

PALISADES PONY  
**BASEBALL**  
ASSOCIATION



# Official Rulebook

*MARCH 10, 2012*

**PALISADES PONY  
BASEBALL ASSOCIATION  
PPBA**

**POLICY MANUAL**

**A COMMUNITY ENTERPRISE  
SUPPORTED BY:**

**COMMUNITY SPONSORS  
PARENTS  
VOLUNTEERS  
DEPARTMENT OF  
RECREATION AND PARKS**

**UNDER LEADERSHIP OF:**

**VOLUNTEERS AND STAFF  
LOS ANGELES CITY DEPARTMENT OF  
RECREATION AND PARKS  
PACIFIC PALISADES  
RECREATION CENTER**

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# **RULES FOR PPBA**

## **I. PURPOSES**

To assist youth develop: (1) interest and skill in the game of baseball; (2) qualities of good citizenship and sportsmanship; (3) spirit and the competitive will to win; (4) self-sacrifice for the betterment of a team; (5) physical and social well-being through physical fitness and team participation.

### **Youth Bill of Rights**

1. Right to have qualified adult leadership.
2. Right to participate in a safe and healthy environment.
3. Right to play as a child and not as an adult.
4. Right to proper preparation for participation in the sport.
5. Right to an equal opportunity to strive for success.
6. Right to be treated with dignity by all involved.
7. Right to have fun through sport.
8. Right to the opportunity to participate in sports regardless of ability level.

## **II. PLAYER'S PLEDGE**

I will play fair and strive to win; but win or lose, I will always do my best.

### **III. RESPONSIBILITIES OF THE ADVISORY BOARD**

1. The Advisory Board is made up of the President, the Pony League Commissioner, and the head of each of the eight organizations and other miscellaneous board members. When a vacancy occurs, any Board Member may nominate a prospective Board Member. The nominees must be elected by a majority of the Board, with a minimum of four votes.
2. The head of each organization is primarily charged with selection of players - through the draft - and coaches who will give all three teams the opportunity to be competitive. They shall not draft players to benefit their own youngster or team at the expense of other teams or the future of these teams in their organization. Each organization head has the right to change coaching assignments at any time.
3. In addition, the head of each organization accepts the responsibility of carrying out the duties assigned by the Board and cooperating with other Board members to help the PPBA organization as a whole.
4. The Board as a whole recognizes that it is made up of individuals who are primarily interested in the success of their own youngster or team(s) and accepts the responsibilities and difficulties of managing the welfare of the entire PPBA.

#### **IV. RESPONSIBILITIES OF COACHES, PARENTS AND PLAYERS**

1. COACHES, PARENTS and PLAYERS - at all times - conduct themselves in sportsmanlike manner, bearing in mind their responsibility in setting examples for the players. COACHES shall discipline their PLAYERS, PARENTS, and FANS to behave in a sportsmanlike manner.
2. COACHES, PARENTS and PLAYERS shall not speak to members of opposing teams in other than an encouraging manner. There shall be no organized harassment either of the umpires or of the opposing team. Coaches, parents or players who's conduct is deemed by the umpire as unsportsmanlike can be removed from the game and or park. If a player charges the mound for any reason, that player will be ejected from the game and the incident will be reviewed to determine further eligibility by the PPBA Board.
3. COACHES should encourage spirit and enthusiasm in their players. However, positive "chatter" and shouted encouragement are preferable to negative "chatter" such as "hey batter."
4. COACHES shall assist the umpire in maintaining order, and in speeding up play.
5. COACHES, PARENTS and PLAYERS shall refrain from questioning an umpire's decisions. Coaches may not approach or talk to an umpire without calling a time out. The umpire may eject anyone from the game for any unsportsmanlike conduct.

However, on an umpire's decision that is a matter of rule, the coach or team captain may request time out and ask for clarification of the ruling from the umpire. Arguments and displays of emotion should be avoided. If after requesting clarification, the coach still believes the umpire has made a wrong application of a rule, the coach must state - before the next pitch - that the game is being protested and so advise the umpire and the coach of the opposing team. The game should be continued with a minimum amount of delay.

6. **PLAYERS** not participating in the game as a player (or coach) must remain on the bench, unless warming-up before entering the game.
7. If a **COACH** or **PLAYER** is removed from a game for unsportsmanlike conduct, the offender may have to appear before the Board of Directors to explain the incident. The Board of Directors shall decide what disciplinary action is to be taken. Unsportsmanlike conduct can lead to probation or suspension. Examples of such conduct is as follows: fighting, umpire "badgering," player abuse, insulting parents. In fact, any conduct that defames the good name of the PPBA is considered a violation of proper conduct.
8. Smoking is not permitted by coaches or other game participants while on the playing field, in the coaching boxes, or on the bench.
9. Only an adult may operate the **PITCHING MACHINE**. All players must wear batting helmets in the batting cage.



