



# **Little League Manager's Guide to the Rulebook**

**Spring 2008**

# Little League Manager's Guide To The Rulebook



## Contents

I. Setting Expectations .....	2
II. Manager and Coach Responsibilities .....	3
III. The Most Misunderstood Rules in Little League Baseball.....	4
Out of the baseline (7.08a1):.....	4
Interference - Rule 2.00 and 7.09.....	4
Obstruction – Rule 2.00 and 7.06.....	4
Batter's Interference – Rule 6.06(c).....	5
Must-slide rule (7.08a3):.....	5
Base awards on a bad throw (7.05g).....	6
Infield Fly (2.00).....	6
Batting Out of Order (6.07).....	7
Leaving the base early (7.13).....	7
Appeals (7.10).....	8
IV. Discussions with Umpires .....	9
V. How to Protest in 10 Easy Steps .....	10
<u>VI. Rule Changes for 2008.....</u>	<u>10</u>

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# I. Setting Expectations

Like managers, coaches and parents, umpires are there to help give our kids the best baseball experience possible.

By **our** leadership, our kids will learn from us to respect the authority of an umpire and to accept things that happen on the field in a sportsmanlike manner. How can we expect our kids to do that if we don't show them the way? Managers and coaches, you have an even more awesome responsibility because you are now the example to twelve to fifteen kids, not just your own.

In order to foster a feeling of mutual respect for each other and for the game the League has these expectations:

**Umpires are expected to be:**

- **Prompt for games**
- **Professional in manner and appearance**
- **Knowledgeable about the rules**
- **Consistent in game administration**
- **Flexible relative to player level (e.g. 9-10 A versus 11-12 Majors)**
- **Courteous and helpful to players, managers, and coaches**
- **Aware of safety issues**

**Managers and coaches are expected to be:**

- **Courteous and respectful of umpires, other coaches, and players**
- **Reasonably knowledgeable about the rules**
- **Aware there are NO ARGUMENTS on judgment calls**
- **Aware that discussions about rules interpretations are OK**
- **Mindful of the Little League Pledge and Mission**

**Parents and spectators are expected to be:**

- **Courteous and respectful of umpires, coaches, and players**
- **Cheering positively for players realizing the weight your words carry as parents**
- **Mindful of the Little League Pledge and Mission**

**Players are expected to be:**

- **Courteous and respectful of umpires, other players and coaches**
- **Doing their best to play fair and try to win**
- **Having fun and enjoying themselves learning to play the great game of baseball**
- **Mindful of the Little League Pledge and Mission**

## II. Manager and Coach Responsibilities

### BEFORE THE GAME

1. **Show up early and have the field prepared on time.** If you are the home team, this includes lining the field, raking and dragging the infield, preparing the pitcher's mound, and filling any dangerous holes. The visiting team is expected to help out.
2. **Get your team to the game on time ready to play.** No one likes to wait.
3. **Do your pre-game warm-ups as stipulated in League policy.** Each team is allotted ten minutes to do infield/outfield warm ups before the game. And then we still need five minutes for the plate conference.
4. **Make sure your players are properly equipped and ready to play.** Cups, shoes, masks, other gear, catcher properly equipped (cup, chest protector, shin guards, helmet and mask with throat protected, and give two game balls to the umpire, and have more game balls available at the field if necessary.
5. **Make sure Home Team has an official scorekeeper.** Make sure someone is keeping score. It's not the umpire's job to keep score.
6. **At the plate conference, introduce yourself to the umpires, and learn their names.** It is easier to have a discussion later if you refer to each other by name.

### DURING THE GAME

1. **Help the umpires keep the game moving.** Hustle your players into position and back to the dugout, including warming up pitchers. Make sure your catcher is ready as soon as you can. Make sure your catcher and your pitcher know how to do the balls-in-coming-down thing.
2. **Inform the umpire-in-chief AND the opposing manager of substitutions in the batting order.** The umpire doesn't need to know Billy and Sally switched positions, but does need to know if Sally enters the lineup for Billy. This is less of an issue with continual batting orders and free field substitutions.
3. **Be a positive role model.** Show good sportsmanship. Don't yell out questionable instructions, such as "Run over the catcher the next time he gets in the way!" Control your players, coaches and parents.
4. **Understand that umpires make mistakes.** It's rate that an umpire affects the outcome of a game with a bad call. If there is a bad call, try and remember to keep it in perspective. There are bound to have been far more mistakes by your players that lead to extra bases and runs than those from bad calls.

