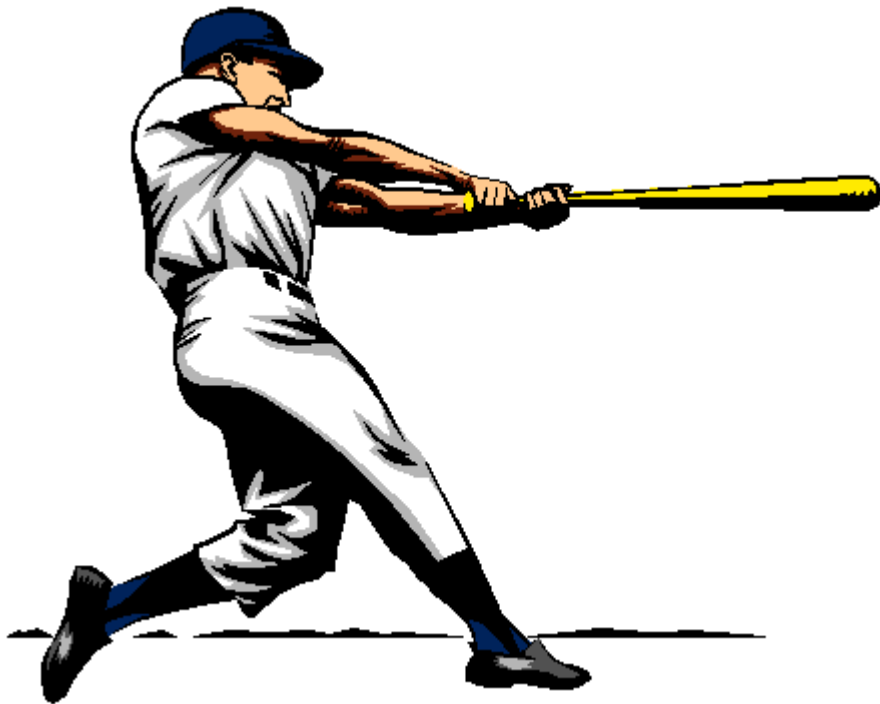


Rutland County Youth Baseball League

Majors Division



2017 Rule Book

Rutland County Youth Baseball League
Major League Baseball League Rules 2017

updated: 3/10/17

- AGE LIMITS:** -This is an 11-12 yr. old league. All players must be 11 years old before 5/1 & cannot be 13 before 5/1
-A Major League team that needs additional players may choose players from the Minor Division. In order to move up players must be 10 before May 1 (one (1) year younger than appropriate age requirement for this level). See the Minors Division Rule Book for additional information.
-EACH & EVERY ROSTER CHANGE MUST BE PRE-APPROVED BY THE YOUR LEAGUE REPRESENTATIVE!
-Any 12 yr. old who is age eligible to play major league but is in the 7th grade may choose to play on both a school team and major league team simultaneously. However, any player doing so must comply with ***ALL pitching sections*** of this rule book. The coach must keep track of the number of innings pitched for both teams that the player is on and make sure that the rest requirements are met and that the player does not pitch more than six innings TOTAL per week.
- GAMES:** -Rain-out decision made by 5:00 p.m. Coaches must report all game results and names of pitchers used, including rainouts to their league representatives. For all games the Home Team MUST provide a copy of the Rule Book if it is needed for any reason.
-Regular Season Game Schedule will begin Monday, 5/1 and conclude by Fri., 6/16. All games must be made up by Mon., 6/19. Tournament pairings will take place on Mon., 6/19. Round #1 Wed., 6/21/17 (8 teams), Round #2 Fri., 6/23/17 (4 teams) Championship Game Mon., 6/26/17 (2 teams).
- MAKE-UP GAMES:** -All games will be made up within 2 weeks on any field that may be available. Failure to do so will result in a forfeit by team declining to make-up. Coaches must notify their league representative EVERY TIME a game is rained out. Coaches have one (1) week to get the game rescheduled between themselves. If the game isn't rescheduled within a week the two involved League Representatives will reschedule the game both teams will be expected to play on that given date.
-A three game forfeit rule is in effect only if those games for which the forfeiting team does not show up for an agreed upon game. If a team shows up but has less than eight players, the forfeit counts towards standings and playoffs. The score of a forfeited game is 5 to 0.
- LIGHTNING/
THUNDER
POLICY:** -If visible lightning or audible thunder is observed, play is suspended for **30 MINUTES** for each observation made and the field is cleared according to each town's guidelines. Decision is ultimately made by home plate umpire. **Note: Waiting out weather delays does NOT count towards the 2 hour time limit per game.*
- END OF SEASON
TOURNAMENT:** -Seeding for tournament play will be determined first by team records, second by head to head, third by least runs given up, and fourth by coin toss. ***2 points will be earned for every win, 1 point for each team for a tie and the loser no points. In 2016 there were teams with tied games with no rule in place to cover this.** Seeding is as follows: 1 vs 8; 2 vs 7; 3 vs 6 and 4 vs 5. All Tournament games including the championship game is held at the higher seed's home field, (1 is highest seed, while 8 is lowest seed). **TOURNAMENT PITCHING RULES SHALL APPLY**, see rulebook page 26, section 7.09 "Tournament Pitching Rules".

