or assistant coach) shall confer with the umpire. After giving the coach or assistant coach a warning, the offending base coach may be ejected from the playing field. All coaches and umpires are expected to become familiar with the basic rules of baseball given in this set of rules.
- (b) Managers, coaches and players shall be allowed to coach 1st and 3rd base and shall remain in the area designated for base coaches. A player who is a base coach must wear a batting helmet.
- (c) After the games, the players and coaches will be responsible for leaving their respective bench areas clean.
- (d) Only one batboy or batgirl will be allowed for each team. The equipment must be kept behind the bench fences and in an orderly manner. A bat must be retrieved before play resumes.
- (e) All batters and runners must wear protective headgear. The catcher must wear the protective helmet with throat protector. Male catchers must wear a protective cup.
- (f) Throwing the bat is an automatic out after one warning to the offending team from the home plate umpire. When a warning is given, a "no pitch" is called and all runners return to their bases.
- (g) Bench players and coaches must remain behind the dugout fence and off the playing field. All unauthorized personnel will be asked to leave the playing field by the league officials or field supervisor.
- (h) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning. The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (i) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (j) The umpire will enforce Rule 7.08 (a) (3) which states: "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag." (Be sure to read this rule and the supporting information – there is no "must slide" rule.)

## (k) Optimists Fields Pre-game warm-ups:

(1) All batting practice for games played at Optimist Fields will be conducted in the batting cages. Teams scheduled for Field #1 will use the west cage and teams scheduled for Field #2 will use the east cage. The home team will have the use of the assigned batting cage for a half-hour period starting 1 hour before the scheduled game starting time. The visiting team will have the use of the assigned batting cage for a half-hour period starting a half-hour before the scheduled game starting time. The team not assigned to the batting cage will be allowed to conduct infield practice on the assigned playing field in the event the field is not in use and after the field crew has completed preparing the field for the game.

(2) In the event the field is in use and not available until 30 minutes before game time, the batting cage schedule remains the same. For infield practice, however, the home team will use the field for the first 15 minutes and the visiting team will use the field for 15 minutes prior to the game while completing their assigned batting cage time (coaches may also hit fly balls for outfield practice).

(3) Hitting baseballs into the fences during practices is not allowed. You may use wiffle balls.

**5. FORFEITED GAMES**

(a) A game will be considered a forfeit if fewer than 9 players of a team are dressed for a game 15 minutes after the scheduled starting time. The winning team shall win by a score of 6 - 0... but both coaches should try to agree to play the game with the forfeiting team borrowing the necessary players from the other team. The game will still be considered a forfeit. Once a game has started with at least the required 9 players, the game will be played to its conclusion without penalty of forfeiture if the loss of an injured player (or injured players) causes the roster to drop below the required 9 players.

(b) Forfeitures are to be avoided at all costs. Players should be called up from the "B" league for "A" league games as required to fill the roster to 9 players. Players should be called up from the "Machine-Pitch" league for "B" league games as required to fill the roster to 10 players. (See Regulation 9. Player Call-Up.) If a forfeit occurs, it shall be reported to the League President immediately and a team meeting between the President and all members of the forfeiting team will be held to determine the cause.

**6. INCLEMENT WEATHER**

(a) In the event of inclement weather, it will be the decision of the Field Supervisor to suspend or postpone the game. If the Field Supervisor is a parent/guardian of a player on one of the teams involved in the game, any board member who is not a parent/guardian of a player involved in the game must make the decision. Violation of this rule will mean forfeiture by both teams (both teams will get one loss) and the game will not be replayed. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time. The Field supervisor or board member who suspends or postpones the game will immediately inform the Scheduler of the postponement. When the tornado-warning siren is sounded, or at the first sign of any lightning, all play will stop immediately, the game is suspended, and all players, spectators and coaches should immediately seek shelter. The Field Supervisor will open the Glen Lake Activity Center for this purpose. The Field Supervisor will make the decision to either resume the game when all danger has passed, or to postpone the game, considering weather and field conditions. A game will be suspended if at least two full innings have been completed but the game has not yet reached a "complete" game status. If two full innings have not been played the game will be postponed and will then be completely restarted.

(b) Postponed/Suspended games can only be made up after receiving a make up time from the Scheduler. It is the responsibility of the head coach of each team (or substitute) to call the Scheduler to receive the scheduled make up time. A suspended game shall be resumed at the exact point of suspension of the original game, except that the current batter (if any) will restart the "at bat" with a "0 balls 0 strikes" count. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment of suspension. Any player not able to participate in the resumed game is dropped from the lineup. Players in the resumed game who were not participants in the suspended game will be placed at the end of the batting order. The pitching regulations (#3) apply for the entire game. The coaches must make every attempt to satisfy the minimum inning requirements of Regulation 2.(b). The scorebook of the home team shall be the official document for determining the correct status and lineups for the suspended/resumed game. A game that has been postponed/suspended due to inclement weather (or for darkness) and is not a complete game will be completely restarted/resumed by taking the next available make-up time not on the same day as the original game. When two games are postponed at the same time, the teams on Field #1 will take the earliest available make-up time, and then the teams on Field #2 will take the earliest available make-up time. A make-up time that causes a team to play two games on one day will only be used in special circumstances and will require approval by the President, Vice-President and Division Coordinators. The Scheduler has the discretion to completely cancel a game if there is no possibility to reschedule the game.

**7. PROTESTS**

(a) Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. Rule 4.19 governs the actions required for a protest.

(b) In the case of a protested game, the Division Coordinator will meet with the umpire and coaches involved. If still not resolved, a Board of Directors meeting will be called to make a judgment based on a majority vote of those members present.

(c) All officials and coaches should take every precaution to prevent protests. All coaches should bring the facts of the protest to the opposing coach prior to their actual occurrence if at all possible. This particularly pertains to possible pitching violations.

(d) The withdrawal of an ineligible pitcher after that pitcher is announced but before that pitcher has thrown a pitch shall not be considered a violation. Good sportsmanship by a coach bringing a possible pitching violation to the attention of the opposing coach should be practiced.

**8. PLAYOFFS**

(a) If a tie occurs within a division, the record between each other will determine the division champion. If a tie still exists, the record of games played in the division will be determining factor. If a tie still exists, the number of runs scored against each other will be the

determining factor. The final method for breaking the tie will be a coin toss conducted by the division coordinator. No playoff games will be scheduled.

## 9. *PLAYER CALL-UP*

- (a) The “B” and “Machine-Pitch II” Division Coordinators will develop rosters of players who are willing to play in games of the next higher league when a forfeit is possible due to a shortage of players. The Division Coordinator will provide the roster of eligible players including names and telephone numbers to the coaches. The players on these rosters should be players who will be eligible to play in the higher league next year. Each team will be allowed to select any player from the appropriate call-up roster, but may use that player for only one (1) game during the season and one (1) tournament/pool play game. If a call-up player is required for another game, a different player must be used. The name(s) of any call-up player(s) must be reported to the umpire and field supervisor prior to the start of the game. Call-up players cannot pitch or catch, must be in the last slots of the batting order at the start of the game, and play the required two (2) innings of defensive play in the infield, with all other innings played in the outfield. Call-up players shall wear the uniform of their regular team. When using call-up players, the roster is limited to a maximum of ten (10) players for B-Ball and nine (9) players for A-Ball. The call-up rosters may be revised during the season to enable all qualified players to participate.

## Machine-Pitch II Regulations

### 1. *GAME SCORING, LENGTH, and COMPLETED GAMES*

- (b) Each team shall keep track of the box scores and agree on the score as the game progresses.
- (c) A copy of the starting lineup shall be completed and given to the opposing coach. The lineup shall contain the batting order with player name and uniform number and shall be delivered at least 5 minutes prior to game time.
- (d) A “complete” game is defined as any game in which the visiting team has fully completed at least four times at bat and the home team is leading, or the home team has fully completed four times at bat.
- (e) A “complete” game that ends in a tie will not be replayed but will count as ½ game won and ½ game lost.
- (f) A game started but not reaching a “complete” game status must be rescheduled and completely restarted with the score at 0 - 0.
- (g) NO pitch shall be thrown after 1 ½ hours from the scheduled game start time and the score shall revert back to the previous completed inning.  
NOTE: An inning starts upon the 3rd out of the previous inning or when a runner scores which results in the maximum runs per inning limit to be reached for the previous inning.
- (h) In case of a game that has reached the “complete” game status and subsequent thereto the game is terminated during an inning because of darkness or weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Rule 1.(d) above.
- (i) Each game will consist of six innings with a maximum of 7 runs per inning. There will be no limit to number of runs scored in the SIXTH inning. In the case of a tie after six full innings of play, ONE extra inning will be played (time curfew permitting). There will be no limit to the number of runs scored in this 7th inning. If the score remains tied after both teams have batted in the 7th inning, the game will be considered a tie and the game will end and not be replayed at a later date. Each team will receive credit for ½ game won and ½ game lost.

### 2. *GAME PLAY (OFFENSIVE AND DEFENSIVE PLAY)*

- (a) Unlimited defensive substitution shall be allowed in order to make it easier to get all players into the game. All players must play at least two full innings in the infield, may not play more than four innings in the infield, may not play the same infield position for more than two innings, and shall not “sit out” for more than two innings. A player once removed from the game as a pitcher may not re-enter the game again as a pitcher. The player may play in any other position on defense. Each full inning is an inning of all three outs. This rule is not enforced for games ended by time curfew or weather conditions.
- (b) The “infield fly” rule will not be used. The ball is not in play after Strike 3 or Ball 4. No base stealing is allowed.
- (c) The strike zone will extend from the top of the shoulders to just below the kneecap and the width will extend 3 inches beyond the edge of the plate.
- (d) The batting order shall consist of all players in uniform and present for the game. If 11 players are in uniform, the lineup shall include 11 names. If a player arrives after the batting order is turned in, the player’s batting slot is at the end of the order (in the example above, the player would bat in the #12 slot). The opposing coach must be informed of this addition to the batting order. In case of injury or an early departure from the game, the vacated spot in the batting order will be skipped.
- (e) It is mandatory that all players in uniform and present at the start of the game shall participate in the game.
- (f) Base running stops when a ball is returned from the outfield and is controlled by an infielder. (“Controlled by an infielder” means that the infielder has possession of the ball, in the glove or hand.) If the runners are more than half way to a base, they may continue to that base at their own risk after the ball is controlled by an infielder. If the runners are less than half way to a base when the ball is controlled by the infielder, they must return to their prior base. Base coaches for the batting team make this call. Disputes over this rule should be settled quietly among the coaches. “Machine-Pitch II” is not a running game and marginal decisions should put base runners back, not forward.
- (g) No substitute runners shall be allowed except in the case of an injury and/or with the approval the opposing coach. The courtesy runner shall be the player who made the last out.
- (h) Late arriving players (late defined as not being present when the game has officially started) shall be allowed to play after notifying both the umpire and the opposing coach. The coach will not be required to satisfy the minimum inning requirements of Regulation 2.(b) for the late arriving player.

- (i) Four outfielders may be used; LF, LCF, RCF, and RF. When four outfielders are being used, an outfielder is not permitted to play a “short center” position, covering second base or other infield areas. (The four outfielders should be positioned at about the same depth in the outfield.)
- (j) A player will be positioned in the catcher's position and will wear the required protective equipment.

### 3. PITCHING MACHINE

- (a) A coach from the batting team will operate the pitching machine, and will signal the batter and umpire prior to the pitch.
- (b) The pitching machine will be positioned approximately 40 feet from home plate on the line from home plate to second base.
- (c) The power cord for the pitching machine will be treated as a normal part of the field of play.
- (d) The speed of the machine will be set between 37 and 42 mph and will remain at one setting for the entire game. (If the machine is not calibrated for mph the appropriate setting should be obtained from the division coordinator.)
- (e) The player in the pitcher's position will be positioned on the first base side of the mound, and may be either beside the screen or to the first base side and slightly ahead of the screen, if a screen is used.
- (f) A regulation baseball will be used with the pitching machine. A single ball will be used; and be returned to the pitcher by the catcher after each pitch.
- (g) No walks will be awarded to any batter (except in the case when a player is hit by a pitched ball). Three strikes is an out.
- (h) Batters will not be allowed to bunt but must take a full swing at the ball. Any batter bunting the ball will be called out and the ball is dead.
- (i) Any batted ball striking the pitching machine or the coach operating the pitching machine is a dead ball; the batter is awarded first base and any runners will advance only as required by such an award.
- (j) Any thrown ball striking the pitching machine, the coach operating the machine, or the screen remains in play.
- (k) An umpire will be behind the plate and has the same duties and responsibilities as in all other games.

### 4. SAFETY AND PLAYER ETIQUETTE

- (a) On a disputed play or interpretation of baseball rules, only the coach or assistant coach shall confer with the umpire in an orderly fashion; the umpire's decision is final. No base coaches (unless they are a coach or assistant coach) shall confer with the umpire. After giving the coach or assistant coach a warning, the offending base coach may be ejected from the playing field. All coaches and umpires are expected to become familiar with the basic rules of baseball given in this set of rules.
- (b) Managers, coaches and players shall be allowed to coach 1st and 3rd base and shall remain in the area designated for base coaches. A player who is a base coach must wear a batting helmet. A maximum of three (3) coaches for the defensive team are allowed in the outfield during play.
- (c) After the games, the players and coaches will be responsible for leaving their respective bench areas clean. The home team is responsible for setting up and putting away the pitching machine, screen and bases.
- (d) Only one batboy or batgirl will be allowed for each team. The equipment must be kept behind the bench (or fences) and in an orderly manner. A bat must be retrieved before play resumes.
- (e) All batters and runners must wear protective headgear. The catcher must wear the protective helmet with throat protector. Male catchers must wear protective cups. The player in the pitcher's position must wear protective headgear.
- (f) Throwing the bat is an automatic out after one warning to the offending team from the home plate umpire. When a warning is given, a “no pitch” is called and all runners return to their bases.
- (g) Bench players and coaches must remain on or behind the bench and off the playing field. All unauthorized personnel will be asked to leave the playing field by the league officials or field supervisor.
- (h) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning. The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (i) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (j) The umpire will strictly enforce Rule 7.08 (a) (3) which states: “Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.”
- (k) Optimists Fields Pre-game warm-ups:
  - (1) All batting practice for games played at Optimist Fields will be conducted in the batting cages. Teams scheduled for Field #1 will use the west cage and teams scheduled for Field #2 will use the east cage. The home team will have the use of the assigned batting cage for a half-hour period starting 1 hour before the scheduled game starting time. The visiting team will have the use of the assigned batting cage for a half-hour period starting a half-hour before the scheduled game starting time. The team not assigned to the batting cage will be allowed to conduct infield practice on the assigned playing field in the event the field is not in use and after the field crew has completed preparing the field for the game.
  - (2) In the event the field is in use and not available until before game time, the batting cage schedule remains the same. For infield practice, however, the home team will use the field for the first half of the time available before the game and the visiting team will use the field for the second half of the time available before the game while completing their assigned batting cage time.
  - (3) Hitting baseballs into the fences during practices is not allowed. You may use wiffle balls.

## 5. FORFEITED GAMES

- (a) A game will be considered a forfeit if fewer than 9 players of a team are dressed (in team uniform) for a game 15 minutes after the scheduled starting time. The winning team shall win by a score of 6 - 0 ... but both coaches should try to agree to play the game with the forfeiting team borrowing the necessary players from the other team. The game will still be considered a forfeit. Once a game has started with at least the required 9 players, the game will be played to its conclusion without penalty of forfeiture if the loss of an injured player causes the roster to drop below the required 9 players.
- (b) Forfeitures are to be avoided at all costs. Players should be called up from the "Machine-Pitch I" league games as required to fill the roster to 10 players. (See Section 8. Player Call-Up.) If a forfeit occurs, it shall be reported to the League President immediately and a team meeting between the President and all members of the forfeiting team will be held to determine the cause.

## 6. INCLEMENT WEATHER

- (a) In the event of inclement weather, it will be the decision of the coordinator to postpone the game. If the coordinator is not available, the head coach of both teams will make the decision. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time. No game will start or continue during an electrical storm. At the first sign of any lightning all play will stop immediately. The home team coach will immediately inform the Scheduler of the postponement. The Umpire Coordinator and the scheduled umpire also need to be informed about postponed games. When the tornado-warning siren is sounded, all play will stop immediately, the game is postponed, and all players, spectators and coaches should immediately seek shelter. Coaches should be certain that no players are left at the field without a means to get to a safe place.
- (b) Postponed games can only be made up after receiving a make up time from the Scheduler. (For games that have been scheduled to be played at a Gatewood field the Division Coordinator serves the role of Scheduler.) It is the responsibility of the head coach of each team (or substitute) to call the Scheduler to receive the scheduled make up time. A game that has been postponed due to inclement weather (or for darkness) and is not a complete game will be completely restarted by taking the next available make-up time not on the same day as the original game. A make-up time that causes a team to play two games on one day will only be used in special circumstances and will require approval by the President, Vice-President and Division Coordinator.

## 7. PROTESTS

- (a) Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player.
- (b) In the case of a protested game, the Division Coordinator will meet with the umpire and coaches involved. If still not resolved, a Board of Directors meeting will be called to make a judgment based on a majority vote of those members present.
- (c) All officials and coaches should take every precaution to prevent protests. All coaches should bring the facts of the protest to the opposing coach prior to their actual occurrence if at all possible.

## 8. PLAYER CALL-UP

- (a) The "Machine-Pitch I" Division Coordinator will develop a roster of players who are willing to play in games of the "Machine-Pitch II" league when a forfeit is possible due to a shortage of players. The Division Coordinator will provide the roster including the names and telephone numbers of eligible players to the coaches. The players on this roster should be players who will be eligible to play in the "Machine-Pitch II" league next year. Each team will be allowed to select any player from the call-up roster, but may use that player for only one game. The name(s) of any call-up player(s) must be reported to the umpire prior to the start of the game. Call-up players cannot pitch or catch, must be in the last slots of the batting order at the start of the game, and play the required innings defensively. Call-up players shall wear the uniform of their regular team. The roster is limited to a maximum of ten (10) players if a call-up player is used. The call-up rosters may be revised during the season to enable all qualified players to participate.

## Machine-Pitch I Regulations

It is the purpose of this program to teach good sportsmanship, the basic rules of baseball, and how to win and lose with poise, as good players should. The emphasis is not on winning the game, but on learning to act as ladies and gentlemen during the course of playing the game. The spectators and coaches must keep this priority in mind. The players, coaches, and spectators are not to "boo" or heckle the opposing players, coaches, or other spectators. Any disputes are to be handled by the coaches in a quiet manner away from the players. Remember that this is a game and it is played for fun!