## V. ELIGIBILITY AND REGISTRATION

1. Both boys and girls are eligible to play.
2. A player's baseball age is his or her age as of April 30th of any given baseball year.
3. The age breakdown for the different levels of Pony League Baseball are as follows:

PINTO: 7, 8, 9 years old

MUSTANG: 9-10 years old

BRONCO: 11-12 years old

PONY: 13-14 years old

4. Upon registration, each player must pay a registration fee, however no player will be restricted from playing because of financial reasons. The amount of this fee is to be set annually by the Board. Should a player not qualify or not be drafted by the League, then this registration fee will be refunded.
5. All registered players must participate in a tryout day when their fielding and batting skills are assessed. If a newly qualified player's skill levels are deemed by the Board of Directors to be so deficient that he or she may be injured or cause injury to another player, he or she may be disqualified. Failure to participate in a Tryout Day shall result in their placement on the waiting list (see below).
6. Due to space limitations, returning PPBA players will not automatically be selected to play.

7. All players must have registered, paid their registration fee, and submitted evidence of age (birth certificate, baptismal paper, or other legal proof of age) before the deadline established by the Board. **NO PLAYER CAN PARTICIPATE IN REGULAR SEASON GAMES UNTIL HIS OR HER BIRTHDATE IS VERIFIED.** Returning players need not show proof of age unless so requested.
- 8a. Players registered to play in the PPBA are prohibited from playing in any other community baseball leagues (e.g. Pony League, Little League, etc.), excluding school programs, during the regular season and playoffs. Any player found to be participating in any other baseball league will be deemed ineligible for the playoffs and post season play.
- 8b. **CLUB BASEBALL: While participation in club baseball is not forbidden during the PPBA Regular Season, all PPBA players are forbidden to miss any regular season PPBA game in order to participate in any club baseball activity. Should a PPBA player choose to play club baseball during the PPBA Season, that player may not pitch at all for his Club team during the PPBA Season, and is forbidden from playing at all for the club team during PPBA Post Season Playoffs. Again, failure of any player to adhere to these rules will mean that they are ineligible for PPBA Playoffs or Post Season All Star Play.**
9. Any player who fails to attend 2/3 of his team's regular season games, for any reason other than injury or illness, shall not be considered eligible for PPBA playoffs or any post season all star teams. Any possible exceptions to this rule must be considered by the PPBA Commissioner or PPBA Board.

10. Head coaching assignments are made by the PPBA Board each year and are not permanent. The Board reserves the right to evaluate, censure and/or remove any individual whose coaching behavior and tactics are strongly at odds with expressed PPBA philosophies.

## **VI. WAITING LIST**

1. All players not signed-up in time for the draft shall be put on a waiting list.

## **VII. PLAYER DRAFT**

1. Each year the Board will determine how many players in each age group can be drafted by each organization.
2. If a player has a brother or sister in the PPBA, unless otherwise specified by their parents, the players shall usually be placed on the same organization's roster.

## **VIII. LEAGUES, ORGANIZATIONS AND TEAMS**

### **UPPER DIVISION: PONY**

The PPBA Board will annually determine the number of teams in the upper division. This decision will take into account the number of players available and assessed at the Pony Level Tryout Day, their skill level, and the availability of outside league opponents.

### **LOWER DIVISION: BRONCO, MUSTANG, PINTO**

In the lower division of both the American and National Leagues, there are four organizations, each organization consisting of three teams (Bronco, Mustang, and Pinto). Each organization is designated by the name of its Major League team as underlined below.

#### **AMERICAN LEAGUE**

**YANKEES      ORIOLES      RED SOX      TIGERS**

#### **NATIONAL LEAGUE**

**CUBS      CARDINALS      DODGERS      PHILLIES**

1. Generally, there shall be 12 players on each team. However, these quotas are subject to change, each year, at the discretion of the Board, depending on the total number of players registered.

2. All teams must list the names of all players for each Lower Division roster before the FIRST league game. If the roster is not submitted to the President before the first league game, that game and all following games will be forfeited until the roster is submitted.

## **IX. SCHEDULES AND POSTPONEMENTS**

1. Schedules of pre-season, practice, and regular season games shall be prepared under the direction of the Board.
2. Recreation directors and/or the President have the authority to postpone games because of weather or ground conditions. A postponed game will not be rescheduled.
3. A FORFEITED game (see sec. X, #8) shall not be rescheduled.
4. If both teams FORFEIT the game shall be ruled a Tie.

## **X. PLAYING RULES**

THE OFFICIAL BASEBALL RULES USED BY MAJOR LEAGUE BASEBALL (see Section XVIII for excerpts) SHALL APPLY EXCEPT FOR THE FOLLOWING:

### **1. BASE RUNNING - STEALING**

- A. **PINTO LEAGUE:** Baserunners are not permitted to steal.

### **2. PINTO BASE RUNNING**

- A. Baserunners are not permitted to lead off base and shall remain in contact with the base until the ball is hit.

- B. **PENALTY:** If after one warning to a TEAM from the umpire, a baserunner has an improper leadoff, he or she shall be removed as a baserunner, but **NO OUT WILL CAUSED BY HIS OR HER REMOVAL**. The pitch is a **DEAD BALL**, and any action resulting from a batted ball will not count. Runners shall return to their previous bases. The umpire has only to warn the team coach once during the game before removing any additional runners guilty of taking an improper leadoff. When a runner is warned for the first time, the defense should not be penalized nor the offense gain advantage; that is the runner must return to the base from which he led off if not tagged out, but if tagged out — **THE OUT Counts**.