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1. EQUIPMENT

1.01

- a) All players on a team shall wear numbered uniforms identical in color, trim, and style.
- b) Sleeve lengths may vary, but sleeve lengths should be approx. the same. No ragged, frayed, or slit sleeves.
- c) Players must wear hats when playing defense. The hat is considered part of the uniform.
- d) No player shall attach tape or other material of a different color to their uniform.
- e) No player shall attach anything to the heel or toe of the shoe other than the toe plate.
- f) Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.
- g) Players must not wear watches, rings, pins, jewelry, or other metallic items.
- h) Plaster casts may not be worn during the game.

1.02

The catcher must wear a catcher's mitt of any size or weight consistent with protecting the hand.

1.03

Fielder's gloves may be no more than 12 inches long, and can be of any weight.

1.04

- a) The pitcher's glove shall be uniform in color; it 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 sweatbands on wrists.

1.05

- a) Protective caps must cover head & ears and must be worn by on-deck batters, batters, runners & retired runners in live ball territory. **PENALTY: IF A UMPIRE OBSERVES ANYONE REQUIRED TO WEAR A BATTING HELMET INTENTIONALLY REMOVE HIS BATTING HELMET WHILE IN PLAY THE UMPIRE SHALL ISSUE A WARNING TO THE COACH OF THE INVOLVED TEAM.** The player who intentionally removes his helmet (while in play) will be automatically out. A helmet must also be worn by a player when coaching bases. It is recommended that each team provide in the dugout or on the bench 7 protective helmets that MUST meet NOCSAE specifications and standards.
- b) Catchers must wear a protective catcher's helmet, mask, **EXTENDED throat protectors are MANDATORY ON ALL STYLES OF CATCHER'S HELMETS**, chest protector, and shin guards as well as a metal, fiber, or plastic type protective cup. They must also wear a mask, throat protector, and catcher's helmet during pitcher warm-up. All equipment should fit properly.

1.06

- a) Only legal **Little League** bats may be used. Bats should not exceed 33", and may be taped or fitted with a sleeve that extends no further than 16" from the small end. **Youth League bats are NOT permitted. All bats (wooden or metal) must have "Little League Approved" printed on it. If a bat is not marked "Little League Approved" its illegal. ALL ILLEGAL BATS WILL BE REMOVED.**
- b) Only the batter and on-deck batter shall be permitted to swing a bat during the course of a game. **All other players must stay in the dugout or bench areas. For the general safety of all concerned there will be NO "Soft Toss" or "Hit a Way" type equipment allowed to warm up hitters.**

1.07

The wearing of watches, rings, pins, jewelry, or other metallic items when playing is prohibited. Taping of earrings is NOT allowed. This rule will be strictly enforced for the safety of our youth.

2. GAME PRELIMINARIES

2.01

Home team is designated on the schedule, and is responsible for keeping the Official Score Book. Home team is also responsible for supplying 2 game balls. Additional balls should be available if the umpire determines that a game ball has become unfit for play. Also the Home team MUST provide a copy of the Tri-Town Rule Book if it is needed for any reason.

2.02

The managers of both teams shall agree on the fitness of the playing field before the game starts. The umpire-in-chief shall be the sole judge as to weather and when play shall be suspended due to unsuitable weather, or unfit field conditions during a game.

2.03

- a) The only individuals allowed on the bench are the following: Players, Coaches (head coach, 2 assist.) & Scorekeepers.
- b) Players must remain in dugout/bench area when not playing and must wear a helmet at all times when on deck or in playing area.

