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**2017 A.H.Y.A.A. BASEBALL RULES COMMITTEE**

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Please be advised that the responsibility and authority for quoting and interpreting rules lies solely with the members of the Rules Committee which shall consist of the President of the AHYAA., the Director of Baseball, and the League Representative for the League in which the question arises. If any such individual is involved in the matter, a disinterested Division Representative for such League shall serve.

Any member of the Rules Committee will be happy to confer with anyone at any time and the Committee will support that information given by its members. We advise you not to seek or accept information or guidance concerning the rules or their application from any person not on the Committee. **IF YOU CHOOSE TO DISREGARD THIS WARNING, YOU DO IT AT YOUR OWN RISK**

## MANAGER'S & COACH'S FIELD CONDUCT

Any manager, coach, or other bench personnel shall not:

- A. Use words or actions to incite or try to incite spectators to demonstrations.
- B. Use profanity or remarks which reflect upon opposing players, coaches, spectators, or umpires.
- C. Demonstrate conduct unbecoming the A.H.Y.A.A.

### PENALTY:

If the above incident occurs, the umpire shall banish the offender from the field and field area. Failure to comply with the umpires' directive will result in game forfeiture. All personnel banished from the game must notify a member of the Rules Committee for the level of play in question and may not participate in or attend A.H.Y.A.A. events until the matter has been resolved to the satisfaction of such Committee member, and any course of action proposed by such Committee shall have been fully complied with.

If the offense is not deemed major, a warning will be issued. If a second offense occurs, disqualifications could result. Major offenses will result in immediate disqualifications.

DRINKING AT BASEBALL GAMES IS PROHIBITED. Managers are responsible to see that parents in stands do not drink alcohol of any kind!! If protests occur, game can and will be forfeited.

The A.H.Y.A.A. Rules Committee

## CODE OF ETHICS

EACH PERSON THAT PARTICIPATES IN ANY ARLINGTON HEIGHTS YOUTH ATHLETIC ASSOCIATION ACTIVITY MUST CONDUCT HIMSELF / HERSELF WITHIN CERTAIN STANDARDS OF CONDUCT AS OUTLINED BY THE ARLINGTON HEIGHTS YOUTH ATHLETIC ASSOCIATION. THEREFORE, IT IS JUSTIFIED TO ASSUME THAT ALL ADULTS PARTICIPATING, INCLUDING SCOREKEEPERS, UMPIRES, FANS, COACHES, AND MANAGERS, HAVE SET HIGH STANDARDS OF CONDUCT FOR THEMSELVES.

MANAGERS AND COACHES IN PARTICULAR, WORKING ALMOST DAILY WITH YOUTH PARTICIPANTS HAS A MORAL OBLIGATION TO BE LEADERS IN EVERY RESPECT. LEAD BY EXAMPLE. YOUR ATTITUDE TOWARDS UMPIRES, OTHER MANAGERS, COACHES AND OTHER TEAMS IS PICKED UP BY OUR YOUTHS AS THE GOLDEN RULE OF COMPETITION.

**There will be no smoking or consumption of alcohol on Park District Property.**

## 100 / OBJECTIVES

101. BASEBALL is a game between two teams of nine players each, under the director of a manager, played on an enclosed field in accordance with these rules, under the jurisdiction of one or more umpires.
102. THE OBJECTIVE of each team is to win by scoring more runs than the opponent.
103. THE WINNER of the game shall be that team which shall have scored in accordance with these rules, the greater number of runs at the conclusion of an official game.

## 200 / THE PLAYING FIELD

201. The playing field shall be laid out according to the instructions specified in each specific League. See Appendix to this rulebook.

## 300 / EQUIPMENT

301. HOME BASE shall be marked by a five – sided slab of whitened rubber. It shall be set on the ground in fair territory with the point at the intersection of the lines extending from home to first base and to third base; with the 17 inch edge facing the pitcher's plate, and the top 12 inch edges coinciding with first and third base lines. The top edge of home base shall be beveled.
302. FIRST, SECOND, AND THIRD BASES shall be marked by white canvas bags, securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The base bags shall be 15 inches square, not less than three or more than five inches thick, and filled with soft material.
303. THE PITCHER'S PLATE shall be a rectangular slab of whitened rubber, 24 inches by 6 inches.
304. The catcher may wear a leather mitt not more than 38 inches in circumference, or more than 15 1/2 inches from top to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed 6 inches at the top of the mitt and 4 inches at the base of the thumb crotch. The web of the mitt shall measure not more than 7 inches across the top or more than 6 inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a center piece of lather connected to the mitt with lacing and constructed so that it will not exceed any of the above mentioned measurements.
305. The first baseman may wear a leather glove or mitt not more that 12 inches long from top to bottom and not more than 8 inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed 4 inches at the top of the mitt and 3 1/2 at the base of the thumb crotch. The mitt shall be constructed so that this