### 3. BASE RUNNING - OTHER RULES

- A. In the Pinto League, baserunners can only advance on **batted** balls and catcher's interference.
- B. In the Mustang League the batter may not run on a **THIRD STRIKE** dropped by the catcher.
- C. There is **NO INFIELD FLY RULE** for the Pinto and Mustang Leagues.
- D. Runners must **SLIDE INTO HOME** when a clear-cut play is being made at home plate. The intent of this rule is to protect the catcher. Should a runner fail to slide at home on such a play, then the runner will be called out. At the same time, the catcher cannot move up the line and force the runner to slide unless a clear cut play is being made.

- E. Head first sliding into any base is prohibited, unless the runner is returning to a base on a pick-off attempt. Should a runner slide head first into the next base at any time, the runner will automatically be called out.
- F. Any player who FAKES A TAG, forcing a runner to unnecessarily slide may be removed from the game at the umpire's discretion.
- G. INTERFERENCE can be called on a clear-cut double play opportunity at second or third base, when the runner must slide to avoid interference with the throw, and does not. If interference is called, a double play will be declared by the umpire.
- H. In the PINTO LEAGUE, when the ball is in the possession of an infielder, in the infield, the ball is dead.

At the instant that the infielder gains control of the ball, if a runner has passed beyond  $\frac{1}{3}$  the distance to the next base, the runner may proceed at his own risk to the next base.

If at this instant, a runner has not advanced beyond  $\frac{1}{3}$  distance to the next base, then the runner may not advance further.

All the above rulings are subject to the judgement and determination of the umpire.

#### 4. PITCHING

- A. **PINTO LEAGUE:** Pitching machines will be used for all Pinto League games. The pitching machine will be located approximately 44 feet from home plate. The pitcher will position himself even, or behind the

machine, within a distance of six (6) feet, until the ball is delivered. The umpire will be the only person authorized to operate the machine. The umpire will not allow a player to attempt to retrieve a live ball that, in the umpire's judgement, might cause the player to contact the machine. The runners are limited to one base in this situation.

- B. There shall be NO QUICK PITCHES; the batter must be set.
- C. In the lower division, there shall be no HIDDEN BALL TRICKS.
- D. BALKS may occur in the Mustangs and Broncos if it appears that it is the intent of the pitcher to deceive a base runner. In Mustangs, a pitcher that commits a Balk will only receive a warning from the umpire each time. In Broncos, a pitcher will receive only one Balk warning from the umpire before a Balk call is enforced. Accept, in the Broncos, there will be no Balk warning during the playoff.

In the case of a Balk warning being called by the umpire, the offense should not be penalized or the defense gain advantage; that is a base runner may reach a base toward which headed if not tagged out, and if tagged out, return to the initial base without the out counting. During the regular season a PPBA BALK occurs if:

1. While the pitcher has his foot on the rubber, he does not throw to the plate once he raises his front leg, except for lefthanders making the throw to first and righthanders making the throw to third.



2. While the pitcher has his foot on the rubber, he does not throw to the plate once his hands break.
  3. When the pitcher does not come set and hold a beat before throwing to the plate.
  4. While on the rubber, the pitcher makes a sudden or jerky move to a base without throwing the ball.
- E. EIGHT WARM-UP PITCHES will be allowed to any pitcher who is newly entering the game at the beginning or in the middle of an inning. Between innings, pitchers already having pitched in a previous inning are limited to just FIVE WARM-UP pitches.
- F. The STRIKE ZONE in the Pinto league will be from the top of the shoulders to the bottom of the knees; in the Mustang and Bronco leagues from the arm pits to the top of the knees.
- G. INTENTIONAL WALKS are not permitted in the lower division. This is defined as the catcher leaving his crouched position before the ball is pitched.
- H. BREAKING BALLS (i.e., curveballs, sliders, etc.) are not allowed in the lower division. Should the umpire determine that a breaking ball has been thrown, the following penalties will occur:

1st Time: Pitch will be called "No Pitch"

2nd Time: Pitch will be called a "ball"

3rd Time: Pitcher will be removed from the game

The offensive team should not be penalized if a breaking ball is hit successfully.

## 5. PITCHING ELIGIBILITY AND PITCH COUNT

In the lower division a player shall NOT pitch more that 6 INNINGS in a calendar week, nor more that 4 INNINGS in a single game, or 65 pitches, whichever comes first. These limits apply even if EXTRA INNING GAMES are played. However, should 3 games ever need to be scheduled in a calendar week, a player shall NOT pitch more than 8 INNINGS in that week , nor more than 6 INNINGS in any two consecutive games. Should a doubleheader be scheduled, a player shall also NOT pitch more than 4 INNINGS on that day. In other words:

Never more than 4 innings - in any game day, never more than 6 innings - in ANY two consecutive days or in ANY two game week and never more than 8 INNINGS - in any three (or more) game week

- A. A calendar week extends from Monday through Saturday.
- B. Once a pitcher has pitched one pitch in an inning, it shall be considered as one entire inning pitched.
- C. These totals must be recorded in the official score book by each coach before the end of the game.
- D. No pitcher shall be allowed to pitch more than 65 pitches in any one game.
- E. A player having pitched in a game MAY NOT RETURN to pitch in the same game.