2.04

Each player must play on defense for at least 2 innings and bat at least 1 time per game. Even though there is mandated playing time for each player, this can be revoked by the coach for disciplinary reasons, for not showing up to practices, and for being late to a game. If a player is not going to be playing for any of these reasons, the opposing team coach must be informed prior to the start of the game. If a coach fails to get his players into the game for the required time, the following action will be taken: *1st offense will result in a warning to the coach, *2nd offense will result in forfeit, 3rd offense will result in a replacement of the coach for the remainder of the season. If a coach feels that a player on the opposing team has not received the proper playing time, that coach must notify their own town representative. A player who misses 3 or more consecutive games is dropped from the team roster. The town representative may waive this rule on a case by case basis.

2.05 *RULE CHANGE of 2015-Discussed and agreed upon on 3/4/2015 at the League's Annual Directors Meeting a change that will allow players to re-enter the game as long as they meet the following guidelines:*

A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:

1. his or her substitute has completed one time at bat and;
2. has played defensively for a minimum of six (6) consecutive outs;
3. pitchers once removed from the mound may not return as pitchers;
4. only a player in the starting line-up may re-enter the game;
5. a starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before starter (S2) can re-enter the game.

NOTE 1: A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.

NOTE 2: When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such player's positions in the team's batting order and the umpire-in-chief shall notify the official scorer. The umpire-in-chief shall have authority to designate the substitute's places in the batting order, if this information is not immediately provided.

NOTE 3: If during a game either team is unable to place nine (9) players on the field due to illness, injury or ejection, the opposing manager shall select a player previously used in the line-up to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

2.06

The umpires shall meet with the opposing coaches at the home plate to exchange line up cards (must have first & last names), discuss ground rules, etc. just prior to the start of the game.

3. STARTING, PROCEEDING, ENDING GAME

3.01

All games will start at 6:00pm. If team cannot field a team of 9 of their own players by 6:15 pm they will forfeit the game. The score of a forfeited game is 5 to 0.

3.02

All games are 6 innings in length, with no new inning starting after 2 hour time limit. If game is called on account of the 2 hour rule, the score reverts back to the last full inning.

3.03

Two adult coaches are allowed to coach the bases, however players are encouraged to be used in this role. A helmet must be worn by a player when coaching bases.

3.04

On the 10th batter, after attempting to make a play, the ball can be thrown to home plate and the inning ends when the defensive player steps on the plate. It is assumed on the 10th batter that there are 2 outs. Please stress making the third out by making the play though throwing to home plate to make the third out is allowed.

3.05

If a game is shortened by time or weather, the team with the most runs at the end of the last complete inning will be declared the winner. An official game is 4 complete innings, or 3 ½ innings if the home team is ahead. An official game that ends in a tie will be allowed to continue until the 2 hour time limit.

3.06

- a) If a game is called before it has become a regulation game, but after 1 or more innings have been played, it shall be resumed exactly where it left off.
- b) If after 4 ½ innings one team has a lead of 15 runs or more, it is optional at the discretion of the losing coach to concede the victory to the opposing team.

3.07

Putting the ball in play – live ball:

- a) As soon as all players are in position the umpire-in-chief shall call “play”. At this point, the ball is alive and in play and remains so until, for legal causes, or at the umpires 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 live (such as, but not limited to an overthrow, interference, or a home run or other fair hit out of playing field.
- b) 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 a base coach interferes with a thrown ball, the runner is out.
- c) The ball becomes dead and runners advance one base, or return to their bases without liability to be put out when:
 1. A pitched ball touches a batter, or the batter’s clothing, while in a legal batting position. Runners, if forced, advance;
 2. The plate umpire interferes with the catcher’s throw...runners return. If a catcher’s throw gets the runner out, the out stands.
 3. A ball is illegally batted either fair or foul...runners return;
 4. A foul ball not caught...runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
 5. A fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runner hit by a fair batted ball is out; **Note:** If a fair ball goes through, or by an infielder and 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;
 6. A pitched ball lodges in the catcher’s or umpire’s paraphernalia; runners advance.
 7. When a fielder, after catching a fly ball, falls into the stands, or dugout/bench...runners advance. **Note:** If a fielder, after making a catch, but DOES NOT fall, the ball is in play, and the runners may advance at their own risk.
- d) After the ball is dead, play shall be resumed when the pitcher takes position on the pitcher’s plate with ball in hand and the plate umpire calls “play”. The plate umpire shall call “play” as soon as the pitcher takes a position on the pitcher’s plate with the ball.

3.08 **PROTEST RULE**

- a) Protests shall be considered only when based on the violation or interpretation of the rule, use of an ineligible pitcher 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.
- b) **ONLY** the head coach or acting head coach, of the contesting team shall have the right to protest a game. However, the head coach or acting head coach may NOT leave the dugout until receiving permission from an umpire.