### 1. GAME PROCEDURES

- (a) A minimum of 8 players is needed to begin a game. If fewer than 8 players are ready to play 15 minutes after the scheduled start time the game will be considered a forfeit. The forfeit score is 5-0 but coaches are encouraged to play a practice game with borrowed players. The forfeit game score will stand as official. Report forfeits to the coordinator immediately. The coordinator will make any necessary changes to keep teams playing. Consistent forfeits are to be avoided.
- (b) Players are required to wear their uniform (jersey and cap) to all games. Long pants should also be worn.
- (c) Each team will play all players in the field using a standard infield with the remaining players in the outfield, playing at least 25 feet behind the infield. After the start of an inning no player shall be moved to a different fielding position (except to replace an injured player).
- (d) No player can play more than 3 innings in the infield (pitcher, catcher, first, second, shortstop, or third). No player may play a particular infield position more than one inning per game (except where only a minimum of eight players are available, or the game goes into an extra inning).

- (e) An outfielder (including those players designated as back-up for first, second, or third base) must not enter the infield to play the ball. (Playing out-of-position does not teach the team concept and does nothing for the player playing the infield position.)
- (f) Every member of the team will be in the batting order. A copy of the complete line-up in batting order, with names and uniform numbers, should be exchanged prior to the start of the game.
- (g) Each team shall keep a box score by individual name and the scorekeepers shall agree on the score at the end of each half inning.
- (h) NO pitch shall be thrown after 1 ¼ hours from the scheduled game start time and the score shall revert back to the previous completed inning.  
NOTE: An inning starts upon the 3rd out of the previous inning or when a runner scores which results in the maximum runs per inning limit to be reached for the previous inning
- (i) Each game will consist of five innings with a maximum of 7 runs per inning. (The inning ends when three outs are made, or the maximum of 7 runs has been scored.)  
In the case of a tie after five full innings of play, ONE extra inning will be played (time curfew permitting). If the score remains tied after both teams have batted in the 6th inning, the game will be considered a tie and the game will end.
- (j) A “complete” game is defined as any game in which the visiting team has fully completed at least three times at bat and the home team is leading, or the home team has fully completed three times at bat.
- (k) A “complete” game that ends in a tie will not be replayed.
- (l) A game started but not reaching a “complete” game status must be rescheduled and completely restarted with the score at 0 - 0.
- (m) In case of a game that has reached the “complete” game status and subsequent thereto the game is terminated during an inning because of darkness or weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Rule 1.(k) above.
- (n) There are no formal “standings” tracking wins and losses. The players should strive to win, but coaches and parents should not dwell on whether the game was won or lost.

## 2. COACHING and UMPIRING

- (a) The head coach of the batting team will serve as the umpire at home plate. The home plate umpire will be responsible for the batter and for plays at home plate.  
The head coach of the batting team will designate two assistant coaches who will coach the runners at first and third base, and will serve as umpires at these bases while their team is batting.
- (b) The coaches of the team in the field will stand behind the infielders and coach the players on position, plays on runners, and will serve as umpire for calls in the field and at second base. Coaches are to stay out of the infield to facilitate its use by the players. There will be a maximum of three coaches in the outfield at one time.
- (c) The coach/umpire making a call has the last say on the call. Perfection is not required and changes can be easily made. A decision should be changed if it is incorrect. Do your best on judgment calls and call the coordinator if there is a rule problem.
- (d) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning. The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach’s team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (e) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (f) Every precaution should be taken to prevent protests. All coaches should bring the facts of the protest to the opposing coach prior to their actual occurrence if at all possible. Report protests to the coordinator immediately. No protests are allowed on judgment calls.

## 3. PITCHING MACHINE

- (a) A coach from the batting team will operate the pitching machine, and will signal the batter and umpire prior to the pitch.
- (b) The pitching machine will be positioned approximately 28 feet from home plate on the line from home plate to second base.
- (c) The power cord for the pitching machine will be treated as a normal part of the field of play.
- (d) The speed of the machine will be set to 25 mph and will remain at one setting for the entire game. (If the machine is not calibrated for mph the appropriate setting should be obtained from the division coordinator.)
- (e) The player in the pitcher’s position will be positioned on the first base side of the mound.
- (f) A “soft core” baseball will be used with the pitching machine.
- (g) Any batted ball striking the pitching machine or the coach operating the pitching machine is a dead ball; the batter is awarded first base and any runners will advance only as required by such an award.
- (h) Any thrown ball striking the pitching machine, the coach operating the machine, or the screen remains in play.

## 4. BATTING

- (a) Batters, base runners, and the player in the pitcher’s position must wear a helmet at all times. The catcher must wear a helmet and catcher’s mask at all times.
- (b) The on-deck position is NOT used. Players must remain on the bench. Only coaches and players are allowed in the bench area. All unauthorized personnel should be asked to leave the playing field by the head coaches.

- (c) Prior to pitching, the coach/pitcher will check with the coach on the field to determine if the fielding team is ready. The player in the pitcher's position must be positioned with one foot on the pitching rubber during the coach's pitch.
- (d) Any hit ball not traveling beyond the line at the 15-foot distance from home plate will be called a foul ball. The home plate umpire will judge the distance and make a call of fair or foul as soon as possible and as loudly as possible. If an infielder fields the ball within the 15-foot radius and makes a play, the home plate umpire should have already made the call as to fair or foul. Thus, the infielders do not have to wait until the ball clears the line if in the home plate umpire's judgment the ball will clear the line. All runners should run on such a play without waiting for the umpire's call.
- (e) There is no bunting. Every batter is to take a full swing at the ball.
- (f) There are no strikeouts. Each player stays at bat until hitting a fair ball. If the player fails to hit a fair ball after FIVE (5) pitches, a batting tee shall be used.
- (g) No walks will be awarded to any batter (except in the case when a player is hit by a pitched ball).
- (h) Throwing the bat is an automatic out after one warning to the offending team from the home plate umpire. When a warning is given, a "no pitch" is called and all runners return to their bases. (This is a critical rule and must be stressed to the players early and often.)
- (i) Any batted ball striking a runner in the field of play before being touched by a fielder results in that runner being called out. The batter is awarded first base and the other runners return to their previous bases (except when required to advance by the batter gaining first base).
- (j) Any batted ball striking the pitching machine or the coach operating the pitching machine is a dead ball; the batter is awarded first base and any runners will advance only as required by such an award.

## 5. *FIELDING and BASE RUNNING*

- (a) "Machine-Pitch I" is not a running game and marginal decisions should put base runners back, not forward.
- (b) Before the signal is given to the pitching coach that play is to begin, the second base coach must check the players are in the proper positions and know their assignments.
- (c) Any ball thrown out of the playing field from the outfield or infield shall advance runners one base from the base they are going to. The field of play is marked by an imaginary line from the backstop to the outfield parallel to the first base line, and parallel to the third base line.
- (d) A thrown ball hitting a player in the bench area, a spectator, or coach, shall advance runners one base beyond the base they are going to.
- (e) A ball thrown to a base, not fielded but remaining in the field of play will remain in play and runners advance at their own risk.
- (f) If a ball is intentionally thrown out of the field of play the home plate umpire will determine the bases to be advanced.
- (g) Base running stops when a ball is returned from the outfield and enters the infield. If the runners are more than half way to a base, they may continue to that base at their own risk after the ball enters the infield. If the runners are less than half way to a base when the ball enters the infield, they must return to their prior base. Base coaches for the batting team make this call. Disputes over this rule should be settled quietly among the coaches, with attention given to Regulation 5. (a).
- (h) If the throw from the outfield is to catch a runner, the ball remains in play and all runners may continue to run at their own risk. If the throw is to end a play, Regulation 5. (g). applies. The home plate umpire makes the determination if the throw was to catch a runner, or end the play.
- (i) The batter-runner is allowed to turn toward second after passing first, but if an attempt is made to advance to second the runner is liable to be tagged out.
- (j) No run scores on a play where the third out is made: by the batter-runner being put out before reaching first base; or by any runner being forced out.
- (k) The batter-runner shall return to the bench after being put out. Only the "safe" runners will remain to run the bases.

## 6. *INCLEMENT WEATHER*

- (a) In the event of inclement weather, it will be the decision of the coordinator to postpone the game. If the coordinator is not available, the head coaches from both teams will make the decision. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time. No game will start or continue during an electrical storm. At the first sign of any lightning all play will stop immediately. The home team coach will immediately inform the Scheduler of the postponement. When the tornado-warning siren is sounded, all play will stop immediately, the game is postponed, and all players, spectators and coaches should immediately seek shelter. Coaches should be certain that no players are left at the field without a means to get to a safe place.
- (b) Postponed games can only be made up after receiving a make up time from the Scheduler. (For games that have been scheduled to be played at a Gatewood field the Division Coordinator serves the role of Scheduler.) It is the responsibility of the head coach of each team (or substitute) to call the Scheduler to receive the scheduled make up time. A game that has been postponed due to inclement weather (or for darkness) and is not a complete game will be completely restarted by taking the next available make-up time not on the same day as the original game. A make-up time that causes a team to play two games on one day will only be used in special circumstances and will require approval by the President, Vice-President and Division Coordinator.

## 7. *MISCELLANEOUS*

- (a) The home team is responsible for getting the bases from the equipment shed before the game. (Make sure the equipment shed is locked during the game.)
- (b) After the game, the players and coaches are responsible for leaving their respective bench areas clean.
- (c) The home team is responsible for putting away the equipment after the game, and to make sure that the equipment shed is locked.

## T-Ball Regulations

It is the purpose of this program to teach some of the basic rules of baseball, good sportsmanship, and to have fun playing baseball. The emphasis is not on winning the game, but on learning to act as ladies and gentlemen during the course of playing the game. The spectators and coaches must keep this priority in mind. The players, coaches, and spectators are not to “boo” or heckle the opposing players, coaches, or other spectators. Any disputes are to be handled by the coaches in a quiet manner away from the players. Remember that this is a game and it is played for fun!

### 1. GAME PROCEDURES

- (a) A minimum of 8 players is needed to begin a game. If fewer than 8 players are ready to play 15 minutes after the scheduled start time the game will be considered a forfeit, but coaches are encouraged to play a practice game with borrowed players. The forfeit game score will stand as official. Report forfeits to the coordinator immediately. The coordinator will make any necessary changes to keep teams playing. Consistent forfeits are to be avoided.
- (b) Players are required to wear their uniform (jersey and cap) to all games. Long pants should also be worn.
- (c) Each team will play all players in the field using half of the players in the infield with the remaining players in the outfield. The players must be rotated between infield and outfield for successive innings (i.e. first inning in the infield, then the second inning in the outfield, third inning in the infield, etc.).
- (d) Players should be assigned to a different position for each inning. (To give all players an opportunity to play different positions, they may be rotated within the infield (or within the outfield) midway through an inning.) Players should be given an opportunity to play each position during the season.
- (e) An outfielder (including those players designated as back-up for first, second, or third base) must not enter the infield to play the ball. (Playing out-of-position does not teach the team concept and does nothing for the player playing the infield position.)
- (f) Every member of the team will be in the batting order. In order to give each player similar base running opportunities, the batting order should be reversed in alternating innings.
- (g) No score is kept. Each game will end as a tie.
- (h) Each game will consist of five innings, if possible within the 1 ¼ hour time limit.
- (i) NO pitch shall be thrown after 1 hour from the scheduled game start time and the score shall revert back to the previous completed inning. NOTE: An inning starts at the end of the previous inning, not when the players are in position and ready to resume play.
- (j) An inning will consist of all players on the batting team receiving a time at bat. Runners will not remain on base when an out has been made as a result of the play. The “retired” runner will return to the team bench. The number of outs made has no significance for determining the length of the inning.

### 2. COACHING and UMPIRING

- (a) The head coach of the batting team will serve as the umpire at home plate. The home plate umpire will be responsible for the batter and for plays at home plate and removing the tee if there is a chance of a play at home plate.
- (b) The head coach of the batting team will designate two assistant coaches who will coach the runners at first and third base, and will serve as umpires at these bases while their team is batting.
- (c) The coaches of the team in the field will stand behind the infielders and coach the players on position, plays on runners, and will serve as umpire for calls in the field and at second base. Coaches are to stay out of the infield to facilitate its use by the players. There is no limit on the number of coaches allowed in the outfield.
- (d) The coach/umpire making a call has the last say on the call. Perfection is not required and changes can be easily made. A decision should be changed if it is incorrect. Do your best on judgment calls and call the coordinator if there is a rule problem.
- (e) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning. The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach’s team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (f) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (g) Every precaution should be taken to prevent protests. All coaches should bring the facts of the protest to the opposing coach prior to their actual occurrence if at all possible. Report protests to the coordinator immediately. No protests are allowed on judgment calls.

### 3. BATTING

- (a) The ball used will be the R.I.F. (Reduced Injury Factor) ball provided by the league.
- (b) Batters, base runners, the player in the pitcher’s position, and the catcher must wear a helmet at all times.
- (c) The on-deck position is NOT used. Players must remain on the bench. Only coaches and players are allowed in the bench area. All unauthorized personnel should be asked to leave the playing field by the head coaches.
- (d) Prior to placing the ball on the tee, the home plate umpire will check with the coach on the field to determine if the fielding team is ready. The pitcher will then be signaled to go through a simulated windup and throw for each pitch. The pitcher must be positioned with one foot on the pitching rubber until the ball is hit.
- (e) The batter must watch the wind-up and throwing motion, and not swing at the ball on the tee until the motion is completed. If the batter hits the ball beforehand, it is considered a “no pitch” and all runners go back to their original bases and the hitter hits again.

- (f) Prior to the time the pitcher makes the simulated wind-up, the home plate umpire should adjust the tee to the height of the batter, and place the batter's feet on a line directly pointing the pitching rubber. The batter's feet must not be adjusted in order to hit the ball in a direction where the defense is weakest. Such a shift will result in a "no pitch" and all runners will go back to their original bases.
- (g) After a full swing, the ball must travel beyond the line at the 15-foot distance from home plate, or it will be called a foul ball. The home plate umpire will judge the distance and make a call of fair or foul as soon as possible and as loudly as possible. If an infielder fields the ball within the 15-foot radius and makes a play, the home plate umpire should have already made the call as to fair or foul. Thus, the infielders do not have to wait until the ball clears the line if in the home plate umpire's judgment the ball will clear the line. All runners should run on such a play without waiting for the umpire's call.
- (h) There is no bunting. Every batter is to take a full swing at the ball.
- (i) The bat must hit the ball. The bat may hit part of the rubber tube and part ball, but it must travel beyond the 15-foot line. The home plate umpire is the sole judge on this matter. (When the bat hits only the rubber tube, or the ball does not travel the required distance, it is a strike.)
- (j) There are no strikeouts. Each player stays at bat until hitting a fair ball.
- (k) Throwing the bat is an automatic out after one warning to the offending team from the home plate umpire. When a warning is given, a "no pitch" is called and all runners return to their bases. (This is a critical rule and must be stressed to the players early and often.)
- (l) Any batted ball striking a runner in the field of play before being touched by a fielder results in that runner being called out. The batter is awarded first base and the other runners return to their previous bases (except when required to advance by the batter gaining first base).

#### **4. FIELDING and BASE RUNNING**

- (a) "T-Ball" is not a running game and marginal decisions should put base runners back, not forward.
- (b) Before the signal is given to the home plate umpire that play is to begin, the second base coach must check that the players are in the proper positions and know their assignments.
- (c) Any ball thrown from the outfield or infield out of the playing field shall advance runners one base from the base they are going to. The field of play is marked by an imaginary line from the backstop to the outfield parallel to the first base line, and parallel to the third base line.
- (d) A thrown ball hitting a player in the bench area, a spectator, or coach, shall advance runners one base beyond the base they are going to.
- (e) A ball thrown to a base, not fielded but remaining in the field of play will remain in play and runners advance at their own risk.
- (f) If a ball is intentionally thrown out of the field of play the home plate umpire will determine the bases to be advanced.
- (g) Base running stops when a ball is returned from the outfield and enters the infield. If the runners are more than half way to a base, they may continue to that base at their own risk after the ball enters the infield. If the runners are less than half way to a base when the ball enters the infield, they must return to their prior base. Base coaches for the batting team make this call. Disputes over this rule should be settled quietly among the coaches, with attention given to Regulation 4. (a).
- (h) If the throw from the outfield is to catch a runner, the ball remains in play and all runners may continue to run at their own risk. If the throw is to end a play, Regulation 4.(g) applies. The home plate umpire makes the determination if the throw was to catch a runner, or end the play.
- (i) The batter/runner is allowed to turn toward second after passing first, but if an attempt is made to advance to second the runner is liable to be tagged out.

#### **5. INCLEMENT WEATHER**

- (a) In the event of inclement weather, it will be the decision of the coordinator to postpone the game. If the coordinator is not available, the head coach of both teams will make the decision. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time. No game will start or continue during an electrical storm. At the first sign of any lightning all play will stop immediately. The home team coach will immediately inform the Scheduler of the postponement. When the tornado-warning siren is sounded, all play will stop immediately, the game is postponed, and all players, spectators and coaches should immediately seek shelter. Coaches should be certain that no players are left at the field without a means to get to a safe place.
- (b) Postponed games can only be made up after receiving a make up time from the Scheduler. (For games that have been scheduled to be played at a Gatewood field the Division Coordinator serves the role of Scheduler.) It is the responsibility of the head coach of each team (or substitute) to call the Scheduler to receive the scheduled make up time. A game that has been postponed due to inclement weather (or for darkness) and is not a complete game will be completely restarted by taking the next available make-up time not on the same day as the original game. A make-up time that causes a team to play two games on one day will only be used in special circumstances and will require approval by the President, Vice-President and Division Coordinator.

#### **6. MISCELLANEOUS**

- (a) The home team is responsible for getting the bases from the equipment shed before the game. (Make sure the equipment shed is locked during the game.)
- (b) After the game, the players and coaches are responsible for leaving their respective bench areas clean.
- (c) The home team is responsible for putting away the equipment after the game, and to make sure that the equipment shed is locked.

## Traveling Tournament Regulations

These are the regulations that will be used for Traveling Baseball tournaments hosted by the Glen Lake Mighty-Mites.

### 1. GAME SCORING, LENGTH, and COMPLETED GAMES

- (a) Each team shall keep track of the box scores and agree on the score as the game progresses.
- (b) Each team shall keep an accurate, up-to-date record of the innings pitched by each player on the team.
- (c) A copy of the starting lineup shall be completed and given to the opposing coach. The cards shall contain the batting order by player name and uniform number and shall be delivered at least 5 minutes prior to game time. Complete team rosters, with a maximum of 15 players, must be submitted to the Tournament Coordinator before tournament play begins. Players not on the roster may not be used during any of the tournament games.
- (d) A "complete" game is defined as any game in which the visiting team has fully completed at least four times at bat and the home team is leading, or the home team has fully completed four times at bat.
- (e) There will be a "10-run" rule after four (4) innings (3½ innings if the home team is leading).
- (f) A "complete" game that ends in a tie will not be replayed but will count as ½ game won and ½ game lost.
- (g) A game started but not reaching a "complete" game status will be resumed from the exact point of interruption.
- (h) Any inning being played 2 hours after the scheduled starting time of a game will constitute the last inning of the game. No innings will start at a time which is more than 2 hours later than the scheduled start time, except in situations where it is necessary to play the fourth inning to reach "complete" game status.