- F. During the middle of an inning a substitute pitcher must come from the field of play.
- G. Any games scheduled with other teams outside of Pacific Palisades shall also be considered league games for the purpose of determining pitcher eligibility.
- H. Violation of any of the pitching regulations shall result in FORFEITURE of the game in which the violation occurred.

## 6. BATTING

- A. In the lower division, ALL PLAYERS who show up for the game must bat in the batting order for the entire game.
- B. Should a player arrive after lineups have been exchanged between the teams, then that player shall be placed at the end of the batting order for his, or her, team.
- C. PINTO LEAGUE: There will be NO BASES ON BALLS in Pinto League. Each batter will be allowed three (3) strikes before being retired. If a pitch is delivered and the batter does not swing, it will be considered a strike if in the umpire's judgment the pitch was in the batter's strike zone. If a pitch is delivered to the batter and not swung at, and in the umpire's judgment it is determined that the pitch is a ball, then the umpire will rule "no pitch" and another pitch will be delivered. If any pitch is swung at and missed it will be counted as a strike.

- D. PINTO LEAGUE: NO BUNTING or swings intended to be a bunt are permitted. If, in the umpire's judgment, a bunt has occurred, the batter is out and runners shall not advance.
- E. PINTO LEAGUE: A batted ball hitting the PITCHING MACHINE will be in play, and runners may advance at their own risk. If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base, and all runners advance one base.
- F. If a player is INJURED and cannot bat or is injured while batting and cannot continue to bat, the next batter in the rotation will assume the batting position and the count of the injured batter. Should this injured player later be able to resume playing, he shall resume his original position in the batting order. If the original player returns to bat, he must play in the field. If the injured player returns to the field, he must also return to bat. Should the player play in the field, but not bat due to the injury, each of the missed at bats will be declared an out.
- G. A PLAYER who deliberately THROWS EQUIPMENT (helmet or bat) shall be given a warning. A repeat offender shall be ejected from the game. Such ejection does not constitute an out, but just removal from additional participation in the game in which the ejection occurred. A player may be ejected without a warning being given, at the discretion of the umpire, should his action endanger another player, coach, spectator, or be regarded as an extreme act of poor sportsmanship.

H. Should the umpire determine that a BAT HAS BEEN THROWN UNINTENTIONALLY IN AN UNSAFE MANNER then:

1. The first time it shall be a team warning, without a dead ball.
2. The second time constitutes a DEAD BALL, the batter is out, and the runners must all return to their original bases.

## 7. SUBSTITUTION & PLAYING TIME

- A. No player shall sit out two consecutive innings unless injured.
- B. In the lower division during the regular season, all players are required to sit out one inning before another player sits out two, and all players must play in a field position four complete innings of each regular season league game, provided six complete innings are played with the exception of the pitcher who pitches four innings. In that case, the pitcher must sit the fifth inning. These rules do not apply to Mustang and Bronco teams during the post season playoffs.

PENALTY: If any player on one team sits two innings before another player on the same team sits one inning, that team shall forfeit the game.

- C. Fielding substitutions may only be made at the end of the innings, except in case of injury. Fielding position changes during an inning may only be made during a pitching change.

- D. In the lower division, during all games (practice, season, playoff and World Series) of a regular duration or extra innings, THERE SHALL BE NO SUBSTITUTION IN THE BATTING ORDER. (Late arriving players shall be added after the last batter in the rotation.)
- E. All Pinto coaches must play each player at least one inning in the infield during each game of the regular season. Failure to do so will result in forfeiture of the game. It is strong suggestion of the PPBA Board that all coaches at all levels adhere to this same policy.

#### 8. MINIMUM NUMBERS OF PLAYERS

- A. A team must have at least 7 ELIGIBLE PLAYERS FROM ITS OWN ORGANIZATION to play a game. Players shall only be allowed to play up one level. Therefore, Pinto players may not substitute and play at the Bronco level. Also, Lower Division players may not substitute and play at the Pony level. If a team is not so represented within 15 minutes after the scheduled starting time, the game shall be FORFEITED.
- B. A team may only utilize a lower level player to start and play a game, if there are not nine players in attendance at the game. Should a lower level player be utilized and a regular team player arrive after the start of a game, then the team has the option to either dismiss the lower level player, or continue to utilize the player as though he were a regular player.

- C. Should a Bronco or Mustang player have to leave a game for a good reason, and should his departure leave his team with less than (9) players, then a lower level player from the same organization may be utilized to complete the game.
- D. Each Pinto league team SHALL FIELD 10 PLAYERS with the 10th player REQUIRED TO PLAY IN AN OUTFIELD POSITION ONLY. These positions are to be left, left-center, right-center, and right field.

#### 9. DUGOUT RULE

- A. The home team is always assigned the 3rd base dugout. All players must use their assigned dugout and bullpen area.
- B. Players are not allowed into the stands during the games.
- C. The bull pen areas are to be utilized by on deck batters, pitchers, and substitute players for warming up. Catchers must wear a protective helmet, face mask, and cup at all times when warming up and catching pitchers, including when in the bullpen.