- c) Protests shall be made as follows:
- 1- The protesting coach shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest and **MUST SAY “THIS GAME IS BEING PLAYED UNDER PROTEST”** to the umpire.
 - 2- Following such notice the umpire shall consult with the other umpires. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse the decision. If, however, after consultation, the umpire is convinced that the decision IS NOT in conflict with the rules, said umpire shall announce to the opposing head coach 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) Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpires leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting head coach decides.
- e) Any protest for any reason whatsoever must be submitted by the head coach first to the umpire on the field of play and then in writing to their local league representative within 24 hours. The league representatives shall hear and resolve any such protests, including playing rules. If the protest is allowed, the game will be resumed from the exact point when infraction took place.

***NOTE: ALL INDIVIDUALS INVOLVED ARE URGED TO TAKE PRECAUTIONS TO PREVENT PROTESTS!!!**

4. DEFINITIONS OF TERMS

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

A **BALL** is a pitch that does not enter the strike zone in flight and is not struck at by the batter. (**Note:** If the pitch touches the ground and bounces through the strike zone it is a “ball”. If such pitch touches the batter, the batter shall be awarded first base. If the batter swings at such pitch and misses, it is a strike.

A **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.

A **BASE COACH** is a team member in uniform or one (1) adult coach who is stationed in the coach’s box at first or third base to direct the batter and the runners.

A **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.

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

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

The **BATTER’S BOX** is the area within which the batter must stand during a time at bat.

The **BATTERY** is the pitcher & catcher.

The **BATTING ORDER** is the list of current defensive players in the order in which they are to bat.

The **BENCH/DUGOUT** is the seating facilities reserved for players, substitutes, the head coach and 2 assistants when they are not actively engaged on the playing field. Batboys are not permitted.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly.

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

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touched the ground 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 the throw following the catch, the ball shall be judged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove 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.

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

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

A **COACH** is appointed to perform such duties as the manager may designate.

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

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

A **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 double play is one in which the first out is made at any base and the second out is made by tagging a runner who originally was forced, before the runner touches the base to which that runner was forced.

A **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 and 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 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.

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

A **FIELDER** is a defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing it 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 the safe hit attempts to put out a preceding runner;
- b) To account for the advance of a runner (other than by a stolen base or error) while a fielder is attempting to put out another runner;
- c) To account for the advance of a runner made solely because of the defensive team's indifference. (Undefended steal)

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

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by the 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, ground ball hit sharply to the first baseman, who touches the base and the batter-runner is out. The force is removed at that moment and the runner advancing to second must be tagged. If there had been a runner on second or third, either of these runners scored before the tag-out at second, the run(s) would count. Had the first baseman thrown to second and the ball had been returned to first, the play at second would have been a force-out, making two outs, and the return throw to first would have made the third out. In that case, no runs would score.)

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 5 to 0, for violation of the rules.

A **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 fielder is on foul or fair territory at the time that the fielder touches the ball.

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

A **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 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.

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

The **HOME TEAM** is the team which takes the field first at the start of the game. Adopted schedules will determine which team this will be.

An **ILLEGAL PITCH** is a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate, or a quick return pitch.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor 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. **Note:** When it appears 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 baseline, 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.

INTERFERENCE

- a) Offensive interference is an act by any member of 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.
- 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 stands or goes on to the playing field, and touches a live ball.
- e) On any interference, the ball is dead.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. A fake tag is considered obstruction. **Note:** 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 he/she must occupy his/her 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 misses, the fielder can no longer be in the “act of fielding” a ball. Example: If an infielder dives at a ground ball and the ball passes the fielder and he/she continues to lie on the ground and delays the progress of the runner, the fielder has very likely obstructed the runner.

A **STRIKE** is a legal pitch which meets any of these conditions-

- a) is struck at by the batter and is missed;
- b) is not struck at, if any part of the ball passes through any part of the strike zone;
- c) is fouled by the batter when there is less than two strikes;
- d) is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike);
- e) touches the batter’s person as the batter’s strikes at it (dead ball);
- f) touches the batter in flight in the strike zone; or
- g) becomes a foul tip (ball is live and in play)

The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

5. THE BATTER

5.01

- 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.