### AFTER THE GAME

1. **Win or lose, participate in the handshake.** Again, another example of showing good sportsmanship. Shake hands with the opposition even if something didn't go your way. Win graciously, and lose with dignity.
2. **Get your team and equipment out of the dugouts quickly.** This is especially critical if another game follows yours. The longer you take, the later the next game gets started.

### III. The Most Misunderstood Rules in Little League Baseball

#### Out of the baseline (7.08a1):

The confusion with this rule is the definition of “baseline”. It is not the direct line between two bases.

The runner establishes the baseline: it is a direct line between the runner and the base to which he is advancing or returning. Depending on the circumstances, his/her baseline may change as the play develops.

For example, if the runner takes a wide turn at first into the grass behind the second baseman's normal position, and the throw comes back to first, the baseline goes from the runner to first base. If the first baseman tries to tag him, he cannot deviate more than three feet to either side of this line. The other source of confusion with this rule is the fact that the runner is not out for being out of the baseline unless he's avoiding a tag. If he's running around a fielder who is trying to field a batted ball, there is no violation.

### Everyone's favorites: **Interference** and **Obstruction**

Remember: the offense interferes, the defense obstructs.

#### Interference - Rule 2.00 and 7.09

The umpire must judge that someone on the offense "interferes with, obstructs, impedes, hinders or confuses" a defensive player who is trying to make a play on the ball. Some interference calls are easy, such as a runner being struck by a batted ball, or a runner colliding with a fielder trying to field a batted ball. The troublesome ones are when the umpire must judge the intent of the runner, such as:

1. A runner makes contact with a thrown ball. The umpire must be convinced that the runner **intentionally** interfered with the throw (raised arms, timed it so ball hits him, etc.)
2. A runner makes contact with or gets in the way of a fielder trying to field a thrown ball. INTENT is required here. If a runner just runs into a fielder while that fielder is waiting for a throw, it's not be interference unless the umpire judges the runner intentionally ran into him.
3. A runner doesn't contact a fielder fielding a batted ball, but causes him to miss it by some other action. **Contact is not needed for interference**. So if a runner: yells at a fielder as he runs behind him; waves his arms at the fielder; runs at the fielder and stops at the last second, stops in front of the fielder and jumps over the ball, etc., AND the umpire judges that this act caused the fielder to miss the batted ball, it's interference.
4. A base coach or someone from the bench gets in the way or yells "DROP IT". The rule says any member of the team at bat, not just the batter or runner, can cause interference.

#### Obstruction – Rule 2.00 and 7.06

Like interference, this is a tough call when there is no contact. If a runner has to slow down or stop because of a fielder's action OTHER THAN fielding a batted ball, you have obstruction. Examples of obstruction that are not so obvious:

1. A fielder boots the initial play, and then gets in the runner's way as he goes after the ball. No interference here on the runner because the fielder booted the ball. The fielder is only “protected” on the initial play, not a subsequent play after his error.

2. A batter-runner has to slow down on his way to first because the first baseman is standing on the base. This happens a lot in the lower divisions.
3. A fielder stands in the baseline or puts his leg down and blocks the base or plate well before he has the ball. A fielder cannot block the base while he is waiting for the throw to come in.

Remember that there are two types of obstruction: Type A, where the defense is making a play on the obstructed runner (immediate dead ball, obstructed runner gets at least one base), and Type B where the runner is obstructed while play is going on elsewhere (play goes on, base awards made after play ceases).

### **Batter's Interference – Rule 6.06(c)**

There are things a batter does (or fails to do) that are interference, and other things he does (or fails to do) that do not. Confused? First off, the batter's box is NOT a safety zone for the batter. If he's in the box, he's usually OK in these situations:

1. The ball gets by the catcher and the catcher knocks over the batter trying to get to the ball (no penalty, live ball)
2. The catcher throws the ball back to the pitcher or to a base to retire a base stealer, and the ball hits the batter or his bat (no penalty, live ball UNLESS the batter PURPOSELY moves into the catcher or the path of the ball)
3. The batter swings so hard that he hits the catcher's glove on the follow-through, knocking the ball away from the catcher (dead ball, runners return)
4. However, if the batter had time to get out of the box but stays in and gets in the way, then he's guilty of interference. This usually happens in lower levels when the ball gets by the catcher, a runner tries to score, and the batter stays in the box and affects the play at the plate. If the batter gets in the way of a play while OUT OF THE BOX, he could be guilty of interference (umpire judgment), even if it's unintentional.