NOTE: An inning starts upon the 3rd out of the previous inning.

- (i) In case of a game which has reached the "complete" game status and subsequent thereto the game is terminated during an inning because of weather conditions, the score will revert back to that at the end of the last complete inning played. If this is a tie, see Regulation 1. (f).
- (j) Each game will consist of six innings. In the case of a tie after six full innings of play, ONE extra inning will be played (time curfew permitting). If the score remains tied after both teams have batted in the 7th inning, the game will be considered a tie and the game will end. Each team will receive credit for ½ game won and ½ game lost.

NOTE: Games in the championship round which determine final standings for trophy presentations will be allowed to continue for as many extra innings as necessary to determine a winner.

### 2. GAME PLAY (OFFENSIVE AND DEFENSIVE PLAY)

- (a) The strike zone will extend from the armpits to just above the kneecap and will be the width of the plate.
- (b) Unlimited defensive substitution shall be allowed. All rostered players will be in the batting order.
- (c) There will be no penalty for balks on the pitcher. If a balk occurs, the umpire will call it to the attention of the pitcher and the coach, but the base runners will not advance.
- (d) There are no special restrictions on runners advancing from any base while the ball is in play. Runners cannot leave the base they occupy until the pitch has been delivered and has reached the batter. Runners leaving early will be called out. See Rule 7.13. (Rule 7.13: When the umpire detects a base runner leaving the base before the ball has been delivered and has reached the batter: (a) the umpire shall immediately call "Time" and call the runner out. (b) The ball becomes dead. Any action that might result from a delivered pitch is disregarded.)
- (e) When the catcher drops a pitch that is the third strike the batter is out and may not attempt to advance to first base. The ball is live and remains in play.
- (f) The batting order shall consist of all players in uniform and present for the game. If 11 players are in uniform, the lineup shall include 11 names. If a player arrives after the batting order is turned in, the player's batting slot is at the end of the order (in the example above, the player would bat in the #12 slot). The opposing coach must be informed of this addition to the batting order. In case of injury or an early departure from the game, the vacated spot in the batting order will be skipped.
- (g) No substitute runners shall be allowed except in the case of an injury and/or with the approval the opposing coach. The courtesy runner shall be the player who made the last out. (A courtesy runner may be used for the catcher with the consent of the opposing coach.)
- (h) Late arriving players (late defined as not being present when the game has officially started) shall be allowed to play after notifying both the umpire and the opposing coach.

### 3. PITCHING RULES

- (a) Pitchers may pitch:
  - Up to 3 innings per game
  - Up to 6 innings per day
  - Up to 12 innings per tournament if held over three days
  - Up to 15 innings per tournament if held over four days
 The starting pitcher may re-enter as a pitcher in the same game one time. (For the other pitchers, the innings pitched must be consecutive.)
- (b) A single pitch thrown constitutes a full inning pitched.
- (c) The following pitches will be legal: fast balls, straight change-ups, palm balls, and knuckle balls. All other pitches (including but not limited to knuckle curves, curve balls, sliders, etc.) shall be considered illegal. The first violation will result in the pitch being called a

ball. The second violation will result in the pitch being called a ball and the pitcher being removed as pitcher for the remainder of the game. (The player may continue to participate in the game in any other position.)

- (d) Intentional walks will be permitted with no pitches required. Coaches must inform the umpire of the intentional walk.

#### 4. SAFETY AND PLAYER ETIQUETTE

- (a) All umpire decisions will be final. On a disputed play or interpretation of baseball rules, only the coach or assistant coach shall confer with the umpire in an orderly fashion; the umpire's decision is final. No base coaches (unless a coach or an assistant coach) shall confer with the umpire. After giving the coach or assistant coach a warning, the offending base coach may be ejected from the playing field. All coaches and umpires are expected to become familiar with the basic rules of baseball given in this set of rules.
- (b) The head coach is responsible for controlling the behavior of everyone associated with that coach's team; the coaching staff, the players, and the fans.
- (c) A team may have a maximum of four coaches on the bench, the head coach, an assistant coach, a bench coach, and a scorekeeper.
- (d) Adult coaches shall be allowed to coach 1st and 3rd base and shall remain in the area designated for base coaches. A player who is a base coach must wear a batting helmet.
- (e) After the games, the players and coaches will be responsible for leaving their respective bench areas clean.
- (f) The equipment must be kept behind the bench fences and in an orderly manner. A bat must be retrieved before play resumes.
- (g) All batters and runners must wear protective headgear. The catcher must wear the protective helmet with throat protector. Male catchers must wear a protective cup.
- (h) The on-deck position will NOT be used; players and coaches must remain behind the dugout fence and off the playing field. All unauthorized personnel will be asked to leave the playing field by the league officials or field supervisor.
- (i) Players, coaches, and spectators shall not be allowed to harass the opposing players or the umpire at any time. Penalty shall be ejection from playing field by the umpire after one warning.
- (j) Any player or coach, who, in the judgment of the umpire, intentionally throws a bat or helmet in a malicious manner, shall be subject to immediate ejection from the game by the umpire.
- (k) Any runner must slide when there is a play at home plate, or a base other than first. Violation results in the runner being called out. A fielder cannot block a base or home plate without the ball.
- (l) All batting practice for games played at Optimist Fields will be conducted in the batting cages. Teams scheduled for Field #1 will use the west cage and teams scheduled for Field #2 will use the east cage. The Tournament Director will assist the Team Managers in coordinating the use of the batting cages and the use of the infield (if time permits it to be available for pre-game practice). Coaches may also hit fly balls for outfield practice.
- (m) Dugouts are available on a first-come, first-serve basis. The home team is determined by a coin toss conducted before the game.
- (n) Bats must conform to Rule 1.10. Any batter using an illegal bat shall be called out on appeal. (The defensive team may appeal at any time prior to the first pitch to the next batter.) The illegal bat must be removed from the game. (Rule 1.10: The bat used must meet Little League® specifications and standards. It shall be a smooth, rounded stick made of wood or of a material tested and proved acceptable to Little League® standards. It shall not be more than 33 inches in length, not more than 2¼ inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 for bats less than 30 inches) at its smallest part. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. No laminated bat shall be used. White bats are not permitted. Colored bats are acceptable. An illegal bat must be removed. NOTE: The traditional batting donut is not permissible.)

#### 5. FORFEITED GAMES

- (a) A game will be considered a forfeit if fewer than 9 players of a team are dressed for a game 10 minutes after the scheduled starting time. The winning team shall win by a score of 6 - 0. Once a game has started with at least the required 9 players, the game will be played to its conclusion without penalty of forfeiture if the loss of an injured player causes the roster to drop below the required 9 players.

#### 6. INCLEMENT WEATHER

- (a) In the event of inclement weather, it will be the decision of the Tournament Director to postpone the game. In an effort to play as many games according to the published schedule, the decision to postpone a game will be made not more than one hour before the scheduled start time.
- (b) If any portion of the tournament is deemed unplayable, the tournament director reserves the right to do whatever necessary to complete the tournament, including but not limited to the changing of tournament format, shortening of games, etc. The decision of the tournament director is final.

#### 7. GAME BALLS

- (a) Each team must furnish one game ball (meeting the requirements specified in Rule 1.09). The **penalty** for failure to provide a game ball shall be 3 runs awarded to the opposing team. The team removing the ball from play must replace any "home run" souvenir balls. (Rule 1.09: The ball used shall meet Little League® specifications and standards. It shall weigh not less than 5 or more than 5 ¼ ounces and measure not less than 9 or more than 9 ¼ inches in circumference.)

#### 8. TIE BREAKERS

The following methods will be used in the order listed, if needed, to determine the position of each team in the standings:

- (a) Head to Head record.

- (b) Least runs given up during the tournament. (When teams #1, #2 and #3 are tied for position A: If team #2 has given up the least runs, then team #2 is placed in position A and team #1 and team #3 go to tie breaker (a) – head to head record – to determine positions B and C; continuing through as many tie breakers that may be necessary.)
- (c) Most runs scored during the tournament.
- (d) Run differential in all games – that is: each team’s total of runs scored minus runs allowed.
- (e) Coin toss. (If three teams are involved each team tosses a coin. The team whose result is different from the other two is the “winner”. The remaining two then conduct a “conventional” coin toss.)

## RULES

NOTE: The Playing Rules sections of this manual also include the Notes Case Book Comments sections in the appropriate places. This is the type style that is used for Case Book Comments. The Case Book interprets or elaborates on the basic rules and in essence has the same effect as rules when applied to particular sections for which they are intended.

### 1.00 Objectives Of The Game

#### 1.01 *Baseball Is A Game*

Baseball is a game between two teams of nine players each, under direction of a manager and coaches, played on an enclosed field in accordance with these rules, under jurisdiction of an umpire.

#### 1.02 *The Objective*

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

#### 1.03 *The Winner*

The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

#### 1.04 *The Playing Field*

The infield shall be a 60 foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 1. 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. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

From home base the distance to second base is 84 feet, 10 inches. From home base, the distance to first base is 60 feet; from second base to first base the distance is 60 feet. From home base, the distance to third base is 60 feet; from second base to third base the distance is 60 feet. All measurements from home base shall be taken from the point where the first and third base lines intersect.

The reference diagrams are contained in Appendix 1. Diagram 1 is the Field Layout and Diagram 2 is the Batter's Box Layout

The catcher's box, the batters' boxes, the coaches' boxes and the three-foot first base lines shall be laid out as shown in Diagrams 1 and 2.

The catcher's box extends approximately 6 feet 4¾ inches to the rear of home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate.

The batter's box shall be rectangular, 6 feet by 3 feet. The inside line shall be parallel to and 4 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

The coaches' boxes shall be 4 feet by 8 feet and shall not be closer than 6 feet from the foul lines.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with chalk or other white material. Caustic lime must not be used.

NOTE: The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory and do not conform to the size and shape of the grassed and bare areas of the playing fields used for this league.

#### 1.05 *Home Base*

Home base shall be marked by a five sided slab of whitened rubber. 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 ½ 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 to 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. The black beveled edge is not considered part of home plate.

#### 1.06 *First, Second, And Third Bases*

First, second and third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags shall be not less than 14 or more than 15 inches square, and the outer edges shall not be more than 2¼ inches thick, and filled with soft material. Bases designed to disengage their anchor systems for safety purposes are permitted.

NOTE: 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 the runner had reached the base safely. If there is continual action involving a subsequent runner, the base plate becomes the actual base for rendering of the umpire's decision.

#### 1.07 *The Pitcher's Plate*

The pitcher's plate shall be a rectangular slab of whitened rubber, 18 inches by 4 inches. It shall be set in the ground as shown in Diagrams 1 and 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 Benches

The league shall furnish players' benches, one each for the home and visiting teams. They shall be protected by fencing of wire.

NOTE: The on-deck position is not permitted.

### 1.09 The Ball

The ball used shall meet Little League® specifications and standards. It shall weigh not less than 5 or more than 5 ¼ ounces and measure not less than 9 or more than 9 ¼ inches in circumference.

### 1.10 The Bat

The bat used must meet Little League® specifications and standards. It shall be a smooth, rounded stick made of wood or of a material tested and proved acceptable to Little League® standards. It shall not be more than 33 inches in length, not more than 2¼ inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 for bats less than 30 inches) at its smallest part. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. No laminated bat shall be used. White bats are not permitted. Colored bats are acceptable. An illegal bat must be removed.

NOTE: The traditional batting donut is not permissible.

### 1.11 Uniforms

- (a) (1) All players on a team shall wear numbered uniforms identical in color, trim and style.
  - (2) Any part of an undershirt exposed to view shall be of a uniform solid color (not white) for all players on a team.
  - (3) A player whose uniform does not conform to that of the other players on the team shall not be permitted to participate in a game.
- (b) The league will provide each team with a distinctive uniform. Designated portions of the uniform remain the property of the league.
- (c) (1) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length.
  - (2) No player shall wear ragged, frayed or slit sleeves.
- (d) No player shall attach to a uniform tape or other material of a different color from the uniform.
- (e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- (f) Glass buttons and polished metal shall not be used on a uniform.
- (g) No player shall attach anything to the heel or toe of a shoe other than the ordinary shoe plate or toe plate.
- (h) Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- (i) Managers and coaches must not wear conventional baseball uniforms or shoes with metal spikes but may wear caps, slacks and shirt.
- (j) Players must not wear watches, rings, pins, jewelry, or other metallic items. "Medical" bracelets are permitted.
- (k) Casts may not be worn during the game.

### 1.12 The Catcher's Mitt

The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size or weight consistent with protecting the hand.

### 1.13 The First Baseman's Mitt

The first baseman may wear a glove or mitt not more than twelve inches long from top to bottom and not more than eight 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 The Fielders' Gloves

Each fielder, other than the first baseman or catcher, may use or wear a glove not more than twelve inches long nor more than 7 ¾ inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be of any weight.

### 1.15 The Pitcher's Glove

- (a) The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.
- (b) No pitcher shall attach to the glove any foreign material of a color different from the glove.
- (c) No pitcher shall wear sweat bands on wrists.

### 1.16 Helmets

The league will provide each team with protective helmets.

- (a) All players shall use some type of protective helmet while at bat.
- (b) All players shall use some type of protective helmet while a base runner, or while serving as a base coach.
- (c) All catchers shall wear a catcher's protective helmet, while fielding their position.

### 1.17 Protective Equipment

- (a) All male players must wear athletic supporters. Catchers (male) must wear the metal, fiber or plastic type cup. Catchers must wear long model chest protectors with neck collar, throat guard, shin guards and a catcher's helmet; all must meet Little League® specifications and standards. Catchers must wear a mask, throat protector and catcher's helmet during practice, pitcher warm-up and games.

## 2.00 Definitions Of Terms

### 2.01 All Definitions In Rule 2.00 Are Listed Alphabetically

**ADJUDGED** is a judgment decision by the umpire.

**APPEAL** is the act of a fielder in claiming violation of the rules by the offensive team.

**BACKSTOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

**BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

**BALL** is a pitch which 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 is a "ball." If such a pitch touches the batter, the batter shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.

**BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

**BASE COACH** is a team member in uniform or an adult manager 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** is an award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone.

**BATTER** is an offensive player who takes a position in the batter's box.

**BATTER-RUNNER** is a term that identifies the offensive player who has just finished a time at bat until that player is put out or until the play on which that player becomes a runner ends.

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

**BATTERY** is the pitcher and catcher.

**BENCH or DUGOUT** is the seating facilities reserved for players, substitutes and the manager and coaches when they are not actively engaged on the playing field.

**BOARD of DIRECTORS** The individuals who have volunteered to conduct the league's operations in accordance with the adopted bylaws and Articles of Incorporation. They shall enforce the official rules, resolve any disputes involving the rules, determine any protested games and impose any disciplinary actions that may be required.

**BUNT** is 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 terminates play.

**CATCH** is the act of a fielder in getting secure possession in the fielder's hand or glove of a ball in flight and firmly holding it; providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and 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 the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. The fielder 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, rope or into a stand to catch a ball. The fielders do so at their own risk.

If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

**CATCHER** is the fielder who takes the position back of the home base.

**CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.

**CATCHER'S MITT**

**COACH** is appointed to perform such duties as the manager may designate, such as but not limited to acting as base coach.

**DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

**DEFENSE (or DEFENSIVE)** is the team, or any player of the team, in the field.

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

**DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play).

Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

**DUGOUT** (See definition of **BENCH**)

**FAIR BALL** is 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.

NOTE: A fair fly shall be judged according 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 such fielder touches the ball.

If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul

territory, it is a foul ball. If a fly ball lands on first or third base and then bounces to foul territory, it is a fair hit. If a fly ball lands beyond first or third base in fair territory and then bounces to foul territory, it is a fair hit.

**FAIR TERRITORY** is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

**FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) 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 a preceding runner; (b) 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; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

**FIRST BASEMAN'S MITT**

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

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

NOTE: Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Runner on first, one out, ball hit sharply to first baseman who touches the bag and batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score. Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

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

**FOUL BALL** is 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.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time such fielder 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** is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

**FOUL TIP** is 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 and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

**GROUND BALL** is a batted ball that rolls or bounces close to the ground.

**HOME TEAM** is the team which takes the field first at the start of the game. The published schedule determines which team this will be.

**ILLEGAL (or ILLEGALLY)** is contrary to these rules.

**ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk.

**ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

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

**INFIELD FLY** is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of 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 and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

On the infield fly rule 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 rule also that a ball is an infield fly, even if 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 in no sense to be considered an appeal play. 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 on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (L). The infield fly rule takes precedence.

**IN FLIGHT** describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

**IN JEOPARDY** is a term indicating that the ball is in play and an offensive player may be put out.

**INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half inning. It will be held that an inning starts the moment the third out is made completing the preceding 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 the 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 (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or

(2) When a fair ball touches an umpire on 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.

**The LEAGUE** is a group of teams who play each other in a pre-arranged schedule under these rules.

**LEGAL (or LEGALLY)** is in accordance with these rules.

**LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

**LIVE BALL** is a ball which is in play.

**THE MANAGER** is a person appointed by the Board of Directors (acting upon the Division Coordinator's recommendations) to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. (This person is also referred to as the HEAD COACH.)

(a) The manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.

(b) If a manager leaves the field, that manager shall designate a coach as substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate a substitute before leaving, the umpire shall designate a substitute manager.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so the fielder must occupy the position to receive the ball the fielder may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, the fielder can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes and the fielder continues to lie on the ground and delays the progress of the runner, the fielder very likely has obstructed the runner.

**OFFENSE** is the team, or any player of the team, at bat.

**OFFICIAL RULES** The rules contained in this document.

**OFFICIAL SCORER** See Rule 10.00.

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

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

**OVERSLIDE (or OVERSLIDING)** is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

**PENALTY** is the application of these rules following an illegal act.

**PERSON** of a player or an umpire is any part of the body, clothing or equipment.

**PITCH** is a ball delivered to the batter by the pitcher.

All other deliveries of the ball by one player to another are thrown balls.

**PITCHER** is the fielder designated to deliver the pitch to the batter.

**PIVOT FOOT** The pitcher's pivot foot is that foot which is in contact with the pitcher's plate as the pitch is delivered.

"**PLAY**" is the umpire's order to start the game or to resume action following any dead ball.