#### 10. BUCKET RULE

- A. Each offensive team is only allowed 2 coaches on the field at the same time; a first base coach and a third base coach.

- B. Each defensive team is allowed one coach on the field, sitting on a bucket placed next to the coach's dugout.

If, in the umpire's or the league's judgement, a coach fails to adhere to the bucket rule, no bucket or coach will be allowed on the field for the remainder of the game.

## 11. TIME-OUT RULE

Only one offensive time-out is allowed per inning. the umpire shall not grant a second time-out and play will continue.

## **XI. DISPUTES**

Any and all disputes or protests of an umpire's ruling interpretation (non-judgemental) shall be resolved by commissioner or a board member(s) present and not involved in the game. During the playoffs, all resolutions shall be handled by the commissioner or his designate. **NO DISPUTE SHALL BE CONSIDERED ON A DECISION INVOLVING AN UMPIRE'S JUDGEMENT.**

## **XII. INNINGS, TIMES, TIME LIMITS, AND TIES**

### 1. INNINGS

- A. All games shall be scheduled for 6 innings.



- B. **PINTO LEAGUE:** No team shall score more than six (6) runs in one inning. If there are less than three outs when six runs are scored, the teams shall change sides. This rule does not apply to the sixth inning, or the first full inning completed (assuming at least 3 innings have previously been completed) once regulation play has resumed – due to time expiration, weather postponement, etc.
- C. Complete Game: If a game is called for any reason, it is to be considered a complete game if at least 4 INNINGS have been completed, or if the home team has scored more runs in three innings, or three and a fraction innings, than the visiting team has scored in four complete innings.
- D. Suspended Game: If a game is called for any reason (i.e., time, darkness, or inclement weather) before it is a complete game, or before the completion of a tie game (see section 4D below) it shall be considered a suspended game and is to be resumed the next time the two teams are scheduled to play schedule permitting, and the game shall continue from the exact point at which it was curtailed. Play will then continue only until the minimum number of innings is completed (see above). At the time the game is postponed, a record should be made (BY THE UMPIRE) in the score book of the exact game situation, so that the precise situation can be duplicated. In the continuation of a suspended game, both teams may play only those players that participated in the suspended game itself. They must play with the exact same line-up and batting order, and all pitcher eligibility limitations from the original series still apply. If either team is not able

to field a minimum number of players from that group, play will still proceed as scheduled and a forfeit will not be declared. Vacated batting positions will be skipped, and no outs declared. (Therefore, in the continuation of a suspended game, play may continue with either or both teams having less than 7 players.)

- E. If in the judgment of the umpire, the team at bat attempts to DELAY the game, the umpire may call batter-up, and the pitcher may begin to pitch. Each pitch will automatically be called a strike, until the batter stands in the batter's box.
  
- F. Slaughter (12-Run) Rule (Broncos and Mustangs):  
If a team is leading its opponent by at least 12 runs after four or more complete innings have been played, or after three and one half innings if the home team has a 12 run lead at the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in the lead shall be declared the winner.
  
- G. There is no slaughter rule in any Pinto League Games.

## 2. TIMES

- A. WEEKDAY GAMES during the practice season and regular season shall start at 4:30 p.m.
  
- B. All lower division SATURDAY GAMES during the practice season and regular season shall be scheduled at 9:00 a.m., 12:00 noon., and 3:00 p.m.

- C. Each team shall have a minimum of 10 minutes of WARM-UP before each game.
- D. After both teams have arrived, each will split the amount of PRACTICE TIME available before a game.
- E. Should Umpires not be present at the start of the game, the two head coaches must make every effort to start the game as soon as possible. If a neutral party cannot immediately be found to umpire, then the coaches must provide an umpire who will call balls, strikes, and outs while their team is on defense.

### 3. TIME LIMITS

- A. If a minimum number of innings have been played and if the score is not tied, then NO NEW INNING SHALL START AFTER 2 HOURS (WEEKDAYS) AND 2½ HOURS (WEEKENDS). This rule shall not apply for a playoff or World Series game.
- B. All games must end by 7 p.m. on weekdays, 2½ hours total playing time, and on weekends, after 3 hours total playing time (i.e., 11:30 a.m., 2:30 p.m., or 5:30 p.m.)
- C. If the official minimum number of innings have been played and the game is stopped by the umpire because of TIME, DARKNESS, or INCLEMENT WEATHER before completion of an inning, ONLY THE INNING BEING PLAYED SHALL BE COMPLETED, AND IT SHALL BE DONE SO IMMEDIATELY BEFORE THE NEXT GAME THAT THE TWO TEAMS PLAY. COMPLETION OF THE INNING SHALL COMMENCE WITH THE EXACT SITUATION

OCCURRING AS EXISTED WHEN THE INNING WAS STOPPED.

- D. For all weekday games, the foremost concern must be the safety of the players as darkness or inclement weather begins to affect play.