5.02

- a) The batter shall take his/her position in the batter's box promptly when it is said batter's time at bat.
- b) The batter shall not leave that position in the batter's box after the pitcher comes to a Set Position, or starts a wind up.
PENALTY: IF THE PITCHER PITCHES, THE UMPIRE SHALL CALL "BALL" OR "STRIKE" AS THE CASE MAY BE.
- c) If the batter refuses to take his/her 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 the proper position before three strikes are called, that batter shall be declared out.

5.03

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

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

5.04

A batter has legally completed a time at bat when he/she is put out or becomes a runner.

5.05

A batter is out when:

- a) A fair or foul fly ball (other than foul tip) is legally caught by a fielder;
- b) A third strike is caught or not caught by the catcher
- c) Bunting foul on the third strike;
- d) An Infield Fly is declared;
- e) The batter attempts to hit a third strike and is touched by the ball;
- f) A fair ball touches said batter before touching a fielder;

- g) After bunting or hitting the ball fair, 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 is alive and in play;
- h) After bunting or hitting a foul ball, the batter-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;
- i) After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
- j) 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.
- k) An infielder intentionally drops a fair fly ball or a line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and the runner or runners shall return to their original base or bases.
APPROVED RULING: In this situation, the batter is not out if the fielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies;
- l) 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 a play.

5.06

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;
- b) Stepping from one batter's box to the other while the pitcher is 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.

5.07

Batting out of turn

- a) A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter:
 - 1) The proper batter may take a 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 improper batter is at bat, on a stolen base, wild pitch, 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.

APPROVED RULINGS

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 – Henry – 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 – Abel is called out and Baker is the proper batter;
- b) After a pitch to Charles – Baker stays on second base 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 – Abel's run counts and Charles is entitled to second 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) After a pitch to Daniel – Abel's run counts and Charles stays at third. The proper batter is Frank.

PLAY 4:

With the bases full and two out, Henry bats in Frank's turn, and triples, scoring three runs. The defensive team appeals:

- a) Immediately – Frank is called out and no runs score. George is the proper batter to lead off the second inning;
- b) After a pitch to George – Henry stays on third base and three runs score. Irwin is the proper batter.

PLAY 5:

After play (4)(b) above, George continues to bat:

- a) Henry is picked off third base for the third out – Irwin becomes the proper batter as soon as the first pitch to George legalized Henry’s triple;
- b) George flies out, and no appeal is made – Henry becomes the proper batter leadoff batter. 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 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 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.

5.08

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;
- 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. **Note:** 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 that batter to first base, the ball is dead and no runners can 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;

- d) A fair ball touches an umpire or a runner in 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 pitcher, the ball is play.

5.09

The batter becomes a runner when

- a) A fair ball is hit;
- b) A fair ball, after having passed a fielder other than the pitcher, or having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory;
- c) A fair ball passes over a fence or into the stands at a distance from home base of 200 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 200 feet from home base shall entitle the batter to advance to second base only.
- d) A fair ball, after touching the ground, bounds into the stands, or passes through, over, or under a fence, or through or under the scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and runners shall be entitled to advance two bases only;
- e) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, or sticks in a fence or scoreboard, in which case the batter and runners shall be entitled to advance two bases;
- f) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- g) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if it is deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run.

6. THE RUNNER

6.01

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 his/her position on the pitcher's plate, the runner may not return to a previously occupied base.

6.02

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 3.07. In such cases, the runner may go directly to the original base.

6.03

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

6.04

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

- a) The batter's advance without liability to be put out forces the 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;
- b) A fielder, after catching a fly ball, falls into a stand, or falls across ropes into a crowd when spectators are on the field, or into any other dead-ball areas. **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 the runner before that runner returns to the missed base.

6.05

Each runner including the batter-runner may, without liability to be put out may 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 (200 feet from home plate), is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;
- b) Three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of the 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 plate at the batter's peril;
- c) Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home plate at the batter's own 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;
- f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; 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 the wire screen protecting spectators. The ball is dead. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by 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.

- 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.
- i) One base, if the batter becomes a runner on a 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 their own risk if the ball stays in play.

6.06

When the 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;
- b) If no play is being played 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. **Note 1:** 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 his/her own risk and may be tagged out. This is a judgment call. **Note 2:** The catcher, without the ball in his/her 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 with the ball already in his/her possession.

6.07

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.

-if the runner does not slide and, in the opinion of the umpire, interferes with the defensive team and causes or actively hinders them from recording an out shall be called out due interference. See “Interference” in the definition section of this book. Also see paragraph 6.07, b.

-The “Obstruction” rule still needs to be considered in this play. See “Obstruction” in the definition section of this book. Also see paragraph 6.06, b.