### **Must-slide rule (7.08a3):**

**There is no must-slide rule in Little League. Never has been. Never will be.**

Here's the rule: **7.08 -- Any runner is out when (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;**

**“The Right Call” Casebook -- Comment:** There is **no** must slide rule. The rule is slide or attempt to get around. The key in this situation is “fielder has the ball and is waiting to make the tag.”

#### **INSTRUCTOR COMMENTS:**

Hurdling or going over the defensive player that has the ball and is waiting to make a tag is a legal maneuver. Rule 7.08(a) (3) does not prevent or make hurdling illegal.

**Rule 7.08(a-3)** is easily the most misunderstood rule in the book. It is easily broken down as follows:

- (1) The fielder must have the ball in his/her possession; AND
- (2) The fielder must be WAITING to make the tag;

If BOTH of those two criteria are satisfied, then the runner must EITHER:

- (1) Slide; OR
- (2) ATTEMPT to get around the fielder.

Notice the rule says, “attempt to get around”, not “avoid”. Contact may occur with no penalty assessed. There is no “Must Slide” rule and no league may create one. No league may modify this rule.

**Remember, the fielder must have the ball and be waiting to make the tag.** The runner has three options when the fielder HAS THE BALL AND IS WAITING TO MAKE THE TAG: 1) slide, 2) attempt to get around the fielder, or 3) go back to the previous base. If the runner does none of those and goes in standing up, he's out.

But if he attempts to get around and successfully avoids the tag without going out of the baseline, he's safe.

If the runner **attempts** to avoid, but still makes contact, the runner is **not** automatically out. What constitutes an attempt is entirely up to the judgment of the umpire.

If the ball is on its way to the base, or the ball and runner get there simultaneously, and there's contact because the runner didn't slide or attempt to get around, this is just a collision, and collisions are part of baseball.

### **Base awards on a bad throw (7.05g)**

There's a myth that the runners get "one plus one" on a throw that goes out of play. Not in LL. The runners always get two bases from the last base legally touched depending on who makes the throw and when the throw is made.

1. If the throw is the first play by an infielder, the runners get two bases from the time of the pitch.
2. If the throw is a subsequent play by an infielder, or any throw by an outfielder, the runners get two bases from the time of the throw (the moment the ball leaves the fielder's hand) (*not* the time the ball goes out of play).
3. If the throw comes after all runners, including the batter, have reached their next bases, the runners get two bases from the time of the throw.
4. The umpire must make some judgment calls here. He must first judge whether the throw is the first play by an infielder. For example, if the shortstop steps on second and then throws to first to complete a double play, his throw is a subsequent play, the first play being the out at second. The other judgment the umpire must make is determining where the runners were at the time the throw left the fielder's hand. A runner could be a step away from second when a throw is made, and halfway to third when the throw finally goes out of play. Here, the base award would be two bases from first base, the last base legally touched before the throw.

### **Infield Fly (2.00)**

Most everyone understands when the infield fly is in effect (runners at first and second or bases loaded with less than two outs).

The trouble comes when the umpire must judge one thing: is the fly ball one that an infielder may catch with **ordinary effort** ?

"Ordinary effort" is judged differently at the different levels; ordinary effort for Majors shortstop may not be ordinary effort to an AA Minors shortstop, and just about any popup on the infield of an A Minors game is beyond ordinary !

An umpire may judge that a ball hit to short left field warrants an Infield Fly call, whereas a ball hit behind second base (shortstop and second baseman must run hard to get to it) does not. Also, if an outfielder catches the ball but the umpire judges an infielder could have made the catch with ordinary effort, an Infield Fly call is valid. It is entirely up to the umpire to judge "ordinary effort".

If the umpires fail to call Infield Fly when it was obvious they should have, and the defense fails to catch the ball and subsequently turns a cheap double play the umpires shall **retroactively** enforce the infield fly rule and place the runners back.

The ball is **live** during an infield fly. Once the ball is touched or hits the ground the runners may advance **at their own risk**.

## Batting Out of Order (6.07)

This one is ALWAYS fun to try and straighten out. To simplify the rule, you must understand one basic premise: the PROPER batter (the one who should have batted) is the one who is called out. Here's more to try to clear this up:

- The ONLY time the proper batter is called out is when the defense appeals after the improper batter completes his time at-bat (getting on base or making an out).
- If the defense appeals while the improper batter is batting, the proper batter simply replaces the improper batter, and the proper batter assumes the count.
- Any base running advances or put outs while the improper batter is up are upheld.
- Any base running advances or put outs when the improper batter puts the ball in play are nullified (so if an improper batter hits into a double play, the defense may not want to say anything !)
- If the defense fails to appeal an improper batter before the next pitch or play, the improper batter is now “legalized”, and next up is the person following the **legalized batter** in the order.
- The scorekeeper is NOT ALLOWED to bring this situation to the umpire’s attention. It is the manager's responsibility to catch a batting out of order situation and to inform the umpire.