**QUICK RETURN** pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch. (Check Rule 8.02 (a) 7)

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

**RETOUCH** is the act of a runner in returning to a base as legally required.

**RUN (or SCORE)** is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

**RUN DOWN** is the act of the defense in an attempt to put out a runner between bases.

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

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

**SET POSITION** is one of the two legal pitching positions.

**SQUEEZE PLAY** is 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** is a legal pitch when so called by the umpire, which

1. Is struck at by the batter and is missed;
2. Is not struck at, if any part of the ball passes through any part of the strike zone;
3. Is fouled by the batter when there is less than two strikes;
4. Is bunted foul (batter is out and ball is dead, if the batter bunts foul on the third strike);
5. Touches the batter's person as the batter strikes at it (dead ball);
6. Touches the batter in flight in the strike zone; or
7. Becomes a foul tip (ball is live and in play).

**STRIKE ZONE** is that area over home plate the upper limit of which is a horizontal line at the batter's armpits, and the lower level is a line at the top of the knees. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.

**SUSPENDED GAME** is a game called temporarily due to weather conditions.

**TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball, or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

**THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

**TIE GAME** is 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.

**TOUCH** To touch a player or umpire is to touch any part of the player's or umpire's body, clothing or equipment.

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

**WILD PITCH** is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

**WIND UP POSITION** is one of the two legal pitching positions.

### **3.00 Game Preliminaries**

#### **3.01 *Umpire Duties***

Before the game begins the umpire shall:

- (a) Require strict observance of all rules governing team personnel, implements of play and equipment of players;
- (b) Be sure that all playing lines (heavy lines on Diagrams No. 1 and No. 2) are marked with non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) Receive from the league a supply of regulation baseballs, the number be determined by the league. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (d) Be assured by the league that additional balls are immediately available for use if required;
- (e) Have possession of at least one alternate ball and shall require replenishment of such supply of the alternate ball as needed throughout the game. Such alternate ball 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;
  - (3) The pitcher requests such alternate ball.

NOTE: The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

#### **3.02 *Discolored Or Damaged Baseballs***

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand paper, emery paper or other foreign substance.

PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once.

#### **3.03 *Player Substitution***

All players on the team roster present for the game are listed in the batting order. Unlimited defensive substitution is permitted except that a pitcher may not re-enter a game as a pitcher. (Rules 3.06, 3.07 and 3.08 do not apply but are listed here for completeness only.)

#### **3.04 *Substitute Runner***

A player whose name is on the team's batting order may not become a substitute runner for another member of the team. "Courtesy runner" is not permitted.

NOTE: This rule is intended to eliminate the practice of using so called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate. No player who has been in the game and has been taken out for a substitute shall return as a courtesy runner. Any player not in the lineup, if used as a runner, shall be considered as a substitute player.

#### **3.05 *Pitcher***

- (a) The pitcher named in the batting order (4.01) shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates the pitcher from further play as a pitcher.
- (b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the judgment of the umpire, incapacitates the pitcher from further play as a pitcher.

#### **3.06 *Substitution Notification***

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

#### **3.07 *Substitution Announcement***

The umpire after having been notified, shall immediately announce, or cause to be announced, each substitution.

#### **3.08 *Substitution Is Made When...***

- (a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when:
  - (1) If a pitcher, the substitute takes position on the pitcher's plate and throws one warm-up pitch to the catcher;
  - (2) If a batter, the substitute takes position in the batter's box;
  - (3) If a fielder, the substitute reaches the position usually occupied by the fielder being replaced, and play commences;
  - (4) If a runner, the substitute takes the place of the runner being replaced.
- (b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

### 3.09 *Team And Spectator Conduct*

Players, managers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.

### 3.10 *Fitness Of Field*

- (a) The designated league representative shall determine the fitness of the playing field before the game starts. In the event that the designated league representative is not available, the managers of both teams shall agree on the fitness of the playing field.
- (b) The umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been suspended. The umpire may continue the suspension as long as there is any chance to resume play.
- (c) The umpire shall at all times try to complete a game; a game will be terminated only when there appears to be no possibility of completing it.

### 3.11 *Doubleheaders*

Doubleheaders, with the same teams involved, are not permissible.

### 3.12 *"Time" And "Play"*

When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play," the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

### 3.13 *Ground Rules*

The league shall make and enforce any special ground rules made necessary by ground conditions, which shall not conflict with the official playing rules.

### 3.14 *Equipment In Dugout*

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

### 3.15 *Persons Allowed On Field*

No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, and the umpire. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and no runners on base may advance.

NOTE: See Rule 7.11 for individuals excepted above, also see Rule 7.08 (b).

The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example: a person who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, the person kicks the ball or picks it up or pushes it that is considered intentional interference, regardless of what the person's thoughts may have been.

PLAY: Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did everything possible to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear as trying not to interfere, the umpire should rule interference.

### 3.16 *Spectator Interference*

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 as in the umpire's opinion will nullify the act of interference.

APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred.

No interference shall be allowed when a fielder reaches over a fence, railing, rope, or into a stand to catch a ball. Players do so at their own risk. However, should a spectator reach out on the playing field side of such fence, railing or rope, and plainly prevent the fielder from catching the ball, then the batter should be called out for the spectator's interference.

Example: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.

### 3.17 *Players On The Bench Unless...*

Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except eligible players in uniform, managers and coaches shall occupy a bench during a game. The on-deck position is not permitted; the "next" batter must stay on the bench until it is time to bat. The "next" batter will be permitted a maximum of 5 swings to loosen up before taking position in the batter's box.

### 3.18 *Preservation Of Order*

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

## 4.00 **Starting And Ending A Game**

### 4.01 *Umpire Arrival*

The umpire shall enter the playing field 15 minutes before the time set for the game to begin and proceed directly to home base where the umpire shall be met by the managers of the opposing teams.

The umpire shall make certain that the opposing teams have exchanged official batting orders. Thereafter, no substitutions shall be made by either manager, except as provided in the rules.

Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

At the scheduled start time, the home team shall take position on the field and from that moment the umpire 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.

### 4.02 *Players*

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

### 4.03 *Fielders In Fair Territory*

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

- (a) The catcher shall be stationed directly back of the plate. The catcher may leave that 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. PENALTY: Balk.
- (b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position;
- (c) Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory;
- (d) Except 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 *Batting Order*

The batting order shall be followed throughout the game unless a player is removed due to injury, illness or otherwise removed because of departure from the playing field.

### 4.05 *Base Coaches*

The offensive team shall station two base coaches on the field during its term at bat, one near first base and one near third base. Base coaches shall be limited to two in number and shall

- (1) be a player in team uniform (with protective helmet) or and adult manager or coach
- (2) talk to members of their team only
- (3) remain within the coach's box at all times

PENALTY: The offending base coach shall be removed from the coach's box.

It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times.

It is also common practice for a coach who has a play at the near base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

### 4.06 *Demonstrations And Actions*

- (a) No manager, player or coach shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:
  - (1) Incite, or try to incite, by word or sign a demonstration by spectators;
  - (2) Use language which will in any manner refer to or reflect upon opposing players, managers or coaches, an umpire, or any spectator;
  - (3) Call "Time," or employ any other 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.
  - (4) 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.

**PENALTY:** The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.

#### 4.07 Ejection

When a manager, player or coach is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.

A manager, coach or player under suspension may not be in the dugout during the course of a game.

#### 4.08 Disapproval Of Umpire's Decisions

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 such action continues...

**PENALTY:** The umpire shall order the offenders out of the game and away from the spectator area. If the umpire is unable to detect the offender, or offenders, the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed to play 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 players 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 (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
- (b) When the winning run is scored in the last half inning of a regulation game, or in the last half 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 third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter-runner from touching first base. In such cases, the umpire shall award the runner the base because of the obstruction by the fans.

**PENALTY:** If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

**APPROVED RULING:** No run shall score during a play in which the third out is made by the batter-runner before touching first base.

**Example:** One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter-runner before touching first base, Jones' run does not count.

**APPROVED RULING:** Following runners are not affected by an act of a preceding runner unless two are out. **Example:** One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on the way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.

**APPROVED RULING:** Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.

**APPROVED RULING:** One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.

**APPROVED RULING:** Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts.

Here is a general statement that covers:

When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment the runner misses the bag, if an appeal is sustained as applied to the following runners.

**APPROVED RULING:** One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. Three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

#### 4.10 Six Innings

- (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 inning or only a fraction of it, or (2) because the umpire calls the game.
- (b) If the score is tied after six completed innings play shall continue until:
  - (1) The home team scores the winning run in a seventh inning, or
  - (2) Seven innings have been completed.

**NOTE:** In Tournament games play shall continue until:

  - (1) The visiting team has scored more total runs than the home team at the end of a completed inning, or
  - (2) The home team scores the winning run in an uncompleted inning.
- (c) If a game is called, it is a regulation game:
  - (1) If four innings have been completed;
  - (2) If the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four completed half innings;
  - (3) If the home team scores one or more runs in its half of the fourth inning to tie the score.

- (d) If each team has the same number of runs when the game ends, the umpire shall declare it a “Tie Game.”
- (e) If a game is called before it has become a regulation game, the umpire shall declare it “No Game.”  
NOTE: For scorekeeping purposes, all batting, fielding and pitching records shall be disregarded.
- (f) The “10 run rule” will not be used. “10 run rule” If after 4 innings, three and one-half if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

#### 4.11 Final Score

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- (a) The game ends when the visiting team completes its half of the sixth inning if the home team is ahead.
- (b) The game ends when the sixth inning is completed, if the visiting team is ahead.
- (c) 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.

NOTE: Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runner and all 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.

APPROVED RULING: 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.

- (d) A called game ends at the moment the umpire terminates play.  
EXCEPTION: If the game is called while an inning is in progress and before it is completed, the game ends at the end of the last previous completed inning in each of the following situations:

- (1) The visiting team has scored one or more runs to tie the score and the home team has not scored;
- (2) 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.

NOTE: See Rule 4.10 (c).

#### 4.12 Tie Game

Any game which has reached regulation status and, with the score tied, is called because of :

- (1) The league specified time limit;
- (2) Weather;

is a tie game.

NOTE: In Tournament games such a “called” game shall become “SUSPENDED”.

- (1) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing participation. (A team member not present for the original game may participate in the resumed game as a late-arriving player.)

#### 4.13 Doubleheaders

Double Headers involving the same teams playing both games will not be scheduled.

#### 4.14 Lights

Playing field lights at the Optimists Fields are available.

#### 4.15 Forfeited Games

A game may be forfeited to the opposing team when a team:

- (a) Fails to appear upon the field, or being upon the field, refuses to start play within ten minutes after the umpire has called “Play” at the scheduled time for beginning the game, unless such delayed appearance is, in the umpire’s judgment, unavoidable;
- (b) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
- (c) Fails to resume play, after a game was halted by the umpire, within one minute after the umpire has called “Play;”
- (d) After warning by the umpire, willfully and persistently violates any rules of the game;
- (e) Fails to obey within a reasonable time the umpire’s order for removal of a player from the game;
- (f) Employs tactics palpably designed to delay or shorten the game;

#### 4.16 Nine Players At Start Of Game

If a game cannot be played because of the inability of either team to place nine fielders on the field within fifteen minutes of the scheduled time for the game, the game shall be forfeited; with the team with an insufficient number of players losing by a score of 6-0.

#### 4.17 Less Than Nine Players During Game

When a team is unable or refuses to place nine players on the field the game shall continue with the available players and shall not be forfeited.

#### 4.18 *Recording Forfeited Games*

The umpire shall transmit a report to the league president within twenty four hours of the forfeiture, but failure of such transmittal shall not affect the forfeiture.

#### 4.19 *Protesting The Game*

- (a) Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for protest.
- (b) The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from the umpire.
- (c) Protests shall be made as follows:
  - (1) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
  - (2) Following such notice the umpire shall review the protested event, consulting the rules as necessary. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after review, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
- (d) A protest made due to the use of an ineligible player may be considered only if made to the umpire before the final out of the game.
- (e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the league president within 24 hours.
- (f) The Division Coordinator will meet with the umpire and the managers of the teams involved to attempt to resolve the protest. If the protest is still unresolved, a meeting of the Board of Directors shall be called to make a judgment based on the majority vote of those members present.

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

#### 5.01 *"Play"*

At the time set for beginning the game the umpire shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon all players are in position the umpire shall call "Play."

#### 5.02 *The Ball Is Alive*

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 player 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 a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field).

Should a ball come partially apart in a game, it is in play until the play is completed.

#### 5.03 *Deliver The Pitch To The Batter*

The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

#### 5.04 *Offensive Team's Objective*

The offensive team's objective is to have its batter become a runner, and its runners advance.

#### 5.05 *Defensive Team's Objective*

The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

#### 5.06 *Score One run*

When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive 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 the runner had left the base before a caught fly ball.

#### 5.07 *Three Outs*

When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

#### 5.08 *Thrown Ball Accidentally Touches...*

If a thrown ball accidentally touches a base coach, or a pitched 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.

#### 5.09 *Ball Becomes dead*

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 the batter's clothing, while in a legal batting position; runners, if forced, advance (See rule 6.08);

- (b) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners may not advance.  
NOTE: The interference shall be disregarded if the catcher's throw retires the runner.
- (c) A balk is committed; runners advance; (See Penalty 8.05).
- (d) A ball is illegally batted; either fair or foul; runners return;
- (e) A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
- (f) 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;  
NOTE: If a fair ball goes through, or by, an infielder, and touches a runner immediately back of said infielder, 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;
- (g) 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 batter cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.  
If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play.  
If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

### 5.10 "Time"

The ball becomes dead when an umpire calls "Time." The umpire shall call "Time":

- (a) When in said umpire's judgment weather, darkness or similar conditions make immediate further play impossible;
- (b) When light failure makes it difficult or impossible for the umpires to follow the play;
- (c) When an accident incapacitates a player or an umpire;  
(1) If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, 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 substitution, or for a conference with one of the 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.  
Runners advance one base, ball is dead.  
NOTE: 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 paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.

### 5.11 After The Ball Is Dead, Play Shall Be Resumed...

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

## 6.00 The Batter

### 6.01 Each Player Shall Bat

- (a) Each player of the offensive team shall bat in the order that their name appears in the 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 a time at bat in the preceding inning.  
NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

### 6.02 Position In The Batter's Box

- (a) The batter shall take position in the batter's box promptly when it is said batter's time at bat.
- (b) The batter shall not leave the position in the batter's box after the pitcher comes to Set Position, or starts a windup.  
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be.  
The batter leaves the batter's box at the risk of having a strike delivered and called, unless said batter 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 position in the batter's box, said batter shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpire, weather conditions warrant an exception.  
The umpires will not call "Time" at the request of the batter or any member of said batter's team once the pitcher has started a windup or has come to a set position even though the batter claims "dust in the eyes," "steamed glasses," "didn't get the sign" or for any other cause.  
The umpire may grant a hitter's request for "Time" once said hitter is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched.

If pitcher delays once the batter is in the box and the umpire feels that the delay is not justified the umpire may allow the batter to step out of the box momentarily.

If after the pitcher starts a windup or comes to a “set position” with a runner on, the pitcher does not go through with the pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from “scratch.”

- (c) If the batter refuses to take position in the batter’s box during a time at bat, the umpire shall order the pitcher to pitch, and shall call “Strike” on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take proper position before three strikes are called, that batter shall be declared out.

### 6.03 *Batter’s Legal Position*

The batter’s legal position shall be with both feet within the batter’s box.

APPROVED RULING: The lines defining the box are within the batter’s box.

### 6.04 *Legal Time At Bat*

A batter has legally completed a time at bat when put out or becoming a runner.

### 6.05 *A Batter Is Out*

A batter is out when:

- (a) A fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- (b) A third strike is legally caught by the catcher;  
 “Legally caught” means in the catcher’s glove before the ball touches the ground. It is not legal if the ball lodges in the catcher’s clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound.  
 If a foul tip first strikes the catcher’s glove and then goes on through and is caught by both hands against the body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against the body or protector, it is a catch provided the ball struck the catcher’s glove or hand first.
- (c) A third strike is caught or not caught by the catcher;
- (d) Bunting foul on third strike;
- (e) An Infield Fly is declared;
- (f) That batter attempts to hit a third strike and is touched by the ball;
- (g) A fair ball touches said batter before touching a fielder;
- (h) After hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the 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, play shall continue and no interference called. If batted ball hits part of 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 has not hit the helmet.  
 If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on 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 a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.
- (i) After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- (j) After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
- (k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner 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 the batter-runner 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;
- (l) 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 runner or runners shall return to their original base or bases;  
 APPROVED RULING: 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.
- (m) A preceding runner shall, in the umpire’s 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 the base. Obviously this is an umpire’s judgment play.

### 6.06 *Out For Illegal Action*

A batter is out for illegal action when:

- (a) Hitting the ball with one or both feet 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, the batter shall be called out. The umpire should pay particular attention to the position of the batter's feet if said batter attempts to hit the ball while being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.
- (b) Stepping from one batter's box to the other while the pitcher is in position ready to pitch;
- (c) Interfering 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 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 runners on the base at the time may advance as the ruling is that there is no actual 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 and misses and swings so hard said batter carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of said batter on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

### 6.07 *Batting Out Of Turn*

Batting out of turn.

- (a) A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter.  
(1) The proper batter may take position 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, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any 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 first 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, balk, 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 such time at bat become legal.
- (d)  
(1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;  
(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 in proper turn and establishes the order that is to follow.  
APPROVED RULING  
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 Hannah Irwin.  
PLAY (1). Baker bats. With the count 2 balls and 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 2 balls and 1 strike.  
PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.  
RULING: (a) 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 or advancing to first base. Charles must return to second base because the advance to third resulted from 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. Hannah bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George.
- (e) RULING: (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Hannah stays on third and three runs score. Irwin is the proper batter.  
PLAY (5). After Play (4) (b) above, George continues at bat. (a) Hannah 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 became the proper batter as soon as the first pitch to George legalized Hannah's triple; (b) Hannah. 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. Edward does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and 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 Daniel is on second base. Who is the proper batter?

RULING: The proper batter is Edward. When the proper batter is on base, that batter is passed over, and the following batter becomes the proper batter.