***MALICIOUS CONTACT IS NOT ALLOWED!!!**

****Penalty for malicious contact is a 1 game suspension!***

- 4) The runner slides head first while advancing. **Note:** Applies only when advancing a base. Does not apply when returning to a base from a run down situation or pick off situation;
- b) Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball. **Note:** A runner who is a judged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it is intentional or not;
- 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 over sliding 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.
 - 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 dislodged bag, or the point marked by the original location of the dislodged bag.
- d) Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play.
Note: Base runners can legally retouch their base once a fair ball is touched in flight and advance at their own risk if a fair or foul ball is caught.
- 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 overrunning or oversliding 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;

- 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, no runners may 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. **Note 1:** If a runner is touched by an Infield Fly when not touching a base, both the runner and the batter are out. **Note 2:** If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.
- 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) Passes 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;
- 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;
- 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 fielder holds ball in hand, while touching home base, and appeals to the umpire for the decision. **Note:** This rule applies only where the runner is on the way to the bench and a fielder would be required to chase the runner to tag him/her. 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, the runner must be tagged.

6.08

It is interference by a batter or runner when-

- a) 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 said 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 and 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 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.
- 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 action of the runner. In no event may bases be run or runs be 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 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 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 fielder taking the throw at first base or attempting to field a batted ball;
- l) The runner fails to avoid a fielder who is attempting to field the 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 the m, 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;
- m) A fair ball touches the batter or runner in 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 have 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 infielder and that no other infielder had a chance to make a play on the ball. If in the judgment of the umpire , the runner deliberately and intentionally kicks such batted ball on which the infielder had missed a play, then the runner shall be called out for interference.
PENALTY FOR INTERFERENCE: The runner is out and the ball is dead.

6.09

Any runner shall be called out on appeal-

- a) After a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged. **Note:** “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 and not touching 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. **Note 1:** No runner may return to touch a missed base after a following runner has scored. **Note 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 base.

Play A- Batter hits ball out of the park, or hits a ground rule double, and misses first base (ball is dead). The runner may return to first base to correct the mistake before touching second. But if the runner touches second, he/she may not return to first and if the defensive team appeals, the runner is declared out at first, (**Appeal play.**)

Play B- Batter hits a ground ball to shortstop, who throws wild to into the stands (ball is dead). 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 over throw, the runner must touch first base proceeding to second base. (**Appeal play.**)

- 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. **Note:** A runner forfeits his/her opportunity to return to home base when he/she/ enters the dugout or other dead ball area. Any appeal under this rule must be made before the next pitch, or any play or attempted play. No appeal can be made if the ball is dead. If the violation occurs during a play which ends a half-inning, the appeal must be made before all defensive players have left 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.

6.10

The players, coaches or any member of the offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted ball or thrown ball.

PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

6.11

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.

6.12

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners-

- a) When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely to the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no outs results;
- b) When a base runner leaves the base before the pitched ball reaches the batter and the batter hits the ball, the base runner or runners are permitted to continue. If the play is made on the runner or runners or the runners are put out, the out will stand. If not put out, the runner must return to the original base or to the unoccupied base nearest to the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double, or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

EXAMPLES:

- 1) Runner on first leaves too soon, batter reaches first safely, runner goes to second.
- 2) Runner on second leaves too soon, batter reaches first safely, runner returns to second.
- 3) Runner leaves third too soon, batter reaches first safely, runner returns to third.
- 4) Runner leaves first too soon, batter hits clean double, runner goes to third only.
- 5) Runner on second leaves too soon, batter hits clean double, runner goes to third only.
- 6) Runner on third leaves too soon, batter hits clean double, runner goes to third.
- 7) All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
- 8) Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third.
- 9) Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.
- 10) Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
- 11) Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
- 12) Runners on second and third, either leaves too soon, batter reaches first safely, neither runner can advance.

- 13) Runners on second and third, either leaves too soon, batter hits clean double, runner on third scores, runner on second goes to third.
- 14) Runners on first, second, and third, any runner leaves too soon, batter hits clean double, runners on second and third score, runner on first goes to third.
- 15) Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.
- 16) Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, each runner will advance one base and a run will score.

STEALING:

-When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. (see rule 6.12) There is **NO DELAYED STEALING ALLOWED**.

Example: After each pitch a runner may not advance (steal the next base) after they have stopped their original lead. Once a runner stops his/her momentum while taking a lead they must return to their base, with the liability to be put out.