The umpire is not allowed to bring this situation to anyone’s attention either. That’s the manager’s job.

## Leaving the base early (7.13)

This rule is unique to LL, and may cause umpires a lot of headaches. The bottom line: if **any** base runner leaves a base before the pitch reaches a batter, **all runners** are guilty, and depending on the subsequent action, runners must return to any unoccupied bases. The Rule Book has a number of examples that are pretty straightforward. Some that are less understood:

1. If the batter is subsequently thrown out on a play, ALL RUNNERS return. For example, a batter hits a double with the bases loaded, but gets gunned down trying to stretch it into a triple. Since his out left all the bases open, no runs score and all runners must return. If his out was the third out of the inning, no runs score and the inning is over ! Expect the offensive manager to be very peeved by this.
2. The runners can only advance to the bases they would have achieved based on the **umpire's** judgment of the base value of the hit, regardless of any subsequent errors. For example, a batter hits a sharp grounder to the centerfielder with the bases loaded, and the ball goes under the centerfielder's legs all the way to the fence. After the play is over, the umpire may judge the value of the hit was a single. If so, he would put the batter on first, and put the other runners on second and third (only one run scores).
3. If with the bases loaded the ball doesn't leave the infield, no runs score. This is explained in Example 15 in the Rule Book. What is not explained is if the ball is hit in the infield and then goes through because of an error on the fielder. Here the umpire should rule that the value of the hit is only one base, so everyone only gets one base and one run scores.

If a runner leaves early, he cannot correct his mistake by returning to touch the base. For example, a runner on second leaves early, then sees the ball is flied to right. He tags up and tries for third, and ends up scoring on a wild throw. He must return to second because he left early, regardless of the fact he subsequently tagged it. There is no “fixing” a 7.13 violation.

## Appeals (7.10)

Managers and coaches often have trouble with appeals and how to do them properly. An **APPEAL** is an act of a fielder in claiming violation of the rules by the offensive team. Rule 7.10 covers appeals.

**Appeals must be made to the umpire that made the call being appealed.**

**Appeals must be made while the ball is in play (Alive).**

You **don't** have to wait until the ball is dead to appeal. Example: Batter doubles but missed first base. You **don't** have to get the ball back to the pitcher and throw to 1b; you may simply throw to 1b and make an appeal.

When the ball does become dead, you must put it in play **before** appealing. It becomes in play when the pitcher has the ball and is on the rubber and the umpire says "play".

**When the ball is alive** an appeal may be made by the defense in any of the following ways:

- 1) By touching the runner whom they believe committed a base running infraction;
- 2) By touching the base they believe was missed while the runner was advancing;
- 3) By touching the **original** base that a runner left before a fly ball was caught.

An appeal should be **clearly** intended as an appeal, either by a verbal request by the player or an act that **unmistakably** indicates to the umpire that it is an appeal. In all cases, the defense must make a verbal appeal to the umpire **or** complete an act that is unmistakably an appeal.

Accidentally touching a base that was missed is not an appeal. For example: Batter doubles to right but misses 1b. Right fielder throws to 1b, who steps on the bag and says A) nothing or B) "batter missed first". A) Is **not** an appeal. B) **Is** an appeal.

A throw to a base to catch a runner who had not retouched is unmistakably an appeal. Example: Runner on 3b, fly ball to left, runner leaves before the catch. A throw to 3b **is** an appeal. No verbal appeal is necessary here.

Appeals **must** be made before the next pitch or play. If the defense makes an appeal after "time" has been called, the umpire **should** say something like "put the ball in play and appeal again." Since no runner may advance or be put out while the ball is dead, this is not a play and the defense has **not** lost their right to appeal after the ball is put in play.

The appeal itself is **not** a play. A fake throw to hold a runner is not a play. It is a play when a balk is committed during an appeal. Plays that occur during "continuous action" after an infraction do not cancel the defense's right to appeal.