### 6.08 *Batter Becomes A Runner and Is Entitled To First Base*

The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when:

- (a) Four "balls" have been called by the umpire;  
A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full.  
If, in advancing, the base runner thinks there is a play and slides past the base before or after touching it said runner may be put out by a fielder's tag. If the runner fails to touch the entitled base and attempts to advance beyond that base said runner may be put out by a tag of the base missed or a tag of said runner.
- (b) the batter is touched by a pitched ball which the batter 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 touched 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 that batter makes no attempt to avoid being touched.  
APPROVED RULING: When the batter is touched by a pitched ball which does not entitle said batter to first base, the ball is dead and no runner may advance.
- (c) The catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision 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, an error, a base on balls, a hit batter, or otherwise, and all 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. If the batter-runner missed first base, or a runner misses the next base, that runner shall be considered as having reached the base, as stated in Note of Rule 7.04 (d).  
Examples of plays the manager might elect to take:  
(1) Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.  
(2) Runner on second base. Catcher interferes with a batter bunting the ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first.  
In situations where the manager wants the "interference" penalty to apply, the following interpretation shall be made of 6.08 (c):  
If the catcher (or any fielder) interferes with the batter, the batter is awarded first base. If, on such interference a runner is trying to score by a steal or squeeze from third base, the ball is dead and the runner on third scores and batter is awarded first base. If the catcher interferes with the batter with no runners trying to score from third on a squeeze or steal, then the ball is dead, batter is awarded first base and runners who are forced to advance, do advance. Runners not attempting to steal or not forced to advance remain on the base they occupied at the time of the interference.  
If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08 (c). In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."
- (d) A fair ball touches an umpire or a runner on fair territory before touching a fielder.  
NOTE: 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 *Batter Becomes A Runner*

The batter becomes a runner when:

- (a) a fair ball is hit;
- (b) The batter is out on strike three. See Rule 6.05 (c).
- (c) 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;
- (d) A fair ball passes over a fence or into the stands at a distance from home base of 165 feet or more. Such hit entitles the batter to a home run when all bases have been legally touched. A fair fly ball that passes out of the playing field at a point less than 165 feet from home base shall entitle the batter to advance to second base only;
- (e) A fair ball, after touching the ground, bounds 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;

- (f) 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;
- (g) 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;
- (h) 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 in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 165 feet from home plate, the batter shall be entitled to two bases only.  
NOTE: If the deflection occurs off a fielder's glove below the top of the fence that batter shall be entitled to two bases.

### 6.10 Designated Hitter

All players on the team roster are listed in the batting order. The Designated Hitter Rule does not apply.

## 7.00 The Runner

### 7.01 Right To An Unoccupied Base

A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out, or forced to vacate it for another runner legally entitled to that base.

If a runner legally acquires title to a base, and the pitcher assumes a pitching position, the runner may not return to a previously occupied base.

### 7.02 Runner Shall Touch Bases In Order

In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.

### 7.03 Two Runners May Not Occupy A Base

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

### 7.04 Advance One Base

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

- (a) There is a balk;  
NOTE: This rule is overridden by local regulations. The intent of calling balks is to instruct the pitcher without penalty.
- (b) The batter's advance without liability to be put out forces a runner to vacate a 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, if the runner is forced to advance;  
A runner forced to advance without liability to be put out may advance past the entitled base only at said runner's peril. If such a runner, forced to advance, is put out for the third out before a preceding 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 toward home and is tagged out on a throw by the catcher. Even though two are 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 proceed and touch the next base.
- (c) 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;  
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 said player holds the ball, the catch shall be allowed. Ball is in play.  
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.  
NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out, and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

### 7.05 Runner Advance

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 the runner 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 (165 feet from home plate), is deflected by the act of a fielder in throwing a glove, cap, or any article of his apparel;
- (b) Three bases, if a fielder deliberately touches a fair ball with a cap, mask or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home base at the batter's peril;
- (c) Three bases, if a fielder deliberately throws a glove at and touches a fair ball. The ball is in play and the batter may advance to home base at the batter's peril.
- (d) Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;

- (e) Two bases, if a fielder deliberately throws a 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 the fielder's hand by the force of a batted or thrown ball, or when the glove flies off the fielder's hand while demonstrating 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 or 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 into the stands, or into a bench (whether or not the ball rebounds into the field), 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 other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;  
APPROVED RULING: 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 wild throw was made.  
In certain circumstances it is impossible to award a runner two bases.  
EXAMPLE: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter-runner comes around first and pulls up behind the runner. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.  
APPROVED RULING: Since no runner, when the ball is dead, may advance beyond the base to which entitled, the runner originally on first base goes to third base and the batter-runner is held at second base.  
The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving 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 batter-runner has not reached first base, the award is two bases 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 stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on 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.)  
PLAY. Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base.  
RULING: Runner at second scores. (On this play, only if batter-runner is past first base when throw is made is the batter-runner awarded third base.)
- (h) (h) One base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;  
APPROVED RULING: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead.  
If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.
- (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.  
NOTE: If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only but can advance beyond first base at the batter-runner's own peril.  
The fact a runner is awarded a base or bases without liability to be put out does not relieve the runner of the responsibility to touch the base awarded and all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter-runner missed first base. The batter-runner may be called out on appeal for missing first base after the ball is put in play even though the batter-runner was "awarded" second base.  
If a runner is forced to return to a base after a catch, the runner must retouch the original base even though, because of some ground rule or other rule, the runner is awarded additional bases. The runner may retouch while the ball is dead and the award is then made from the original base.

### 7.06 When Obstruction Occurs

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 touching first base, the ball is 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 last legally touched by such runner, 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 as "Time," with both hands overhead. The ball is immediately dead when this 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 other runners on base in this situation would also 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" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction. 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, the runner would have been awarded because of being obstructed, the runner does so at said runner's own peril and may be tagged out. This is a judgment call.
- NOTE: The catcher, without the ball in possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when fielding a ball or when the catcher already has the ball in possession.

### 7.07 Squeeze Play

If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or the bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

### 7.08 Any Runner Is Out When

Any runner is out when:

- (a)
- (1) running more than three feet away from a direct line between bases to avoid being tagged unless such action is to avoid interference with a fielder fielding a batted ball; or
  - (2) after touching first base, the runner leaves the baseline, obviously abandoning all effort to touch the next base; or
  - (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;
- NOTE: There is no "must slide" rule.
- When the fielder has the ball in possession, the runner has two choices; slide OR attempt to get around the fielder. The runner may NOT deliberately or maliciously contact the fielder, but the runner is NOT required to slide. (The fielder must also observe the requirements of Rule 7.06 and Rule 2.00 defining "Obstruction".)
- (4) The runner slides head-first while advancing to a base.
- NOTE: The only circumstance when a head-first slide is permitted is when the runner is returning to a base on a pickoff situation, whether the throw comes from the pitcher, the catcher or any other player.
- NOTE: The ball remains alive and in play.
- There may be plays where the umpire needs to determine if a run scored before or after a third out made from a head-first slide. The interpretation is that the out is timed from when the umpire calls the runner out.
- Any runner after reaching first base who leaves the baseline heading for the dugout or a defensive position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning all efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner.
- This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward the bench as batter-runner circles bases. In this case, the base runner would be called out "for abandoning all effort to touch the next base" and batter-runner permitted to continue around bases to make the home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.
- PLAY: Runner believing to have been called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by such actions that said runner is out, shall be declared out for abandoning the bases.
- (b) Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball; A runner who is adjudged 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 said runner hinders the fielder, the runner shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on 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 and batter out. With two out, the umpire shall declare the batter out.
- If, in a run down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until legally reaching the next succeeding base).
- (c) That runner is tagged, when the ball is alive, while off a base.
- EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base;
- APPROVED RULING: (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 the runner had reached the base safely.
- APPROVED RULING: (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, that runner touches or occupies the point marked by the dislodged bag.
- (d) Failing to retouch the base (advancing or returning), or failing to tag up as soon as the ball is touched on a caught fly ball, the runner is out. This is a delayed penalty if not played upon by the defense during same playing action (live ball). After all playing action has ended, the umpire will indicate time-out to call runner(s) out. During playing action, the runner is out if, before returning to each untouched base, the runner is touched by the ball in the hand of a fielder, or the ball is held by a fielder on that missed base (including home plate). In this instance, the out would be called immediately before time is called;
- NOTE: Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk. Runners can also

advance if a foul ball is caught.

Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.

- (e) Failing to reach the next base before a fielder tags said runner or the base, after that runner 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 that runner is forced to advance, and if oversliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated, and the runner can again be put out if the defense tags the base to which the runner is forced;
- PLAY. Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second overslides or overruns that base. Catcher's throw catches the runner before said runner can return. RULING: runner is out. (Force out is removed.)
- Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter-runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.
- (f) Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.
- EXCEPTION: If a runner is touching a base when touched by an Infield Fly, that runner 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 not touching a base, both runner and batter are out.
- (g) Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;
- (h) passing a preceding runner before such runner is out;
- (i) After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making 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, said runner may be put out running back to that base, but if reaching the previously occupied base safely said runner cannot be put out while in contact with that base.
- (j) Failing to return at once to first base after overrunning or oversliding that base. If attempting to run to second the runner is out when tagged. If, after overrunning or oversliding first base the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out, on appeal, when said runner 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, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision.
- This rule applies only where runner is on the way to the bench and the catcher would be required to chase the runner. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

### 7.09 *It Is Interference By A Batter Or A Runner*

It is interference by a batter or a runner when\_

- (a) After a third strike the batter hinders the catcher in an attempt to field the ball;
- (b) After hitting or bunting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the 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) The batter 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 any 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 a teammate or teammates;
- (f) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;
- If the batter or a runner continues to advance after being put out, that batter or runner 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 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 runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner.

- (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 shall bases be run because of such interference.
- (i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base.
- (j) With a runner on third base, the base coach leaves the coach's 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, the batter-runner 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 the throw at first base, or attempting to field a batted ball;  
The lines marking the three foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three foot "lane" or on the lines marking the "lane."
- (l) the runner 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, and 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, and 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 a ball;  
When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give the fielder the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.
- (m) A fair ball touches the batter or runner on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of said infielder, 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.  
PENALTY FOR INTERFERENCE: The runner is out and the ball is dead.

### 7.10 Any Runner Shall Be Called Out, On Appeal

Any runner shall be called out, on appeal, when\_

- (a) After a fly ball is caught, the runner fails to retouch the original base before said runner or the 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 take a flying start from a position in back of the base.
- (b) With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged.  
APPROVED RULING:  
(1) No runner may return to touch a missed base after a following runner has scored.  
(2) When the ball is dead, no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.  
PLAY: (A) Batter hits ball out of park or ground rule double and misses first base (ball is dead). The batter-runner may return to first base to correct the mistake before touching second but if the batter-runner touches second the batter-runner may not return to first and if defensive team appeals the batter-runner is declared out at first.  
PLAY: (B) Batter hits ball to shortstop who throws wild into stand (ball is dead). The batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before proceeding to second base.  
These are appeal plays.
- (c) The runner overruns or overslides first base and fails to return to the base immediately, and said runner or the base is tagged;
- (d) The runner fails to touch home base and 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 a half inning, the appeal must be made before the defensive team leaves the field. (The defensive team has left the field when no players remain in fair territory.)  
An appeal is not to be interpreted as a play or an attempted play.  
Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.)  
NOTE: Appeal plays may require an umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on their way to the bench or dugout.  
If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the base, the first runner is tagged out on that runner's attempt to come back and touch the base or is called out, on appeal, then the first runner shall be considered as having been put out before the second runner scored and being the third out. Second runner's run shall not

count, as provided in Rule 7.12.

If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in hand, would not constitute an appeal. The ball must be live to make an appeal. Time is not out when an appeal is being made.

### 7.11 *Vacate Any Space Needed By A Fielder*

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 *Status Of A Following Runner*

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

### 7.13 *Leaving Base Too Soon*

When the **umpire detects** a base runner leaving the base before the ball has been delivered and has reached the batter:

- (a) The umpire shall immediately call "Time" and call the runner out.
- (b) The ball becomes dead. Any action that might result from a delivered pitch is disregarded.

## 8.00 **The Pitcher**

### 8.01 *Legal Pitching Delivery*

Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and 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 and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, the pitcher's hands must be dropped to the pitcher's sides.

Pitchers will not be allowed to disengage the rubber after taking each sign.

- (a) **The Windup Position.** The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to the pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot.

NOTE: When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and the other foot free, that pitcher will be considered in the Windup Position.

The pitcher may have one foot, not the pivot foot, off the rubber and at any distance desired back of a line which is an extension to the back edge of the pitcher's plate, but not at either side of the pitcher's plate.

With the "free" foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side, that is to either the first base or third base side of the pitcher's rubber.

If a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and the other foot free, that pitcher will be considered in a windup position.

From this position the pitcher may:

- (1) deliver the ball to the batter, or
- (2) step and throw to a base in an attempt to pick off a runner, or
- (3) disengage the rubber (if the pitcher does so the pitcher's hands must be dropped to the pitcher's sides).

In disengaging the rubber the pitcher must step off with the pivot foot and not the free foot first.

The pitcher may not go into a set or stretch position; if the pitcher does it is a balk.

- (b) **The Set Position.** Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with the delivery of the ball to the batter commits the pitcher to the pitch without alteration or interruption.

NOTE: The pitcher need not come to a complete stop. See Rule 7.13.

Preparatory to coming to a set position, the pitcher shall have one hand on said pitcher's side; from this position the pitcher shall go to the set position as defined in Rule 8.01 (b) without interruption and in one continuous motion.

The whole width of the foot in contact with the rubber must be on the rubber. A pitcher cannot pitch from off the end of the rubber with just the side of the foot touching the rubber.

- (c) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

- (d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.  
A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with runners on base.
- (e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in case of 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 the pitcher 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...*

The pitcher shall not:

(a)

(1) Bring the pitching hand in contact with the mouth or lips while in the 10 foot circle surrounding the pitching rubber.

EXCEPTION: Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitchers to blow on their hands.

PENALTY: For violation of this part of this rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(2) Apply a foreign substance of any kind to the ball;

(3) expectorate on the ball, either hand or the glove;

(4) rub the ball on the glove, person or clothing;

(5) deface the ball in any manner;

(6) deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course, is allowed to rub the ball between the bare hands.

PENALTY: For violation of any part of this rule 8.02 (a) (2 to 6) the umpire shall:

(a) Call the pitch a ball and warn the pitcher.

(b) In the case of a second offense by the same pitcher in the same game, the pitcher shall be disqualified from the game.

(c) If a play follows the violation called by the umpire, the manager of the offense may advise the plate umpire that of acceptance of the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(d) Even though the offense elects to take the play, the violation shall be recognized and the penalties in (a) and (b) will still be in effect.

(e) The umpire shall be sole judge on whether any portion of this rule has been violated.

(b) Have on the pitcher's person, or in the pitcher's possession, any foreign substance. For such infraction of this section (b) the penalty shall be immediate ejection from the game.

(c) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.

PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher can 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 either to:

(1) Expel the pitcher, or the manager and the pitcher, 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.

If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game.

To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be; and is condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

### 8.03 *Preparatory Pitches*

When a pitcher takes position at the beginning of each inning, or when the pitcher relieves another pitcher, that pitcher shall be permitted to pitch not to exceed four preparatory pitches to the catcher during which 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 the pitcher as many pitches as the umpire deems necessary.

NOTE: At the beginning of each inning the preparatory pitches may be thrown by any member(s) of the defensive team. The limit of preparatory pitches is four without regard to the number of players involved. The pitcher of record is that player who delivers the first pitch to the batter.

### 8.04 *Deliver The Ball To The Batter Within 20 seconds*

When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."

NOTE: 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 that the pitcher take position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

### 8.05 *It Is A Balk When...*

If there is a runner, or runners, it is a balk when:

- (a) The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;
- (b) The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- (c) The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;  
Requires the pitcher, while touching the plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of the free foot without actually stepping or if the pitcher turns the body and throws before stepping, it is a balk.  
A pitcher is to step directly toward a base before throwing to that base but does not require the pitcher to throw (except to first base only) because the pitcher steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal.  
However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.
- (d) The pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- (e) The pitcher makes an illegal pitch;  
A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
- (f) The pitcher delivers the ball to the batter while not facing the batter;
- (g) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- (h) The pitcher unnecessarily delays the game;
- (i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, feints a pitch;
- (j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- (k) The pitcher, while touching the plate, accidentally or intentionally drops the ball;
- (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;  
PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.  
APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which they are entitled at their own risk.  
APPROVED RULING: A runner who misses the first base to which that runner is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.  
Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:  
(1) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.  
(2) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

### 8.06 *Visit Of The Manager Or Coach To The Pitcher*

- (a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
- (b) A third trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
- (c) The manager or coach is prohibited from making a third visit to the mound while the same batter is at bat.  
A manager or coach is considered to have concluded the visit to the mound when the manager or coach has left the 10 foot circle surrounding the pitcher's rubber.  
If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher goes to that player at that player's position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.  
Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.  
If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.  
In a case where a manager has made the first trip to the mound and then returns the third time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until the batter is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that the pitcher will be removed from the game after that pitcher pitches to one hitter, so the manager can have a substitute pitcher warmed up.  
The substitute pitcher will be allowed four preparatory pitches or more if in the umpire's judgment circumstances justify.
- (d) A manager or coach may not confer with any other defensive player. The catcher may be included in the visit with the pitcher.  
At the time a pitcher is removed, a visit shall not be charged to the new pitcher.  
A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purpose of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor same.

## 9.00 The Umpire

### 9.01 One Umpire To Officiate

- (a) The league appoints one umpire to officiate at each league game. The umpire 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) The umpire is the representative of the league and is authorized and required to enforce all of these rules. The umpire has authority to order a player, coach, manager or board member to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
- (c) The umpire has authority to rule on any point not specifically covered in these rules.
- (d) The umpire has authority to disqualify any player, coach, manager or substitute 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.
- (e) The umpire has authority at said umpire's discretion to eject from the playing field:
  - (1) any person whose duties permit a presence on the field, such as ground crew members
  - (2) any spectator or other person not authorized to be on the playing field.

### 9.02 Umpire's Decision Is Final

- (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, manager, coach or substitute shall object to any such judgment decisions.
  - (1) Players leaving their position in the field or on base, or managers or coaches leaving the bench or coach's box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
- (b) If there is reasonable doubt that the umpire's decision may be in conflict with the rules, the manager may appeal the decision to the umpire and ask that a correct ruling be made.
- (c) No umpire may be replaced during a game unless injured or ill.

### 9.03 Complete Jurisdiction

- (a) The umpire shall have complete jurisdiction in administering the rules.

### 9.04 Umpire's duties

The umpire shall stand behind the catcher. The umpire's duties shall be to:

- (a) Take full charge of, and be responsible for, the proper conduct of the game;
- (b) Call and count balls and strike;
- (c) Call and declare fair balls and fouls,
- (d) Make all decisions on the batter;
- (e) Make all decisions,
- (f) Decide when a game shall be forfeited;
- (g) Enforce the time limit,
- (h) Insure that the teams have exchanged official batting orders, and any changes in the lineups and batting order,
- (i) Announce any special ground rules.