EXCEPTION: Runners may try to advance (steal the next base) after stopping their original lead if a *play is made on them or if the pitcher mishandles the throw back from the catcher. *Note: A single fake throw by the catcher does NOT constitute a play. However, multiple fakes or running towards the runner would constitute a play.

6.13

A runner occupying third base at the time of the pitch may NOT advance or "steal" home plate after said legally pitched ball reaches the batter, except when-

- a) There is a passed ball or a wild pitch
- b) The runner on third base may advance at their own risk after a return throw by the catcher to the pitcher has been mishandled, dropped, overthrown, or under thrown. He/she may not advance on a cleanly handled return throw by the catcher;
- c) The runner on third base may advance at their own risk when a play is attempted on any other runners;
- d) The runner on third base may advance upon umpire's demand in the event of a passed ball that goes out of play.

7. THE PITCHER

7.01

There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitcher shall take signs from the catcher while standing on the pitcher's plate.

- 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, the other foot free.

From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from 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 free foot.

From this position the pitcher may:

- 1) Deliver the ball to the batter; or
 - 2) Step and throw to a base in attempt to pick off a runner; or
 - 3) Disengage with the pitcher's plate. In disengaging the pitcher's plate, 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 an illegal pitch. **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 a Windup Position;
- b) The Set Position. Set Position shall be indicated by the pitcher when the pitcher stands facing the batter with entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, holding the ball in both hands in front of 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 the 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 the Set Position before delivering the ball to that batter. **Note:** The pitcher need not come to a complete stop.
- 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 the base before making the throw. The pitcher shall step "ahead of the throw". A snap throw followed by the step toward the base is an illegal pitch.
PENALTY: See penalty for illegal pitch under Rule 7.05
- 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 the pitcher's hand and crosses the foul line shall be called a ball, otherwise it will be called "no pitch" without runners on base, and an illegal pitch with runners on base.
PENALTY: See penalty for illegal pitch under Rule 7.05
- 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 the case of a wild throw from that position, it shall be considered the same as a wild throw by any infielder.

7.02

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 pitcher's plate;

PENALTY: For violation of this part of the 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 off the ball between the bare hands.

PENALTY: For violation of any part of this rule 7.02 (a), (2 through 6) the umpire shall: Call the pitch a ball and warn the pitcher. If a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at the end of the play.)

Note: A pitcher may use a rosin bag for the purpose of applying rosin to the hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag, neither shall the pitcher nor any other player be permitted to apply rosin from the bag to their glove or dust any part of the uniform with the rosin bag.

- b) Intentionally delay the game by throwing the ball to players other than the catcher when the batter is in position, except in an effort to retire a runner;

PENALTY: If, after a warning by the umpire, such delaying action is repeated the pitcher can be removed from the game.

- c) Intentionally pitch at the batter. If in the umpire’s judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game.

7.03

When a pitcher takes the position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher, or other teammate acting in the capacity of 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 the opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

7.04

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 avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take a position on the pitcher’s plate promptly.

7.05

An illegal pitch is when-

- a) The pitcher, while touching the pitcher's plate, makes any motion naturally associated with the pitch and fails to make such delivery;
- b) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- c) The pitcher unnecessarily delays the game;
- d) The pitcher, without having the ball, stands on or astride the pitcher's plate or off the plate feints a pitch;
- e) The pitcher, while touching the pitcher's plate, accidentally or intentionally drops the ball;

PENALTY: The pitch shall be called a ball. If a play follows the illegal pitch the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter hits the ball and reaches first safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch. **Note:** A batter hit by pitch shall be awarded first base without reference to the illegal pitch.

7.06

This rule, which applies to each pitcher who enters a game, governs the visit of the manager or coach to the pitcher.

- a) A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the pitcher must be removed. **Example:** If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed two visits in that inning before being removed on third visit.
- b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. **Example:** If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (a) above.
- c) The manager or coach is prohibited from making a third visit while the same batter is at bat.
- d) A manager or coach may not confer with any other defensive player. The catcher may be included in the visit with the pitcher.
APPROVED RULING 1: At the time a pitcher is removed, a visit shall not be charged to the new pitcher.
APPROVED RULING 2: A conference with the pitcher or any other fielder to evaluate the play's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

7.07

- 1) No intentional walks. If the umpire's judges that the pitcher tried to intentionally walk a batter,

the batter must be re-pitched to. If the umpire judges that said pitcher intentionally walks the batter again, he/she will be removed as the pitcher for the remainder of the game.