4. TIES

- A. When a game is TIED at the end of 6 innings, it shall go into extra innings until a decision is reached, or until a maximum of 9 innings has been played, except during playoffs, or the game is suspended by the umpire due to time, darkness, or inclement weather.
- B. When the score is tied after 9 innings, the game shall be declared a TIE GAME.
- C. If after 2 hours of play (weekdays) and  $2\frac{1}{2}$  hours of play (weekends) the game is tied, then new innings may be started and played, but no new inning shall start after  $2\frac{1}{4}$  hours (weekdays) or  $2\frac{3}{4}$  hours (weekends).
- D. If a minimum number of innings have been played, and an inning is completed after  $2\frac{1}{4}$  hours (weekdays), or  $2\frac{3}{4}$  hours (weekends), and the game still remains a TIE, the game shall be declared a TIE GAME. If a new inning is started prior to the  $2\frac{1}{4}$  hour (weekday) and  $2\frac{3}{4}$  hour (weekend) time limit, and after 7 p.m. (weekdays), or 3 hours (weekends), the inning is still not completed, then the game shall be declared a SUSPENDED GAME.

- E. Should a game be declared a TIE GAME in the end, it shall be recorded as a half-game won and a half game lost for each team.

Ties therefore occur if:

1. The two teams are tied after 9 innings (except during playoff games).
2. If, as in (D.) above, an inning of an official game is completed after  $2\frac{1}{4}$  hours (weekdays), or  $2\frac{3}{4}$  hours (weekends), and the game still remains a tie.
3. The game is stopped due to time, darkness or inclement weather and the inning is continued at the next opportunity, and the inning completed at that time also ends in a tie.

Note: Play must continue until a minimum number of innings has been completed.

### **XIII. EQUIPMENT**

1. During the regular season and for all playoff and World Series games PROPER ATTIRE should be worn by all players. Proper attire shall consist of the PPBA distributed shirt and pants as well as a baseball cap with the appropriate team logo. Shirts shall be tucked in at all times.
2. Players shall not be permitted to play in bare feet. The wearing of metal cleats or football shoes is prohibited.
3. All base runners and batters must wear PROTECTIVE HELMETS. Any base runner voluntarily removing his

helmet while play is active shall receive a warning. If, after one warning to a TEAM from the umpire, a base runner removes his helmet during active play, that base runner shall be removed from the bases, but no out will be caused by this removal unless otherwise occurring during active play.

4. CATCHERS must wear a mask, chest protector, shin guards, and hard hat. All catchers must wear a protective cup.
5. To be eligible to play, all players must be in FULL UNIFORM by the following inning after first appearing in the game. Removed players shall be allowed to resume play the following inning and only then if they are properly attired. Some exception should be made for players unable to obtain proper fitting uniforms, when a team has to use other members of its organization as substitutions, and for other extenuating circumstances.
6. For the lower division, all equipment must be LITTLE LEAGUE approved. Example, no bats with a barrel larger than  $2\frac{1}{4}$ " diameter shall be allowed in league play.
7. Players may use wood or metal bats, but not softball bats.

#### **XIV. COACHES' SCOREKEEPING, FIELD AND EQUIPMENT RESPONSIBILITIES**

##### **1. SCOREKEEPING**

- A. Each team shall assign an official scorekeeper for each game. That person shall be responsible for accurate

scoring, including keeping track of suspended game situations, innings pitched per person, and team batting order and pitch count, etc.

- B. The line-up is official at the time of the first pitch. The coach, or designated coach, is responsible to see that the correct line-up is given to the other team's scorekeeper. All late arriving players must bat at the end of the line-up, and may enter the game immediately upon their arrival if their team is short of players on the field.
- C. All pitching substitutions and the inning of substitution shall be clearly recorded by coaches and the umpire.
- D. At the conclusion of the game, each coach shall verify the final score and the number of innings pitched by each pitcher. Each coach shall ensure that this information is entered as soon as possible in the appropriate place on the PPBA's website.

## 2. FIELD AND EQUIPMENT

- A. Prior to the game, if necessary, the home team is responsible for lining the first base and third base foul lines, as well as placing the bases on the field.
- B. If there is a scoreboard at the field then the home team is responsible for the set-up, operation, and return of the scoreboard equipment (as applicable).
- C. At the conclusion of the game, if no other games are to be played on the diamond, the winning team shall return the bases, and all other outstanding field support equipment, to the storage container.

Both teams are responsible for returning the outfield fences to their proper storage location, and for assuring that the assigned batting cages and machines are picked up, turned off, and locked.

## **XV. GAME PUBLICITY**

The sports editor of our weekly newspaper, The Palisadian Post, writes a weekly summary of all league games, including pitching, hitting and defensive highlights. However, this material must be submitted by each head coach (or designated parent) to the Post offices on Via de la Paz by 9 a.m. Monday morning. Each report should include a brief description of the highlights of the games played the previous week previous

## **XVI. GROUND RULES AND DIMENSIONS**

1. Home run fences shall be set-up by both teams prior to the start of play, and be put away by both teams at the conclusion of play, provided no subsequent games are scheduled that day.
2. All gates to the bleacher areas, dugouts, bullpens, and batting cages must be closed at the time of play. Should any thrown ball go into any of these areas for any reason, the ball is “dead” and runners may advance one base only.
3. On any overthrow, when the ball goes over a fence, or crosses an imaginary extension of boundary fence, runners may advance one base only\* and the ball is dead.