### 9.05 Umpire's Report

- (a) The umpire shall report to the league president within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons thereof.
- (b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.
- (c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall impose such penalty as deemed justified, and shall notify the person penalized and the manager of the team of which the penalized person is a member.  
NOTE: *(Requirement for manager and player to appear before members of the board to explain.)*

## 10.00 The Official Scorer

### 10.01 Official Scorer

- (a) The league president shall appoint an official scorer for each league championship game. The official scorer shall observe the game from a position in the press box. The scorer shall have sole authority to make all decisions involving judgment, such as whether a batter's advance to first base is the result of a hit or an error. He shall communicate such decisions to the press box and broadcasting booths by hand signals or over the press box loud speaker system, and shall advise the public address announcer of such decisions if requested. The Official Scorer must make all decisions concerning judgment calls within twenty four (24) hours after a game has been officially

concluded. No judgment decision shall be changed thereafter except, upon immediate application to the League President, the scorer may request a change, citing the reasons for such. In all cases, the official scorer is not permitted to make a scoring decision which is in conflict with the scoring rules.

After each game, including forfeited and called games, the scorer shall prepare a report, on a form prescribed by the league president, listing the date of the game, where it was played, the names of the competing clubs and the umpires, the full score of the game, and all records of individual players compiled according to the system specified in these Official Scoring Rules. He shall forward this report to the league office within thirty six hours after the game ends. He shall forward the report of any suspended game within thirty six hours after the game has been completed, or after it becomes an official game because it cannot be completed, as provided by the Official Playing Rules.

- (b)
- (1) To achieve uniformity in keeping the records of championship games, the scorer shall conform strictly to the Official Scoring Rules. The scorer shall have authority to rule on any point not specifically covered in these rules.
  - (2) If the teams change sides before three men are put out, the scorer shall immediately inform the umpire of the mistake.
  - (3) If the game is protested or suspended, the scorer shall make a note of the exact situation at the time of the protest or suspension, including the score, the number of outs, the position of any runners, and the ball and strike count on the batter.  
NOTE: It is important that a suspended game resume with exactly the same situation as existed at the time of suspension. If a protested game is ordered replayed from the point of protest, it must be resumed with exactly the situation that existed just before the protested play.
  - (4) The scorer shall not make any decision conflicting with the Official Playing Rules, or with an umpire's decision.
  - (5) The scorer shall not call the attention of the umpire or of any member of either team to the fact that a player is batting out of turn.
- (c) The scorer is an official representative of the league, and is entitled to the respect and dignity of his office, and shall be accorded full protection by the league president. The scorer shall report to the president any indignity expressed by any manager, player, club employee or club officer in the course of, or as the result of, the discharge of his duties.

### 10.02 Official Score Report

The official score report prescribed by the league president shall make provisions for entering the information listed below, in a form convenient for the compilation of permanent statistical records:

- (a) The following records for each batter and runner:
- (1) Number of times he batted, except that no time at bat shall be charged against a player when
    - (i) He hits a sacrifice bunt or sacrifice fly
    - (ii) He is awarded first base on four called balls
    - (iii) He is hit by a pitched ball
    - (iv) He is awarded first base because of interference or obstruction.
  - (2) Number of runs scored
  - (3) Number of safe hits
  - (4) Number of runs batted in
  - (5) Two base hits
  - (6) Three base hits
  - (7) Home runs
  - (8) Total bases on safe hits
  - (9) Stolen bases
  - (10) Sacrifice bunts
  - (11) Sacrifice flies
  - (12) Total number of bases on balls
  - (13) Separate listing of any intentional bases on balls
  - (14) Number of times hit by a pitched ball
  - (15) Number of times awarded first base for interference or obstruction.
  - (16) Strikeouts
- (b) The following records for each fielder:
- (1) Number of putouts
  - (2) Number of assists
  - (3) Number of errors
  - (4) Number of double plays participated in
  - (5) Number of triple plays participated in
- (c) The following records for each pitcher:
- (1) Number of innings pitched.  
NOTE: In computing innings pitched, count each putout as one third of an inning. If a starting pitcher is replaced with one out in the sixth inning, credit that pitcher with 5 1/3 innings. If a starting pitcher is replaced with none out in the sixth inning, credit that pitcher with 5 innings, and make the notation that he faced \_\_\_ batters in the sixth. If a relief pitcher retires two batters and is replaced, credit that pitcher with 2/3 inning pitched.
  - (2) Total number of batters faced
  - (3) Number of batters officially at bat against pitcher computed according to 10.02 (a) (1)
  - (4) Number of hits allowed
  - (5) Number of runs allowed
  - (6) Number of earned runs allowed

- (7) Number of home runs allowed
- (8) Number of sacrifice hits allowed
- (9) Number of sacrifice flies allowed
- (10) Total number of bases on balls allowed
- (11) Separate listing of any intentional bases on balls allowed
- (12) Number of batters hit by pitched balls
- (13) Number of strikeouts
- (14) Number of wild pitches
- (15) Number of balks
- (d) The following additional data:
  - (1) Name of the winning pitcher
  - (2) Name of the losing pitcher
  - (3) Names of the starting pitcher and the finishing pitcher for each team.
  - (4) Name of pitcher credited with save.
- (e) Number of passed balls allowed by each catcher.
- (f) Name of players participating in double plays and triple plays.  
EXAMPLE: Double Plays-Jones, Roberts and Smith (2). Triple Play-Jones and Smith.
- (g) Number of runners left on base by each team. This total shall include all runners who get on base by any means and who do not score and are not put out. Include in this total a batter runner whose batted ball results in another runner being retired for the third out.
- (h) Names of batters who hit home runs with bases full.
- (i) Names of batters who ground into force double plays and reverse force double plays.
- (j) Names of runners caught stealing.
- (k) Number of outs when winning run scored, if game is won in last half inning.
- (l) The score by innings for each team.
- (m) Names of umpires, listed in this order
  - (1) plate umpire,
  - (2) first base umpire,
  - (3) second base umpire,
  - (4) third base umpire.
- (n) Time required to play the game, with delays for weather or light failure deducted.

### 10.03 List Each Player's Name

- (a) In compiling the official score report, the official scorer shall list each player's name and his fielding position or positions in the order in which the player batted, or would have batted if the game ends before he gets to bat.  
NOTE: When a player does not exchange positions with another fielder but is merely placed in a different spot for a particular batter, do not list this as a new position.  
EXAMPLES:
  - (1) Second baseman goes to the outfield to form a four man outfield.
  - (2) Third baseman moves to a position between shortstop and second baseman.
- (b) Any player who enters the game as a substitute batter or substitute runner, whether or not he continues in the game thereafter, shall be identified in the batting order by a special symbol which shall refer to a separate record of substitute batters and runners. Lower case letters are recommended as symbols for substitute batters, and numerals as symbols for substitute runners. The record of substitute batters shall describe what the substitute batter did.  
EXAMPLES: "a Singled for \_\_\_ in third inning; b Flied out for \_\_\_ in sixth inning; c Forced \_\_\_ for \_\_\_ in seventh inning; d Grounded out for \_\_\_ in ninth inning; 1 Ran for \_\_\_ in ninth inning.  
The record of substitute batters and runners shall include the name of any such substitute whose name is announced, but who is removed for a second substitute before he actually gets into the game. Such substitution shall be recorded as "e Announced as substitute for \_\_\_ in seventh inning." Any such second substitute shall be recorded as batting or running for the first announced substitute.
- (c) HOW TO PROVE A BOX SCORE  
A box score is in balance (or proved) when the total of the team's times at bat, bases on balls received, hit batters, sacrifice bunts, sacrifice flies and batters awarded first base because of interference or obstruction equals the total of that team's runs, players left on base and the opposing team's putouts.
- (d) WHEN PLAYER BATS OUT OF TURN  
When a player bats out of turn, and is put out, and the proper batter is called out before the ball is pitched to the next batter, charge the proper batter with a time at bat and score the putout and any assists the same as if the correct batting order had been followed. If an improper batter becomes a runner and the proper batter is called out for having missed his turn at bat, charge the proper batter with a time at bat, credit the putout to the catcher, and ignore everything entering into the improper batter's safe arrival on base. If more than one batter bats out of turn in succession score all plays just as they occur, skipping the turn at bat of the player or players who first missed batting in the proper order.
- (e) CALLED AND FORFEITED GAMES
  - (1) If a regulation game is called, include the record of all individual and team actions up to the moment the game ends, as defined in Rules 4.10 and 4.11. If it is a tie game, do not enter a winning or losing pitcher.

(2) If a regulation game is forfeited, include the record of all individual and team actions up to the time of forfeit. If the winning team by forfeit is ahead at the time of forfeit, enter as winning and losing pitchers the players who would have qualified if the game had been called at the time of forfeit. If the winning team by forfeit is behind or if the score is tied at the time of forfeit, do not enter a winning or losing pitcher. If a game is forfeited before it becomes a regulation game, include no records. Report only the fact of the forfeit.

#### 10.04 Run Batted In

- (a) Credit the batter with a run batted in for every run which reaches home base because of the batter's safe hit, sacrifice bunt, sacrifice fly, infield out or fielder's choice; or which is forced over the plate by reason of the batter becoming a runner with the bases full (on a base on balls, or an award of first base for being touched by a pitched ball, or for interference or obstruction).
- (1) Credit a run batted in for the run scored by the batter who hits a home run. Credit a run batted in for each runner who is on base when the home run is hit and who scores ahead of the batter who hits the home run.
- (2) Credit a run batted in for the run scored when, before two are out, an error is made on a play on which a runner from third base ordinarily would score.
- (b) Do not credit a run batted in when the batter grounds into a force double play or a reverse force double play.
- (c) Do not credit a run batted in when a fielder is charged with an error because he muffs a throw at first base which would have completed a force double play.
- (d) Scorer's judgment must determine whether a run batted in shall be credited for a run which scores when a fielder holds the ball, or throws to a wrong base. Ordinarily, if the runner keeps going, credit a run batted in; if the runner stops and takes off again when he notices the misplay, credit the run as scored on a fielder's choice.

#### 10.05 Base Hit Shall Be Scored

A base hit shall be scored in the following cases:

- (a) When a batter reaches first base (or any succeeding base) safely on a fair ball which settles on the ground or touches a fence before being touched by a fielder, or which clears a fence;
- (b) When a batter reaches first base safely on a fair ball hit with such force, or so slowly, that any fielder attempting to make a play with it has no opportunity to do so;  
NOTE: A hit shall be scored if the fielder attempting to handle the ball cannot make a play, even if such fielder deflects the ball from or cuts off another fielder who could have put out a runner.
- (c) When a batter reaches first base safely on a fair ball which takes an unnatural bounce so that a fielder cannot handle it with ordinary effort, or which touches the pitcher's plate or any base, (including home plate), before being touched by a fielder and bounces so that a fielder cannot handle it with ordinary effort;
- (d) When a batter reaches first base safely on a fair ball which has not been touched by a fielder and which is in fair territory when it reaches the outfield unless in the scorer's judgment it could have been handled with ordinary effort;
- (e) When a fair ball which has not been touched by a fielder touches a runner or an umpire. EXCEPTION: Do not score a hit when a runner is called out for having been touched by an Infield Fly;
- (f) When a fielder unsuccessfully attempts to put out a preceding runner, and in the scorer's judgment the batter runner would not have been put out at first base by ordinary effort.  
NOTE: In applying the above rules, always give the batter the benefit of the doubt. A safe course to follow is to score a hit when exceptionally good fielding of a ball fails to result in a putout.

#### 10.06 Base Hit Shall Not Be Scored

A base hit shall not be scored in the following cases:

- (a) When a runner is forced out by a batted ball, or would have been forced out except for a fielding error;
- (b) When the batter apparently hits safely and a runner who is forced to advance by reason of the batter becoming a runner fails to touch the first base to which he is advancing and is called out on appeal. Charge the batter with a time at bat but no hit;
- (c) When the pitcher, the catcher or any infielder handles a batted ball and puts out a preceding runner who is attempting to advance one base or to return to his original base, or would have put out such runner with ordinary effort except for a fielding error. Charge the batter with a time at bat but no hit;
- (d) When a fielder fails in an attempt to put out a preceding runner, and in the scorer's judgment the batter runner could have been put out at first base.  
NOTE: This shall not apply if the fielder merely looks toward or feints toward another base before attempting to make the putout at first base;
- (e) When a runner is called out for interference with a fielder attempting to field a batted ball, unless in the scorer's judgment the batter runner would have been safe had the interference not occurred.

#### 10.07 Determining Value Of Base Hits

Whether a safe hit shall be scored as one base hit, two base hit, three base hit or home run when no error or putout results shall be determined as follows:

- (a) Subject to the provisions of 10.07 (b) and (c), it is a one base hit if the batter stops at first base; it is a two base hit if the batter stops at second base; it is a three base hit if the batter stops at third base; it is a home run if the batter touches all bases and scores.
- (b) When, with one or more runners on base, the batter advances more than one base on a safe hit and the defensive team makes an attempt to put out a preceding runner, the scorer shall determine whether the batter made a legitimate two base hit or three base hit, or whether he

advanced beyond first base on the fielder's choice.

NOTE: Do not credit the batter with a three base hit when a preceding runner is put out at the plate, or would have been out but for an error. Do not credit the batter with a two base hit when a preceding runner trying to advance from first base is put out at third base, or would have been out but for an error. However, with the exception of the above, do not determine the value of base hits by the number of bases advanced by a preceding runner. A batter may deserve a two base hit even though a preceding runner advances one or no bases; he may deserve only a one base hit even though he reaches second base and a preceding runner advances two bases.

EXAMPLES:

(1) Runner on first, batter hits to right fielder, who throws to third base in unsuccessful attempt to put out runner. Batter takes second base. Credit batter with one base hit.

(2) Runner on second. Batter hits fair fly ball. Runner holds up to determine if ball is caught, and advances only to third base, while batter takes second. Credit batter with two base hit.

(3) Runner on third. Batter hits high fair fly. Runner takes lead, then runs back to tag up, thinking ball will be caught. Ball falls safe, but runner cannot score, although batter has reached second. Credit batter with two base hit.

- (c) When the batter attempts to make a two base hit or a three base hit by sliding, he must hold the last base to which he advances. If he overslides and is tagged out before getting back to the base safely, he shall be credited with only as many bases as he attained safely. If he overslides second base and is tagged out, he shall be credited with a one base hit; if he overslides third base and is tagged out, he shall be credited with a two base hit.

NOTE: If the batter overruns second or third base and is tagged out trying to return, he shall be credited with the last base he touched. If he runs past second base after reaching that base on his feet, attempts to return and is tagged out, he shall be credited with a two base hit. If he runs past third base after reaching that base on his feet, attempts to return and is tagged out, he shall be credited with a three base hit.

- (d) When the batter, after making a safe hit, is called out for having failed to touch a base, the last base he reached safely shall determine if he shall be credited with a one base hit, a two base hit or a three base hit. If he is called out after missing home base, he shall be credited with a three base hit. If he is called out for missing third base, he shall be credited with a two base hit. If he is called out for missing second base, he shall be credited with a one base hit. If he is called out for missing first base, he shall be charged with a time at bat, but no hit.
- (e) When the batter runner is awarded two bases, three bases or a home run under the provisions of Playing Rules 7.05 or 7.06 (a), he shall be credited with a two base hit, a three base hit or a home run, as the case may be.

- (f) GAME ENDING HITS

Subject to the provisions of 10.07 (g), when the batter ends a game with a safe hit which drives in as many runs as are necessary to put his team in the lead, he shall be credited with only as many bases on his hit as are advanced by the runner who scores the winning run, and then only if the batter runs out his hit for as many bases as are advanced by the runner who scores the winning run.

NOTE: Apply this rule even when the batter is theoretically entitled to more bases because of being awarded an "automatic" extra base hit under various provisions of Playing Rules 6.09 and 7.05.

- (g) When the batter ends a game with a home run hit out of the playing field, he and any runners on base are entitled to score.

### 10.08 Stolen Base

A stolen base shall be credited to a runner whenever he advances one base unaided by a hit, a putout, an error, a force out, a fielder's choice, a passed ball, a wild pitch or a balk, subject to the following:

- (a) When a runner starts for the next base before the pitcher delivers the ball and the pitch results in what ordinarily is scored a wild pitch or passed ball, credit the runner with a stolen base and do not charge the misplay. EXCEPTION: If, as a result of the misplay, the stealing runner advances an extra base, or another runner also advances, score the wild pitch or passed ball as well as the stolen base.
- (b) When a runner is attempting to steal, and the catcher, after receiving the pitch, makes a wild throw trying to prevent the stolen base, credit a stolen base. Do not charge an error unless the wild throw permits the stealing runner to advance one or more extra bases, or permits another runner to advance, in which case credit the stolen base and charge one error to the catcher.
- (c) When a runner, attempting to steal, or after being picked off base, evades being put out in a run down play and advances to the next base without the aid of an error, credit the runner with a stolen base. If another runner also advances on the play, credit both runners with stolen bases. If a runner advances while another runner, attempting to steal, evades being put out in a run down play and returns safely, without the aid of an error, to the base he originally occupied, credit a stolen base to the runner who advances.
- (d) When a double or triple steal is attempted and one runner is thrown out before reaching and holding the base he is attempting to steal, no other runner shall be credited with a stolen base.
- (e) When a runner is tagged out after oversliding a base, while attempting either to return to that base or to advance to the next base, he shall not be credited with a stolen base.
- (f) When in the scorer's judgment a runner attempting to steal is safe because of a muffed throw, do not credit a stolen base. Credit an assist to the fielder who made the throw; charge an error to the fielder who muffed the throw, and charge the runner with "caught stealing."
- (g) No stolen base shall be scored when a runner advances solely because of the defensive team's indifference to his advance. Score as a fielder's choice.

- (h) CAUGHT STEALING

A runner shall be charged as "Caught Stealing" if he is put out, or would have been put out by errorless play when he

(1) Tries to steal.

(2) Is picked off a base and tries to advance (any move toward the next base shall be considered an attempt to advance).

(3) Overslides while stealing.

NOTE: In those instances where a pitched ball eludes the catcher and the runner is put out trying to advance, no caught stealing shall be charged. No caught stealing should be charged when a runner is awarded a base due to obstruction.