space is permanently fixed and cannot be enlarged, extended, widened or deepened by the use of any materials, or process whatever. The web of the mitt shall measure not more than 5 inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a center piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed the above measurements. The webbing shall not be constructed of wound or wrapped lacing or deepened to make a net type of trap. The glove may be of any weight.

306. Each fielder, other than the first baseman or catcher, may use or wear a leather glove but are prohibited from wearing a mitt. The measurements covering size of glove shall be made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of the item being measured and follow all contours in the process. The glove shall not measure more than 12 inches from the top of any one of the 4 fingers, through the ball pocket to the bottom or heel of glove. The glove shall not measure more than 7 3/4 inches wide, measured from the inside seam at base of first finger, along base of other space or area between the thumb and first finger, called crotch, may be filled with leather webbing or back stop. The webbing may be constructed of two plies of standard leather to close the crotch area entirely, or it may be constructed of a series of tunnels made of leather, or a series of panels of leather, or of lacing leather thongs. The webbing may not be constructed of wound or wrapped lacing to make a net type of trap. When webbing is made to cover entire crotch area, the webbing can be constructed so as to be flexible. When constructed of a series of sections, they must be joined together. These sections may not be constructed to allow depression to be developed by curvatures in the section sides. The webbing shall be made to control the size of the crotch opening. The crotch opening shall measure not more than 4 1/2 inches at the top not more than 5 3/4 inches deep and shall be 3 1/2 inches wide at its bottom. The opening of the crotch shall not be more than 4 1/2 inches at any point below its top. The webbing shall be secured at each side, and at top and bottom of the crotch. The attachment shall be made with leather lacing, these connections must be secured and if they stretch or become loose, they shall be adjusted to their proper condition. The glove can be of any weight.
307. The pitcher's glove can be either Professional or Little League Approved but may not be white or gray. No Pitcher shall attach to his glove any foreign material of a color different from the glove.
308. No pitcher is allowed to wear a long sleeve white shirt or a shirt with ragged or uneven sleeves, or a wrist band on his pitching arm. No pitcher may have any foreign substance, such as tape, etc., on his pitching hand or fingers.
309. All players must wear rubber spikes or shoes without spikes in all leagues except in the High School league, where metal spikes are legal.
310. In all Leagues, helmets must be worn by the batter and on-deck batter. Straps must be worn on helmets that have them. Protective helmets must be worn by base runners in all Leagues.

311. All players including catchers must wear cup supporters in all games, all practices, and in all Leagues.
312. Uniforms will be furnished to participants in all Leagues. Each player must be fully uniformed as approved by the league.
313. The Junior and Major Leagues must use bats imprinted with the words “Approved for Little League” or words substantially similar thereto and barrel size may not exceed 2 and 1/4 inches. All Leagues may use either metal or wood bats.
314. Willful destruction of A.H.Y.A.A. equipment will not be tolerated. Any person who willfully destroys A.H.Y.A.A. equipment will be given the privilege of buying that equipment at suggested retail prices.

#### 400 / GENERAL RULES

401. All participants in the A.H.Y.A.A. Baseball Leagues shall be familiar with and adhere to the rules set forth in this rulebook. Ignorance of any of these rules shall not be considered an excuse for infraction. If a situation should arise which is not covered by of the existing rules, a ruling decision shall be made by the Rules Committee, and that ruling or decision shall be considered official.
402. It shall be the duty of each manager to instruct his or her team in all applicable rules of play and rules of conduct.
403. Failure to comply with any of the league rules could mean forfeiture of any game in which an infraction occurred.
404. Rules for each League may vary and subsequent sections of this book should be consulted. All rules interpretations must be endorsed by a majority of the Rules Committee.
405. To be become eligible, a participant should be a resident of the Village of Arlington Heights, the Arlington Heights Park District, or attend school with Arlington Heights children. Residents should be domiciled at the time of registration or become domiciled during the season. If the participant moves he/she may continue to participate in the program with the following restrictions: The parent must continue uninterrupted registration and participation must be active assistance rather than monetary.
406. Team makeup will be specified by individual League rules.
407. Following the draft or team assignment process, late sign ups wait listed will be allocated by the League and / or Division Representatives.
408. Every effort shall be made so that teams have a maximum of 13 players, except for the High School League teams which may have more players. It shall be the duty of the

manager to be sure his roster does not exceed the legal limit. Any game played with an illegal roster could result in forfeiture.