4. Any fair-batted ball that goes under, bounces over, or goes by a home run fence, or imaginary extension of a boundary fence, will be ruled a ground rule double.
5. \* “One base only” shall be interpreted to mean: the base to which the player was running plus one more base, unless it is a player running from home to 1st. In that case, the runner shall only be awarded 2nd base.
6. Field Dimensions:

The field measurements are done as follows:

**Pitching** - measured from back of home plate to front of the pitching rubber

**Bases** - measured from back of home plate to back of the base.

**Home to Second** - measured from back of home plate to back of second base

The lower division field dimensions are as follows:

**PINTOS:** Machine Distance - 44 feet (Approx.)  
Bases - 60 feet  
Home to Second - 85 feet

**MUSTANGS:** Pitching Distance - 44 feet  
Bases - 60 feet  
Home to Second - 85 feet

**BRONCOS:** Pitching Distance - 48 feet  
Bases - 70 feet  
Home to Second - 99 feet

## **XVII. SPECIAL GAMES**

### **1. PLAYOFFS AND WORLD SERIES**

At the conclusion of the regular season, a playoff series will be held for the Pinto, Mustang and Bronco league teams. Every team will participate in a double elimination playoff, with teams seated according to their regular season finish. The first place team overall will play the last place team overall, and the first place team from the other (opposite) league will play the second to last place team overall. All other teams will be seated according to their regular season win/loss record, regardless of their league, with the highest ranked remaining team playing against the lowest ranked remaining team until all teams are paired up.

#### **A. In Case of Playoff Position Ties**

If a tie exists for any playoff position, priority is given to the team with the better head to head record during the season. If they are still tied, the team with the best win/loss record against teams in its own league (during the regular season) shall be the higher ranked team. And if they are still tied, a flip of a coin will determine the highest ranked team of the two.

#### **B. Home Teams**

In the playoffs, the highest ranked team (as seated in

the playoffs) of the two teams playing in all winner's bracket or loser's bracket games will always be given home field advantage, and be the home team. In the final round, the winner's bracket team will be the home team for the first game. Should a second game be required (i.e., both teams have a loss), the home team will be determined by the flip of a coin.

C. Diamonds

The playoff fields will be assigned by the President of the PPBA Board. It is the recommendation of the Board that when Diamond #2 is being utilized by Broncos in a playoff situation, and one other field is required for a Mustang playoff game, that field #1 will be the field of choice. When 3 league games are played at the same time. The correct field assignments shall be:

BRONCOS: Field #2

MUSTANGS: Field #1

PINTOS: Field #3

## 2. PPBA ALL STAR GAME

- A. The coach of the 1st place team in each league shall be the head coach of his league's All Star team. The coach of the 2nd place team shall be invited to assist. Other coaches may also be invited by the head coach to assist in practices and in the All Star game.
- B. There shall be only 13 players on each All Star team. Players shall be selected by the coach and players of every league team as follows:

|                 |           |
|-----------------|-----------|
| 1st place team: | 4 players |
| 2nd and 3rd:    | 3 players |
| 4th:            | 3 players |

Should there be only 3 teams in one league, then the players will be selected as follows:

|                 |           |
|-----------------|-----------|
| 1st place team: | 5 players |
| 2nd and 3rd:    | 4 players |

For the purpose of All Star placement, team position shall be determined by a team's record and standing at the end of the regular season, and not by their ranking after the playoffs.

- C. The 3 All Star games of the lower division shall start after the awards ceremony.
- D. There shall be free fielding substitution.
- E. No player shall pitch more than a total of 2 innings.

### 3. PALISADES POST SEASON TEAMS

Participation in post season tournaments and Pony League post season play will be determined by the Board.

- A. The Board shall choose the head coaches of the respective All Star teams. Other coaches may be invited by the head coach to assist.
- B. The head coaches, in conjunction with the Board, will select the approximately 12-15 players for each team.

- C. The Bronco All Stars shall be selected from 11 and 12 year old players, the Mustang All Stars from 9 and 10 year old players, and if the Board chooses to have a Pinto All Star Team, it will be selected from 7 and 8 year old players.

## **XVIII. EXCERPTS OF OFFICIAL BASEBALL RULES**

The following rules are verbatim excerpts from the Official Baseball Rules of Major League Baseball. These rules are distributed to educate coaches and players and, thereby, improve the quality of the games.

### **1. Definition of Terms (2.00)**

**BOUNCED PITCH:** If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

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

**A FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there

had been a runner on third or second, and either of these runners scored before the tag-out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score.

Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

**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. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

**AN ILLEGAL PITCH** is (1) a pitch delivered to the other batter when the pitcher does not have his pivot foot in contact with the pitcher's rubber; (2) a quick return pitch.

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

## **INTERFERENCE:**

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(b) 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 in fair territory before passing a fielder.

(c) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

### **On any interference cited above the ball is dead.**

In case of unintentional interference with play by any person herein authorized to be on the playing field, except umpires, the ball is alive and in play.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the

umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

**A STRIKE** is a legal pitch when so called by the umpire which -

- (a) Touches the batter as he strikes at it;
- (b) Touches the batter in flight in the strike zone.