- 2) If a pitcher hits, intentionally or not, three (3) batters during a course of the game said pitcher shall be removed as the pitcher for the remainder of the game.

7.08

- a) Any player on the team roster may pitch.
- b) If a player pitches in less than four (4) innings one calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days of rest must be observed. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

EXAMPLE: If a player pitched in four or more innings on (Column A) and is still eligible, that player can pitch again on (Column B);

<u>Column A</u>	<u>Column B</u>
Sunday	Thursday
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday
Saturday	Wednesday

- c) A player once removed as a pitcher may not pitch again in the same game.
- d) Not more than five (5) pitchers per team shall be used.
EXCEPTION: In the case of illness or injury to the fifth pitcher, an additional pitcher may be used.
- e) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 3.08.

Notes:

- 1) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall be considered in violation. Coaches, umpires, and league officials are urged to take precautions to prevent the protest. When a protest situation is imminent, the potential offender should be notified immediately.
- 2) Innings pitched in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility for that week. **Note:** In suspended games resumed in a subsequent week, the pitchers of record at the time the game was halted may continue to pitch to the extent of their remaining eligibility for that calendar week in which the game is resumed.
- 3) If doubleheaders are played, the limitation of six (6) innings in a calendar week would apply to each pitcher. A pitcher who pitched in the

first game of a doubleheader may also pitch in the second game provided that pitcher has eligibility remaining.

7.09

Tournament Pitching Rules. These rules replace the regular season pitching regulations.

- a) A player may not pitch in more than six innings in a game.
- b) If a player pitches in less than four (4) innings one calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days of rest must be observed.
- c) A player may not pitch on consecutive calendar days.

EXCEPTION:

- (1) A player may pitch on consecutive calendar days if only one (1) inning was pitched in the previous calendar day.
- (2) In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitchers of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility for that game.
- d) A player may pitch in a **MAXIMUM** of fifteen innings for the tournament.

7.10

If any pitcher, during a course of any game, hits three (3) batters, intentionally or not, that pitcher shall be removed from the pitcher's position for that game. Said pitcher may play any other position for the remainder the game but may not pitch.

8. THE UMPIRE

8.01

- a) Home team is responsible to provide **two** or more umpire(s). 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. **Note:** Umpire must wear mask, shin guards and chest protector. Male umpire must wear protective cup.
- b) Each umpire is the representative of the league, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager, or league representative to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
- c) Each umpire has the authority to rule on any point not specifically covered in these rules.
- d) Each umpire has the authority to disqualify any player, coach, manager or substitute for objecting to the 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) All umpires have the authority at their discretion to eject from the playing field:
 - 1) Any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew, etc...
 - 2) Any spectator or other person not authorized to be on the playing field.

8.02

- a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that the correct ruling be made. Such an appeal shall be made only to the umpire who made the protested decision.
- c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- d) No umpire may be replaced during the game unless injured or ill.

8.03

- a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. **They must umpire from behind the plate, NOT from behind the pitchers mound.**
- b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

8.04

- a) The umpire-in-chief shall stand behind the catcher. This is usually called the plate umpire. The umpire-in-chief's duties shall be to:
 - 1) Take full charge, and be responsible for, the proper conduct of the game;
 - 2) Call and count balls and strikes;
 - 3) Call and declare fair balls and fouls except those commonly called by the field umpires;
 - 4) Make all decisions on the batter;
 - 5) Make all decisions except those commonly reserved for the field umpires;
 - 6) Decide when a game should be forfeited;
 - 7) Inform official scorer of the official batting order, and any change in the lineups and batting orders, on request;
 - 8) Announce any special ground rules.
- b) Field umpire may take any position (see Little League Umpire Manual) on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to do:
 - 1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;

- 2) Take concurrent jurisdiction with the umpire-in-chief in call "Time", illegal pitches, or discoloration of the ball by any player;
 - 3) Aid the umpire-in-chief in every manner in enforcing the rules and maintaining discipline.
- c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief shall determine which umpire was the best umpire in the best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

8.05

- a) The umpire shall report to the league representative within twenty-four hours after the end of the game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player and the reasons therefore.
- b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent languages, or assault upon an umpire, manager, coach, or player, the umpire shall forward full particulars to the town representatives with in 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 town representative shall require such manager, coach, or player to appear before the league representative to explain his conduct. In the case of a player, the manager shall appear with the player in the capacity as advisor. **Note:** Player ejection (1st offense) - out of current game and next scheduled game. Coach ejection (1st offense)- out of current game and the next two scheduled games.