### 10.09 Sacrifices

- (a) Score a sacrifice bunt when, before two are out, the batter advances one or more runners with a bunt and is put out at first base, or would have been put out except for a fielding error.
- (b) Score a sacrifice bunt when, before two are out, the fielders handle a bunted ball without error in an unsuccessful attempt to put out a preceding runner advancing one base. **EXCEPTION:** When an attempt to turn a bunt into a putout of a preceding runner fails, and in the scorer's judgment perfect play would not have put out the batter at first base, the batter shall be credited with a one base hit and not a sacrifice.
- (c) Do not score a sacrifice bunt when any runner is put out attempting to advance one base on a bunt. Charge the batter with a time at bat.
- (d) Do not score a sacrifice bunt when, in the judgment of the scorer, the batter is bunting primarily for a base hit and not for the purpose of advancing a runner or runners. Charge the batter with a time at bat.  
NOTE: In applying the above rule, always give the batter the benefit of the doubt.
- (e) Score a sacrifice fly when, before two are out, the batter hits a fly ball or a line drive handled by an outfielder or an infielder running in the outfield which
  - (1) is caught, and a runner scores after the catch, or
  - (2) is dropped, and a runner scores, if in the scorer's judgment the runner could have scored after the catch had the fly been caught.
 NOTE: Score a sacrifice fly in accordance with 10.09 (e) (2) even though another runner is forced out by reason of the batter becoming a runner.

### 10.10 Putouts

A putout shall be credited to each fielder who (1) catches a fly ball or a line drive, whether fair or foul; (2) catches a thrown ball which puts out a batter or runner, or (3) tags a runner when the runner is off the base to which he legally is entitled.

- (a) Automatic putouts shall be credited to the catcher as follows:
  - (1) When the batter is called out for an illegally batted ball;
  - (2) When the batter is called out for bunting foul for his third strike; (Note exception in 10.17 (a) (4)).
  - (3) When the batter is called out for being touched by his own batted ball;
  - (4) When the batter is called out for interfering with the catcher.
  - (5) When the batter is called out for failing to bat in his proper turn; (See 10.03 (d)).
  - (6) When the batter is called out for refusing to touch first base after receiving a base on balls;
  - (7) When a runner is called out for refusing to advance from third base to home with the winning run.
- (b) Other automatic putouts shall be credited as follows (Credit no assists on these plays except as specified):
  - (1) When the batter is called out on an Infield Fly which is not caught, credit the putout to the fielder who the scorer believes could have made the catch;
  - (2) When a runner is called out for being touched by a fair ball (including an Infield Fly), credit the putout to the fielder nearest the ball;
  - (3) When a runner is called out for running out of line to avoid being tagged, credit the putout to the fielder whom the runner avoided;
  - (4) When a runner is called out for passing another runner, credit the putout to the fielder nearest the point of passing;
  - (5) When a runner is called out for running the bases in reverse order, credit the putout to the fielder covering the base he left in starting his reverse run;
  - (6) When a runner is called out for having interfered with a fielder, credit the putout to the fielder with whom the runner interfered, unless the fielder was in the act of throwing the ball when the interference occurred, in which case credit the putout to the fielder for whom the throw was intended, and credit an assist to the fielder whose throw was interfered with;
  - (7) When the batter runner is called out because of interference by a preceding runner, as provided in Playing Rule 6.05 (m), credit the putout to the first baseman. If the fielder interfered with was in the act of throwing the ball, credit him with an assist, but credit only one assist on any one play under the provisions of 10.10 (b) (6) and (7).

### 10.11 Assists

An assist shall be credited to each fielder who throws or deflects a batted or thrown ball in such a way that a putout results, or would have resulted except for a subsequent error by any fielder. Only one assist and no more shall be credited to each fielder who throws or deflects the ball in a run down play which results in a putout, or would have resulted in a putout, except for a subsequent error.

NOTE: Mere ineffective contact with the ball shall not be considered an assist. "Deflect" shall mean to slow down or change the direction of the ball and thereby effectively assist in putting out a batter or runner.

- (a) Credit an assist to each fielder who throws or deflects the ball during a play which results in a runner being called out for interference, or for running out of line.
- (b) Do not credit an assist to the pitcher on a strikeout. **EXCEPTION:** Credit an assist if the pitcher fields an uncaught third strike and makes a throw which results in a putout.
- (c) Do not credit an assist to the pitcher when, as the result of a legal pitch received by the catcher, a runner is put out, as when the catcher picks a runner off base, throws out a runner trying to steal, or tags a runner trying to score.
- (d) Do not credit an assist to a fielder whose wild throw permits a runner to advance, even though the runner subsequently is put out as a result of continuous play. A play which follows a misplay (whether or not it is an error) is a new play, and the fielder making any misplay shall not be credited with an assist unless he takes part in the new play.

### 10.12 Double Plays / Triple Plays

Credit participation in the double play or triple play to each fielder who earns a putout or an assist when two or three players are put out between the time a pitch is delivered and the time the ball next becomes dead or is next in possession of the pitcher in pitching position, unless an error or misplay intervenes between putouts.

NOTE: Credit the double play or triple play also if an appeal play after the ball is in possession of the pitcher results in an additional putout.

### 10.13 Errors

An error shall be charged for each misplay (fumble, muff or wild throw) which prolongs the time at bat of a batter or which prolongs the life of a runner, or which permits a runner to advance one or more bases.

NOTE (1): Slow handling of the ball which does not involve mechanical misplay shall not be construed as an error.

NOTE (2): It is not necessary that the fielder touch the ball to be charged with an error. If a ground ball goes through a fielder's legs or a pop fly falls untouched and in the scorer's judgment the fielder could have handled the ball with ordinary effort, an error shall be charged.

NOTE (3): Mental mistakes or misjudgments are not to be scored as errors unless specifically covered in the rules.

- (a) An error shall be charged against any fielder when he muffs a foul fly, to prolong the time at bat of a batter whether the batter subsequently reaches first base or is put out.
- (b) An error shall be charged against any fielder when he catches a thrown ball or a ground ball in time to put out the batter runner and fails to tag first base or the batter runner.
- (c) An error shall be charged against any fielder when he catches a thrown ball or a ground ball in time to put out any runner on a force play and fails to tag the base or the runner.
- (d)
  - (1) An error shall be charged against any fielder whose wild throw permits a runner to reach a base safely, when in the scorer's judgment a good throw would have put out the runner.  
EXCEPTION: No error shall be charged under this section if the wild throw is made attempting to prevent a stolen base.
  - (2) An error shall be charged against any fielder whose wild throw in attempting to prevent a runner's advance permits that runner or any other runner to advance one or more bases beyond the base he would have reached had the throw not been wild.
  - (3) An error shall be charged against any fielder whose throw takes an unnatural bounce, or touches a base or the pitcher's plate, or touches a runner, a fielder or an umpire, thereby permitting any runner to advance.  
NOTE: Apply this rule even when it appears to be an injustice to a fielder whose throw was accurate. Every base advanced by a runner must be accounted for.
  - (4) Charge only one error on any wild throw, regardless of the number of bases advanced by one or more runners.
- (e) An error shall be charged against any fielder whose failure to stop, or try to stop, an accurately thrown ball permits a runner to advance, providing there was occasion for the throw. If such throw be made to second base, the scorer shall determine whether it was the duty of the second baseman or the shortstop to stop the ball, and an error shall be charged to the negligent player.  
NOTE: If in the scorer's judgment there was no occasion for the throw, an error shall be charged to the fielder who threw the ball.
- (f) When an umpire awards the batter or any runner(s) one or more bases because of interference or obstruction, charge the fielder who committed the interference or obstruction with one error, no matter how many bases the batter, or runner or runners, may be advanced.  
NOTE: Do not charge an error if obstruction does not change the play in the opinion of the scorer.

### 10.14 No Error Shall Be Charged...

No error shall be charged in the following cases:

- (a) No error shall be charged against the catcher when after receiving the pitch, he makes a wild throw attempting to prevent a stolen base, unless the wild throw permits the stealing runner to advance one or more extra bases, or permits any other runner to advance one or more bases.
- (b) No error shall be charged against any fielder who makes a wild throw if in the scorer's judgment the runner would not have been put out with ordinary effort by a good throw, unless such wild throw permits any runner to advance beyond the base he would have reached had the throw not been wild.
- (c) No error shall be charged against any fielder when he makes a wild throw in attempting to complete a double play or triple play, unless such wild throw enables any runner to advance beyond the base he would have reached had the throw not been wild.  
NOTE: When a fielder muffs a thrown ball which, if held, would have completed a double play or triple play, charge an error to the fielder who drops the ball and credit an assist to the fielder who made the throw.
- (d) No error shall be charged against any fielder when, after fumbling a ground ball or dropping a fly ball, a line drive or a thrown ball, he recovers the ball in time to force out a runner at any base.
- (e) No error shall be charged against any fielder who permits a foul fly to fall safe with a runner on third base before two are out, if in the scorer's judgment the fielder deliberately refuses the catch in order that the runner on third shall not score after the catch.
- (f) Because the pitcher and catcher handle the ball much more than other fielders, certain misplays on pitched balls are defined in Rule 10.15 as wild pitches and passed balls. No error shall be charged when a wild pitch or passed ball is scored.
  - (1) No error shall be charged when the batter is awarded first base on four called balls or because he was touched by a pitched ball, or when he reaches first base as the result of a wild pitch or passed ball.
    - (i) When the third strike is a wild pitch, permitting the batter to reach first base, score a strikeout and a wild pitch.
    - (ii) When the third strike is a passed ball, permitting the batter to reach first base, score a strikeout and a passed ball.
  - (2) No error shall be charged when a runner or runners advance as the result of a passed ball, a wild pitch or a balk.

- (i) When the fourth called ball is a wild pitch or a passed ball, and as a result (a) the batter runner advances to a base beyond first base; (b) any runner forced to advance by the base on balls advances more than one base, or (c) any runner, not forced to advance, advances one or more bases, score the base on balls, and also the wild pitch or passed ball, as the case may be;
- (ii) When the catcher recovers the ball after a wild pitch or passed ball on the third strike, and throws out the batter runner at first base, or tags out the batter runner, but another runner or runners advance, score the strikeout, the putout and assists, if any, and credit the advance of the other runner or runners as having been made on the play.

### 10.15 Wild Pitches / Passed Balls

- (a) A wild pitch shall be charged when a legally delivered ball is so high, or so wide, or so low that the catcher does not stop and control the ball by ordinary effort, thereby permitting a runner or runners to advance.
- (1) A wild pitch shall be charged when a legally delivered ball touches the ground before reaching home plate and is not handled by the catcher, permitting a runner or runners to advance.
- (b) A catcher shall be charged with a passed ball when he fails to hold or to control a legally pitched ball which should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance.

### 10.16 Bases On Balls

- (a) A base on balls shall be scored whenever a batter is awarded first base because of four balls having been pitched outside the strike zone, but when the fourth such ball touches the batter it shall be scored as a "hit batter." (See 10.18 (h) for procedure when more than one pitcher is involved in giving a base on balls: Also see 10.17 (b) relative to substitute batter who receives base on balls.)
- (b) Intentional base on balls shall be scored when the pitcher makes no attempt to throw the last pitch to the batter into the strike zone but purposely throws the ball wide to the catcher outside the catcher's box.
- (1) If a batter awarded a base on balls is called out for refusing to advance to first base, do not credit the base on balls. Charge a time at bat.

### 10.17 Strikeouts

- (a) A strikeout shall be scored whenever:
- (1) A batter is put out by a third strike caught by the catcher;
- (2) A batter is put out by a third strike not caught when there is a runner on first before two are out;
- (3) A batter becomes a runner because a third strike is not caught;
- (4) A batter bunts foul on third strike. EXCEPTION: If such bunt on third strike results in a foul fly caught by any fielder, do not score a strikeout. Credit the fielder who catches such foul fly with a putout.
- (b) When the batter leaves the game with two strikes against him, and the substitute batter completes a strikeout, charge the strikeout and the time at bat to the first batter. If the substitute batter completes the turn at bat in any other manner, including a base on balls, score the action as having been that of the substitute batter.

### 10.18 Earned Runs

An earned run is a run for which the pitcher is held accountable. In determining earned runs, the inning should be reconstructed without the errors (which include catcher's interference) and passed balls, and the benefit of the doubt should always be given to the pitcher in determining which bases would have been reached by errorless play. For the purpose of determining earned runs, an intentional base on balls, regardless of the circumstances, shall be construed in exactly the same manner as any other base on balls.

- (a) An earned run shall be charged every time a runner reaches home base by the aid of safe hits, sacrifice bunts, a sacrifice fly, stolen bases, putouts, fielder's choices, bases on balls, hit batters, balks or wild pitches (including a wild pitch on third strike which permits a batter to reach first base) before fielding chances have been offered to put out the offensive team. For the purpose of this rule, a defensive interference penalty shall be construed as a fielding chance.
- (1) A wild pitch is solely the pitcher's fault, and contributes to an earned run just as a base on balls or a balk.
- (b) No run shall be earned when scored by a runner who reaches first base (1) on a hit or otherwise after his time at bat is prolonged by a muffed foul fly; (2) because of interference or obstruction or (3) because of any fielding error.
- (c) No run shall be earned when scored by a runner whose life is prolonged by an error, if such runner would have been put out by errorless play.
- (d) No run shall be earned when the runner's advance is aided by an error, a passed ball, or defensive interference or obstruction, if the scorer judges that the run would not have scored without the aid of such misplay.
- (e) An error by a pitcher is treated exactly the same as an error by any other fielder in computing earned runs.
- (f) Whenever a fielding error occurs, the pitcher shall be given the benefit of the doubt in determining to which bases any runners would have advanced had the fielding of the defensive team been errorless.
- (g) When pitchers are changed during an inning, the relief pitcher shall not be charged with any run (earned or unearned) scored by a runner who was on base at the time he entered the game, nor for runs scored by any runner who reaches base on a fielder's choice which puts out a runner left on base by the preceding pitcher.

NOTE: It is the intent of this rule to charge each pitcher with the number of runners he put on base, rather than with the individual runners. When a pitcher puts runners on base, and is relieved, he shall be charged with all runs subsequently scored up to and including the number of runners he left on base when he left the game, unless such runners are put out without action by the batter, i.e., caught stealing, picked off base, or called out for interference when a batter runner does not reach first base on the play. EXCEPTION: see example 7.

EXAMPLES:

- (1) P1 walks A and is relieved by P2. B grounds out, sending A to second. C flies out. D singles, scoring A. Charge run to P1.
- (2) P1 walks A and is relieved by P2. B forces A at second. C grounds out, sending B to second. D singles, scoring B. Charge run to P1.
- (3) P1 walks A and is relieved by P2. B singles, sending A to third. C grounds to short, and A is out at home, B going to second. D flies out. E singles, scoring B. Charge run to P1.
- (4) P1 walks A and is relieved by P2. B walks. C flies out. A is picked off second. D doubles, scoring B from first. Charge run to P2.
- (5) P1 walks A and is relieved by P2. P2 walks B and is relieved by P3. C forces A at third. D forces B at third. E hits home run, scoring three runs. Charge one run to P1; one run to P2, one run to P3.
- (6) P1 walks A, and is relieved by P2, P2 walks B. C singles, filling the bases. D forces A at home. E singles, scoring B and C. Charge one run to P1 and one run to P2.
- (7) P1 walks A, and is relieved by P2. P2 allows B to single, but A is out trying for third. B takes second on the throw. C singles, scoring B. Charge run to P2.
- (h) A relief pitcher shall not be held accountable when the first batter to whom he pitches reaches first base on four called balls if such batter has a decided advantage in the ball and strike count when pitchers are changed.
- (1) If, when pitchers are changed, the count is
- 2 balls, no strike,
  - 2 balls, 1 strike,
  - 3 balls, no strike,
  - 3 balls, 1 strike,
  - 3 balls, 2 strikes,

and the batter gets a base on balls, charge that batter and the base on balls to the preceding pitcher, not to the relief pitcher.

(2) Any other action by such batter, such as reaching base on a hit, an error, a fielder's choice, a force out, or being touched by a pitched ball, shall cause such a batter to be charged to the relief pitcher.

NOTE: The provisions of 10.18 (h) (2) shall not be construed as affecting or conflicting with the provisions of 10.18 (g).

(3) If, when pitchers are changed, the count is

- 2 balls, 2 strikes,
- 1 ball, 2 strikes,
- 1 ball, 1 strike,
- 1 ball, no strike,
- no ball, 2 strikes,
- no ball, 1 strike,

charge that batter and his actions to the relief pitcher.

- (i) When pitchers are changed during an inning, the relief pitcher shall not have the benefit of previous chances for outs not accepted in determining earned runs.

NOTE: It is the intent of this rule to charge relief pitchers with earned runs for which they are solely responsible. In some instances, runs charged as earned against the relief pitcher can be charged as unearned against the team.

EXAMPLES:

- (1) With two out, P1 walks A. B reaches base on an error. P2 relieves P1. C hits home run, scoring three runs. Charge two unearned runs to P1, one earned run to P2.
- (2) With two out, P1 walks A and B and is relieved by P2. C reaches base on an error. D hits home run, scoring four runs. Charge two unearned runs to P1, two unearned runs to P2.
- (3) With none out, P1 walks A. B reaches base on an error. P2 relieves P1. C hits home run, scoring three runs. D and E strike out. F reaches base on an error. G hits home run, scoring two runs. Charge two runs, one earned, to P1. Charge three runs, one earned, to P2.

### 10.19 *Winning And Losing Pitcher*

- (a) Credit the starting pitcher with a game won only if he has pitched at least five complete innings and his team not only is in the lead when he is replaced but remains in the lead the remainder of the game.
- (b) The "must pitch five complete innings" rule in respect to the starting pitcher shall be in effect for all games of six or more innings. In a five inning game, credit the starting pitcher with a game won if he has pitched at least four complete innings and his team not only is in the lead when he is replaced but remains in the lead the remainder of the game.
- (c) When the starting pitcher cannot be credited with the victory because of the provisions of 10.19 (a) or (b) and more than one relief pitcher is used, the victory shall be awarded on the following basis:
- (1) When, during the tenure of the starting pitcher, the winning team assumes the lead and maintains it to the finish of the game, credit the victory to the relief pitcher judged by the scorer to have been the most effective;
  - (2) Whenever the score is tied the game becomes a new contest insofar as the winning and losing pitcher is concerned;
  - (3) Once the opposing team assumes the lead all pitchers who have pitched up to that point are excluded from being credited with the victory except that if the pitcher against whose pitching the opposing team gained the lead continues to pitch until his team regains the lead, which it holds to the finish of the game, that pitcher shall be the winning pitcher;
  - (4) The winning relief pitcher shall be the one who is the pitcher of record when his team assumes the lead and maintains it to the finish of the game.
- EXCEPTION: Do not credit a victory to a relief pitcher who is ineffective in a brief appearance, when a succeeding relief pitcher pitches effectively in helping his team maintain the lead. In such cases, credit the succeeding relief pitcher with the victory.
- (d) When a pitcher is removed for a substitute batter or substitute runner, all runs scored by his team during the inning in which he is removed shall be credited to his benefit in determining the pitcher of record when his team assumes the lead.