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

## **2. OTHER APPROVED RULINGS**

### **Approved Ruling - Sportsmanship (4.06)**

- A. No manager, player, substitute, coach, trainer or bat boy shall at any time, whether from the bench, the coaches box or on the playing field, or elsewhere -- (1) incite, or try to incite, by word or sign a demonstration by spectators; (2) use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator; (3) make intentional contact with the umpire in any manner.



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

**Penalty:** The offender shall be removed from the game and shall leave the playing field.

### **Approved Rulings - Runs & Runners (4.09)**

- A. **APPROVED RULING:** No run shall score during a play in which the third out is made by the batter-runner before he touches first base. **Example:** One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on throw to plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter-runner before he touched first base, Jones' run does not count.
- B. **APPROVED RULING:** Following runners are not affected by an act of a preceding runner; unless two are out. **Example:** One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.
- C. **APPROVED RULING:** Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed the third base, and on appeal is declared out.

Three outs. Smith's and Brown's runs are voided. No score on the play.

- D. APPROVED RULING: One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.
- E. APPROVED RULING: Two out, bases full, batter hit home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts. Here is a general statement that covers:  
When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag.
- F. APPROVED RULING: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. Three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

### **Approved Ruling - Run Nullification (5.06)**

A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to

return to third base in the belief that he had left the base before a caught fly ball.

### **Approved Ruling - Thrown Ball (5.08)**

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

### **Approved Ruling - Dead Ball (5.09)**

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

(a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;

(b) The plate umpire interferes with the catcher's throw; runners may not advance.

NOTE: The interference shall be disregarded if the catcher's throw retires the runner.

(d) A ball is illegally batted; runners return;

(f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such a 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 force;

(g) A pitched ball passes the catcher and lodges in the umpire's mask or paraphernalia; runners advance;

If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.

If a pitched ball passes the catcher and lodges in the umpire's mask or paraphernalia, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance.

A ball lodging in the catcher's protector or uniform is a live ball and in play.

(h) Any legal pitch touches a runner trying to score; runners advance.

### **3. THE BATTER (6.00)**

#### **The batter is out when (6.05)**

(b) third strike is legally caught by the catcher: If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

(d) He bunts foul on the third strike;

(f) He attempts to hit a third strike and the ball touches him;

(g) His fair ball touches him before touching a fielder;

(h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the

umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat and in foul territory, it is a foul ball.

If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.

In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet.

If a batted ball strikes a batting helmet or any other object foreign to the natural ground while in foul territory, it is a foul ball and the ball is dead.

If, in the umpire's judgment, there is intent on the part of a runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

(k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

(m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to contemplate any play;

The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by

the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.

(n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

### **A batter is out for illegal action when (6.06)**

(a) If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.

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

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

EXCEPTION: Batter is not out if any runner attempting to advance is put out or if runner trying to score is called out for batter's interference.

If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the

time of the interference.

If, however, the catcher makes a play and a runner attempting to advance is put out, it is to be assumed there was no actual interference and that the runner is out--not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called.

If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment unintentionally hits the catcher or the ball in back of him on the back swing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

### **Batting out of turn (6.07)**

(a) A batter shall be called out, on appeal, when he fails to bat in his proper turn and another batter completes a time at bat in his place.

The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, 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.

## **Missing Bases (6.8)**

If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

## **4. THE RUNNER (7.00)**

### **Runners occupying the same base (7.03)**

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

### **Any runner is out when (7.08)**

(a) He runs more than three feet away from direct line between bases to avoid being tagged, unless his action is to avoid interference with a fielder fielding a batted ball; or (2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base;

(b) He intentionally interferes with a thrown ball or hinders a fielder attempting to make a play on a batted ball; A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.

If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hinderance, whether it occurs on fair or foul territory, is intentional. If



the umpire declares the hindrance intentional, the following penalty shall apply; with less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out.

If, in a run-down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference the umpires shall send the runner standing on third base back to second base.

This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).

(f) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance. EXCEPTION: If a runner is touching his base when touched by an infield Fly, he is not out, although the batter is out.

(g) He attempts 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) He passes a preceding runner before such runner is out.

(i) After he has acquired legal possession of a base, he runs the base in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out; If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he

last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.

(j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged.

(k) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand while touching home base, and appeals to the umpire for the decision.

This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

## **5. INTERFERENCE (7.09)**

It is interference by a batter or a runner when -

(a) After a third strike he hinders the catcher in his attempt to field the ball;

(b) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

(c) He intentionally deflects the course of a foul ball in any manner;

(d) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;

(e) Any member or members of the offensive team stand or gather around 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 his 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 his teammate;

If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

(g) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.

(h) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

(i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.

(j) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;

(k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball;

The lines marking the three-foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three-foot "lane" or on the lines marking the "lane".

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

**Penalty for Interference:**

The runner is out and the ball is dead.

## **6. THE PITCHER (8.00)**

### **Pitcher Visitation (8.06)**

A professional league shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:

(a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;

(b) A second trip to the same pitcher in the same inning will cause that pitcher's automatic removal;

(c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but,

(d) If a pinch-hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

*“Teach them to play by the rules,  
they will learn to live by the rules.”*

– PONY BASEBALL



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