**The defense loses their right to appeal when any of the following actions occur:**

- When the throw made in an appeal attempt goes into dead ball territory. When this occurs no more appeals may be made at any base. This is the "err" in Rule 7.10 on an appeal and is interpreted to be the same as a play.
- A pitch is made to the batter.
- A balk is committed before or as part of an appeal attempt.
- A play is made that is **not** part of continuous action. **Continuous action example:**

Runner on first misses second as he advances to third on a hit. The defense makes a play on him at third and he is safe. The play was part of continuous action after the hit, therefore, **yes**; the defense **may** appeal the infraction at second.

- Successive appeals may not be made on a runner at the same base. You can appeal the same runner at another base. Example: Batter triples and misses 1b and 2b. Defense appeals at 1b, the umpire rules the runner safe there. The defense **can** appeal the miss at 2b.

## IV. Discussions with Umpires

All of these umpires will be trained in rules and mechanics, but we expect they will make rookie mistakes. We expect you to give each of these umpires the respect you would give an adult umpire, since they have the very same authority on the field.

Please remember once the game starts, even though they may be 14 and you may be 40, **they** are in charge of the field. You should never use your age to assert authority over them. If there is a more senior umpire with them and you question a call, go to the umpire that made the call, not the senior umpire. If you spot an adult umpire in the crowd, do not appeal to them for help – they cannot. If the junior umpire feels the need to confer with his partner, he will. If not, and he sticks by his or her call, live with it. If you feel an umpire is in error, you have the right to protest. If you feel an umpire is not being fair or honest, we want to know. Contact either the league Commissioner or Chief Umpire and let the League handle the problem from there.

### Key Points to Remember:

1. Ask for time **and make sure it has been granted by the umpire** before coming out
2. Say “excuse me”, and call the plate umpire by name, or by "Sir" or “Ma’am”. If you **know** an umpire doesn’t mind being called “blue”, then use it, otherwise don’t.
3. Ask the umpire, "What did you see on that play ?" or “I have a question about that play”.
4. Listen to what he says, and think about it for a second. If it makes sense, then say “Thanks” and walk back to the dugout. If it doesn’t, then it’s your **duty** as manager to discuss it further.
5. Start the discussion by saying something like "yes, but this is what I saw." Or “that may be, but did you see ...” or “I don’t think that’s what the rule says. I think it says...”
6. Listen to his reaction and think about it.
7. If you hear “in my judgment” that means “I know I got the call right. Let’s play baseball.” Unless he’s misinterpreting a rule, the discussion should be over. If you think he has the rule wrong, keep talking, but confine your discussion to the rules.
8. If after your discussion you are not satisfied with a rule interpretation, you **should** play the game under protest if you think that’s the right thing to do.
9. Just because the umpire refuses to accept a protest will not affect it’s validity. Just make sure to mention **why** you are protesting **before** play starts, and note the point of protest in your book.
10. Then, get back to playing ball.

## V. How to Protest in 10 Easy Steps

1. Stay calm, and say something like “I’m sorry, but I don’t think that’s what the rule says. I would like to play the remainder of this game under protest.” Yes, you may make multiple protests in one game if need be.
2. **Be nice, but don’t take no for an answer. You have a right to protest a rule misinterpretation. You do not have a right to protest a judgment call; so unless you have a rule to talk about, don’t bother. You don’t need the exact rule, but it helps. Keep your rulebook off the field until asked for it.**
3. Get the plate umpire to accept a protest. Sometimes this is the hard part. However, if the umpire won’t accept the protest, this does **not** affect its validity (Rule 4.19). It just makes things slightly more difficult. If the protest is not accepted, make a note in your scorebook as in step 5 and move on. Sign your book.
4. Get your scorebook in good order. The umpire should make sure the other manager does the same.
5. Mark the **both team’s** scorebook at the play under protest, making sure to note precisely **at the time of the play under protest the following information about the situation:**
  - a. Visiting team name, home team name, place, date, and time
  - b. Umpire names (all of them)
  - c. Who is in and out of the lineup right now
  - d. What inning it is (top or bottom)
  - e. How many outs there are
  - f. What batter is up
  - g. What the count is on the batter
  - h. What runner(s) are on which base(s)
  - i. What is being protested
6. Get the plate umpire to sign **both** scorebooks at the point of protest.
7. Make sure both managers sign each other’s scorebooks. In case of dispute, the home team’s scorebook is the official scorebook, so make sure it is correct.
8. **Resume playing the game. You’ve been nice, you’ve said your piece, and you’ll have your day “in court” later, so let it go and let’s play ball.**
9. After the game, if you wish to continue the protest (only if you lose the game, unless you have some bizarre reason for protesting a game you won), you must file the protest **in writing** to the League President within 24 hours of the end of the game. Provide a copy to be sent to the Protest Committee as a courtesy.
10. The Protest Committee, composed of the President, Player Agent, league’s Umpire-In-Chief and one or more other officers or directors who are not managers or umpires will then hear your protest. If the Protest Committee feels that there was a rule misinterpretation that affected the outcome of the game, the protest will be upheld, and the game will be replayed from the **exact** point of protest where the infraction occurred. That’s why you must note the exact circumstances at the time of protest; so the game can be resumed from there. If the Protest Committee does not uphold your protest then the result of the game stands.