- (e) Regardless of how many innings the first pitcher has pitched, he shall be charged with the loss of the game if he is replaced when his team is behind in the score, or falls behind because of runs charged to him after he is replaced, and his team thereafter fails either to tie the score or gain the lead.
- (f) No pitcher shall be credited with pitching a shutout unless he pitches the complete game, or unless he enters the game with none out before the opposing team has scored in the first inning, puts out the side without a run scoring and pitches all the rest of the game. When two or more pitchers combine to pitch a shutout a notation to that effect should be included in the league's official pitching records.
- (g) In some non championship games (such as the Major League All Star Game) it is provided in advance that each pitcher shall work a stated number of innings, usually two or three. In such games, it is customary to credit the victory to the pitcher of record, whether starter or reliever, when the winning team takes a lead which it maintains to the end of the game, unless such pitcher is knocked out after the winning team has a commanding lead, and the scorer believes a subsequent pitcher is entitled to credit for the victory.

### 10.20 Saves For Relief Pitchers

Credit a pitcher with a save when he meets all three of the following conditions:

- (1) He is the finishing pitcher in a game won by his club; and
  - (2) He is not the winning pitcher; and
  - (3) He qualifies under one of the following conditions:
    - (a) He enters the game with a lead of no more than three runs and pitches for at least one inning; or
    - (b) He enters the game, regardless of the count, with the potential tying run either on base, or at bat, or on deck (that is, the potential tying run is either already on base or is one of the first two batsmen he faces); or
    - (c) He pitches effectively for at least three innings.
- No more than one save may be credited in each game.

### 10.21 Statistics

The league president shall appoint an official statistician. The statistician shall maintain an accumulative record of all the batting, fielding, running and pitching records specified in 10.02 for every player who appears in a league championship game.

The statistician shall prepare a tabulated report at the end of the season, including all individual and team records for every championship game, and shall submit this report to the league president. This report shall identify each player by his first name and surname, and shall indicate as to each batter whether he bats right-handed, left-handed or both ways; as to each fielder and pitcher, whether he throws right-handed or left-handed.

When a player listed in the starting lineup for the visiting club is substituted for before he plays defensively, he shall not receive credit in the defensive statistics (fielding), unless he actually plays that position during a game. All such players, however, shall be credited with one game played (in "batting statistics") as long as they are announced into the game or listed on the official lineup card.

Any games played to break a divisional tie shall be included in the statistics for that championship season.

### 10.22 Determining Percentage Records

To compute

- (a) Percentage of games won and lost, divide the number of games won by the total games won and lost;
- (b) Batting average, divide the total number of safe hits (not the total bases on hits) by the total times at bat, as defined in 10.02 (a);
- (c) Slugging percentage, divide the total bases of all safe hits by the total times at bat, as defined in 10.02 (a);
- (d) Fielding average, divide the total putouts and assists by the total of putouts, assists and errors;
- (e) Pitcher's earned run average, multiply the total earned runs charged against his pitching by 9, and divide the result by the total number of innings he pitched.  
NOTE: Earned run average shall be calculated on the basis of total innings pitched including fractional innings. EXAMPLE: 9 1/3 innings pitched and 3 earned runs is an earned run average of 2.89 (3 ER times 9 divided by 9 1/3 equals 2.89).
- (f) On base percentage, divide the total of hits, all bases on balls, and hit by pitch by the total of at bats, all bases on balls, hit by pitch and sacrifice flies.

NOTE: For the purpose of computing on base percentage, ignore being awarded first base on interference or obstruction.

### 10.23 Minimum Standards For Individual Championships

To assure uniformity in establishing the batting, pitching and fielding championships of professional leagues, such champions shall meet the following minimum performance standards:

- (a) The individual batting champion or slugging champion shall be the player with the highest batting average or slugging percentage, provided he is credited with as many or more total appearances at the plate in League Championship games as the number of games scheduled for each club in his league that season, multiplied by 3.1 in the case of a major league player. EXCEPTION: However, if there is any player with fewer than the required number of plate appearances whose average would be the highest, if he were charged with the required number of plate appearances or official at bats, then that player shall be awarded the batting championship or slugging championship.  
EXAMPLE: If a major league schedules 162 games for each club, 502 plate appearances qualify (162 times 3.1 equals 502). If a National Association league schedules 140 games for each club, 378 plate appearances qualify (140 times 2.7 equals 378).  
Total appearances at the plate shall include official times at bat, plus bases on balls, times hit by pitcher, sacrifice hits, sacrifice flies and times awarded first base because of interference or obstruction.

- (b) The individual pitching champion shall be the pitcher with the lowest earned run average, provided that he has pitched at least as many innings as the number of games scheduled for each club in his league that season. **EXCEPTION:** However, pitchers in National Association leagues shall qualify for the pitching championship by having the lowest earned run average and having pitched at least as many innings as 80% of the number of games scheduled for each club in his league that season.
- (c) The individual fielding champions shall be the fielders with the highest fielding average at each position, provided:
  - (1) A catcher must have participated as a catcher in at least one half the number of games scheduled for each club in his league that season;
  - (2) An infielder or outfielder must have participated at his position in at least two thirds of the number of games scheduled for each club in his league that season;
  - (3) A pitcher must have pitched at least as many innings as the number of games scheduled for each club in his league that season. **EXCEPTION:** If another pitcher has a fielding average as high or higher, and has handled more total chances in a lesser number of innings, he shall be the fielding champion.

#### *10.24 Guidelines For Cumulative Performance Records*

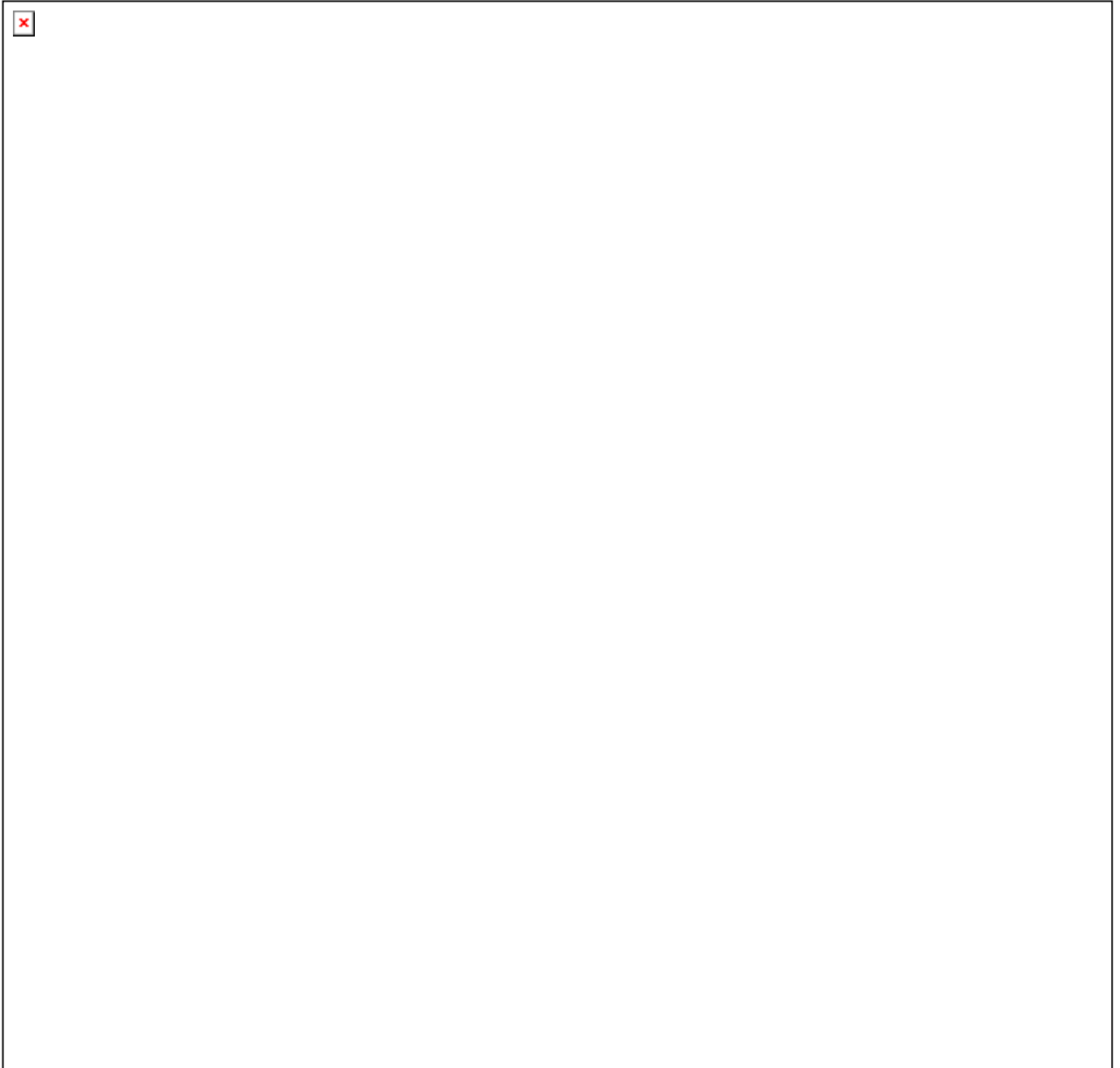
- (a) **CONSECUTIVE HITTING STREAKS.**  
A consecutive hitting streak shall not be terminated if the plate appearance results in a base on balls, hit batter, defensive interference or a sacrifice bunt. A sacrifice fly shall terminate the streak.
- (b) **CONSECUTIVE GAME HITTING STREAKS.**  
A consecutive game hitting streak shall not be terminated if all the player's plate appearances (one or more) result in a base on balls, hit batter, defensive interference or a sacrifice bunt. The streak shall terminate if the player has a sacrifice fly and no hit. The player's individual consecutive game hitting streak shall be determined by the consecutive games in which the player appears and is not determined by his club's games.
- (c) **CONSECUTIVE PLAYING STREAK.**  
A consecutive game playing streak shall be extended if the player plays one half inning on defense, or if he completes a time at bat by reaching base or being put out. A pinch running appearance only shall not extend the streak. If a player is ejected from a game by an umpire before he can comply with the requirements of this rule, his streak shall continue.
- (d) **SUSPENDED GAMES.**  
For the purpose of this rule, all performances in the completion of a suspended game shall be considered as occurring on the original date of the game.

# APPENDIX 1

## Field Layout Diagram



### Batter's Box Layout Diagram



## APPENDIX 2

### Change History

#### *Changes for 2005*

- (a) None

#### *Changes for 2004*

- (a) Inconsistencies and contradictions were corrected where found.
- (b) 7.08(d) is a delayed penalty; not an appeal play.
- (c) MP II: The pitching machine location is 40 feet from home plate.
- (d) Automatic out for throwing bat (after warning) is enforced at all levels.
- (e) "Medical" bracelets are permitted. 1.11.(j)
- (f) All types of casts are prohibited (not just plaster) 1.11.(k)

#### *Changes for 2003*

- (a) Inconsistencies and contradictions were corrected where found.
- (b) A-Ball and B-Ball games may be suspended/resumed rather than completely restarted when certain conditions are met.
- (c) B-Ball: Regulation 2.(d) takes precedence over Rule 7.05.(h). Runners advance one base only when such advance does not cause any runner to advance to home plate.
- (d) Clarification: An inning starts upon the 3rd out of the previous inning or when a runner scores which results in the maximum runs per inning limit to be reached for the previous inning.
- (e) MPII: The speed of the machine will be set between 37 and 42 mph
- (f) Removed rescheduling restriction: The "next available" make-up time will not be used if one or both of the teams would be required to play a game on three (3) consecutive days – unless there is no alternative.

#### *Changes for 2002*

- (a) Inconsistencies and contradictions were corrected where found.
- (b) A request to remove a player from a game by that player's parent/guardian shall be honored by the player's coach.
- (c) Hitting balls into the fences during practices is not allowed. Practice drills requiring this activity are prohibited.
- (d) Rule 8.06.(d) limits the participation of players during a coach's visit to the pitcher. (Rule 5.10.(d) allows for a conference with one of the defensive players.)
- (e) Call-up players shall wear the uniform of their regular team.
- (f) Machine-Pitch I and Machine-Pitch II Regulations have changed to more accurately specify the correct setting to be used for the pitching machine during the game.
- (g) Machine-Pitch II Regulation 5.(a) has changed: The game may begin with a minimum of 9 players.
- (h) Machine-Pitch I Regulation 4.(j) was changed to agree with Regulation 3 (g).
- (i) Machine-Pitch I Regulation 5.(k) was added to govern the action of runners who have been "put out".
- (j) Clarifications have been added to the Traveling Tournament Regulations.
- (k) Pre-game infield practice time is not guaranteed; the field crew preparing the field for the game has priority.
- (l) Intentional base on balls regulations for A-Ball and B-Ball clarified.

#### *Changes for 2001*

- (a) Optimist Fields (the entire area including bleachers, concession stand area and walking paths) are designated as "Tobacco Free" during Glen Lake Mighty-Mites activities.
- (b) The Head Coach is assigned responsibility over the game conduct of EVERYONE associated with that coach's team; coaches, players, fans and parents. Umpires will address concerns about good sportsmanship with the head coach.
- (c) The following pitches will be legal: fast balls, straight change-ups, palm balls, and knuckle balls. (A and B Ball Regulation 3(f).)
- (d) Rule 3.17 changed to specify that up to 5 swings are permitted before starting an "at- bat".
- (e) Machine-Pitch II Regulation 2.(f) clarified – "controlled by an infielder" means "possession" – in the glove or hand.
- (f) Machine-Pitch II Regulation 3.(i) & 3.(j) has changed: The batter is awarded first base when a batted ball hits the pitching machine or the coach.
- (g) Machine-Pitch II Regulation 5.(a) has changed: The game may begin with a minimum of 8 players.
- (h) Coach-Pitch has been renamed Machine-Pitch I and now uses a pitching machine.

- (i) Games played in T-Ball and Machine-Pitch I have a time limit of 1 ½ hours.
- (j) In Machine-Pitch I games: After 5 attempts to hit a fair ball from a machine pitch, a batting tee shall be used.
- (k) The Traveling Tournament Regulations were replaced with the version used for the 2000 tournaments.
- (l) Glen Lake Mighty-Mites policy limits GLMM pitchers to 9 innings per day during tournament play.

### *Changes for 2000*

- (a) Head first sliding is no longer permitted in the A-Ball Division. Rule 7.08.(a).(4).
- (b) Minor spelling and grammar corrections to the rules and regulations.
- (c) Changes for 1999
- (d) Additional information has been included to clarify Rule 7.08.(a).(3) with respect to sliding.
- (e) Head first sliding is now permitted in the A-Ball Division. Rule 7.08.(a).(4).
- (f) Additional information has been included concerning the use of four outfielders in B-Ball and Machine-Pitch. Regulation 2.(i) for both divisions.
- (g) A-Ball and B-Ball Division coaches are reminded to observe Regulation 3.(e) promoting the development of more pitchers and catchers
- (h) A-Ball and B-Ball Division coaches are reminded that protests must follow the procedures outlined in Rule 4.19.
- (i) Pitches must be thrown for an Intentional Walk. This is indicated by Rule 4.03.(a).
- (j) Machine-Pitch regulations specify that running is to have the same emphasis as in T-Ball and Coach-Pitch. Aggressive baserunning is not part of the Machine-Pitch game. Regulation 2.(f).
- (k) T-Ball regulations now require that after a runner has been “put out”, that runner must leave the base. (In previous years this was only the case after June 1.) Regulation 1.(i).
- (l) Division Coordinators serve the role of Scheduler for games scheduled at Gatewood Fields. Machine-Pitch Regulation 6.(b); Coach-Pitch Regulation 6.(b) and T-Ball Regulation 5.(b).
- (m) Minor spelling and grammar corrections to the rules and regulations.

### *Changes for 1998*

- (a) The name of the division for 8 year old players has been changed to "Machine-Pitch Division" to provide a more descriptive name and to reduce confusion between the old C-Ball name and the Coach-Pitch Division.
- (b) The Coach-Pitch Division will use the Reduced Injury Factor (R.I.F.) ball provided by the league. [Coach-Pitch Division Regulation 3.(d).]
- (c) The change made in 1997 removing the "on-deck" batter position still applies. Coaches are to follow the provisions of Rule 3.17.
- (d) Efforts will be made to shorten the time taken to play a 6-inning game. Emphasis will be placed on Rule 8.03. Four preparatory pitches are allowed at the beginning of each inning. Any member of the team can make the pitches; the pitcher of record is that player who delivers the pitch to the first batter. [Rule 8.03.]
- (e) Rule 3.09 has been revised. Managers and coaches are not prohibited from warming up pitchers at home plate, but any warm-up pitches to a manager/coach are included in the limits of Rule 8.03.
- (f) Managers, coaches and players are permitted to serve as base coaches. A player serving as base coach must wear a batting helmet. [A & B-Ball Regulation 4.(b); Machine-Pitch Regulation 4.(b); and Traveling Tournament Regulation 4.(b).]
- (g) The Call-up procedures have been changed to provide the coaches with a list containing the name and telephone number of eligible players. If call-up players are used for a game the roster is limited to a maximum of ten (10) players.

### *Changes for 1997*

- (a) The “on-deck” batter position has been removed. This is for safety reasons and was adopted for our league after introduction in 1996 by Little League®. [Rule 1.08 NOTE.]
- (b) “Head first” sliding is not permitted. The reason for this change is the same as for item (a). [Rule 7.08.(a).(4)]
- (c) The penalty for a runner leaving a base too soon has been defined as the runner being called out and play stopped with a “dead ball” call. [Rule 7.13.]
- (d) Four preparatory pitches are allowed at the beginning of each inning. Any member of the team can make the pitches; the pitcher of record is that player who delivers the pitch to the first batter. [Rule 8.03.]
- (e) Coaches are allowed on the field between innings without penalty (or trips to the mound assessed). [Rule 8.06.]
- (f) Balks will be called against A-Ball pitchers but no penalty will be assessed. This is to familiarize the pitchers with proper techniques that will be important as the move on to other programs. (This is not actually a change from past years, but the umpires will be instructed to adhere to this provision.) [Rule 8.05.]
- (g) The references to the Little League® Rule Book have been removed. This manual contains rules based on the Major League Baseball Rules modified where necessary to be appropriate for youthful players. This was done to resolve the difficulty in obtaining Little League® Rulebooks for distribution to the coaches.

*Errors and Omissions*

Other than the changes outlined above it is not the Board of Directors intention to make any changes in the playing rules from those used in 1996. If errors or omissions have been made during the process of changing the basis of the rules to Major League Baseball rules, we reserve the right to clarify the rules by consulting other rulebooks that may be pertinent. The same holds true if inconsistencies or contradictions are found in these regulations and rules.

Readers are invited to notify the Board of Directors if they discover such shortcomings or outright mistakes, or if they feel that the rules could be further enhanced. They can do so by leaving a note with the Field Supervisor or with any member of the Board.

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