## Little League Rule Changes 2008

### Regulation VI – Pitchers

- a. Any player on a regular season team may pitch. (Note: There is no limit to the number of pitchers a team may use in a game.)
- b. PLAYERS ONCE REMOVED FROM THE MOUND MAY NOT RETURN AS PITCHERS – MAJORS AND BELOW
- c. The manager must remove the pitcher when said pitcher reaches the limit for his/her age groups as noted below, but the pitcher may remain in the game at another position:
  1. League age 17-18 105 pitches per day
  2. 13-16 95 pitches per day
  3. 11-12 85 pitches per day
  4. 9-10 75 pitches per day
  5. 7-8 50 PITCHES PER DAY

Exception: If a pitcher reaches the limit imposed in Regulation VI c for his/her age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. THE THIRD OUT IS MADE TO COMPLETE THE HALF-INNING. NOTE: A PITCHER WHO DELIVERS ONE OR MORE PITCHES IN A GAME CANNOT PLAY THE POSITION OF CATCHER FOR THE REMAINDER OF THAT DAY.

- d. Pitchers league age 16 and under must adhere to the following rest requirements:
  - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest, AND A GAME (SEE E. BELOW) must be observed
  - If a player pitches 41-60 pitches in a day, two (2) calendar days of rest, AND A GAME (SEE E. BELOW) must be observed
  - If a player pitches 21-40 pitches in a day, one (1) calendar day of rest must be observed
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required

A PLAYER MAY NOT PITCH IN CONSECUTIVE GAMES. EXCEPTION – LEAGUE AGE 16 AND UNDER – A PLAYER MAY PITCH IN CONSECUTIVE GAMES IF 40 OR LESS PITCHES WERE DELIVERED IN THE PREVIOUS GAME.

### 2.00 – Definitions

An inning is that portion...the preceding inning (MINOR LEAGUE ONLY – A FIVE-RUN LIMIT IS TO BE IMPOSED, WHICH WOULD COMPLETE THE HALF INNING.)

Rule 4.04 – NOTE 1 THE CONTINUOUS BATTING ORDER IS MANDATORY FOR ALL TEE BALL AND MINOR LEAGUE DIVISIONS.

Rule 4.11 – When a tie game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest FOR HIS/HER PARTICULAR AGE GROUP. For scorekeeping purposes, it shall be considered the same game, and some batting fielding and pitching records will count.

Rule 6.02 – (c) if the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall CALL A STRIKE ON THE BATTER WITHOUT THE NEED FOR A PITCH TO BE DELIVERED. THE BALL IS DEAD, AND NO RUNNERS MAY ADVANCE, AFTER THE PENALTY, the batter may take a proper position and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, the batter shall be declared out.

RULE 7.05 (j) – ONE BASE IF A FIELDER DELIBERATELY TOUCHES A PITCHED BALL WITH HIS/HER CAP, MASK OR ANY PART OF HIS/HER UNIFORM DETACHED FROM ITS PROPER PLACE ON HIS/HER PERSON. THE BALL IS IN PLAY, AND THE AWARD IS MADE BASED ON THE POSITION OF THE RUNNER AT THE TIME THE BALL WAS TOUCHED.

Rule 7.08 (a) (1) running more than three feet away from HIS/HER BASELINE to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. A RUNNER'S BASELINE IS ESTABLISHED WHEN THE TAG ATTEMPT OCCURS, AND IS A STRAIGHT LINE FROM THE RUNNER TO THE BASE TO WHICH HE/SHE IS ATTEMPTING TO REACH

Rule 8.02 (a) (1) – bring the pitching hand in contact with the mouth or lips while in the 10-foot circle surrounding the pitcher's plate. 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 PITCHER TO BLOW ON HIS/HER HANDS WHILE IN THE 10-FOOT CIRCLE.