409. In leagues that draft their players, the League Representative shall determine the draft order and the procedure, if any, of protecting players.
410. In the Leagues that draft their players, the sons of managers and brothers/sisters of boys on the team are eligible to be protected. The League Representative will construct the draft list based on previous evaluations and discussions with the Divisional Representative in order to come up with the designated "First Round" players (and all other rounds). This is in order to properly slot the protected players into the correct draft round. Each manager is allowed to request one assistant coach, whose son will also be protected, unless both the manager's and coach's sons are slotted as First Round players, regardless of grade level.
411. Player trading is allowed only where special circumstances arise and all trades must be approved by the League Representative.
412. Each player in good standing, must play according to the playing time rules for each league. Team members in good standing shall exclude only those players under suspension or declared ineligible by the League Representative and those players declared ineligible by the manager for reasons discussed in advance with and approved by the League Representative. In all cases, parents must be advised by the team manager as to their child's suspension or ineligibility. To participate in a game, a player must be registered and be on the team roster or borrowed in the specified manner. Such player must not be under suspension or declared ineligible by the League Representative. Infraction of any part of this rule could result in a forfeiture of any game in which the infraction occurred.
413. In the Junior, Major and Varsity and High School Leagues, instead of a regular nine (9) man batting order, every player present and eligible shall bat in rotation in the order set forth on the official line-up submitted before play begins. Once play begins, the manager is committed to this batting order for the duration of the game. If a player arrives after play begins that player must be inserted in the last spot of the batting order. The official line-up in no way effects play in the field nor does it affect the manner or method in which a manager substitutes in the field.
414. In all leagues, if the number of players available for any given game drops below 11, teams may "borrow" players on a temporary basis in accordance with this Rule 414 only. Each league (except for the High School league) will have a system for contacting players eligible to be borrowed. Teams may only borrow enough players to cause their roster for such game to equal but not exceed 11. In the High School League, the manager may call any A.H.Y.A.A. registered 8th grade player to borrow, provided the game does not conflict with that 8th grader's scheduled game.
415. No team in any league may borrow the same players more than three (3) times.

416. Borrowed players must bat no higher in the batting order than any regular player. Borrowed players may not play in the field more than any regular team player. Borrowed players may not pitch.
417. In all leagues, a game can only begin or be continued with eight (8) or more players, provided, however, if a game begins or continues with eight (8) players, the umpire must declare an out, each time the ninth player would have come to bat. If a team does not have eight (8) players fifteen (15) minutes after the scheduled start of the game, the game will be forfeited by that team.
418. If the umpire determines that a person has deliberately and purposely thrown a bat, helmet, or any other piece of equipment the umpire shall immediately eject such person and place him / her under suspension.
419. Swearing will not be tolerated. If the umpire determines that a person is guilty of swearing or using foul language, in any form, to any degree, the umpire shall immediately eject such person and place him / her under suspension. This rule can be expanded to include any conduct unbecoming an athlete.
420. Whenever a person has been ejected from a game, or the area of the field, the manager of the ejected player or an adult representative of that team shall report the ejection to the League Representative within 24 hours. Such ejection shall also be recorded by both scorekeepers and listed on the bottom of the official game report. Every attempt will be made to notify any person who has been ejected as to the disposition of their case within 24 hours from the receipt of the report. The League Representative may handle the matter directly or may refer it to the Rules Committee. During any such review both the manager of the team and the umpire may be required to appear with the ejected party. From the time of ejection, the ejected party is under suspension and will remain suspended until temporary or permanent reinstatement by the League Representative or Assistant Director of Baseball. Participation in a game after ejection and before reinstatement will result in forfeiture.
421. Any player who participates in any outside tournament, or practice for such tournament, before his own team's season has ended, must have permission from his own manager prior to that participation. Also, before the league playoffs have ended, any tournament team manager must be in constant communication with the league managers of the players on the tournament team and may play those boys only with the approval of the league manager. Finally, the tournament team manager must notify the League Representative of the players used and the times that he intends to use them. Violation of this rule will result in either / both the player (s) and / or the tournament manager (s) being brought before the Rules committee for disciplinary action. In any situation, the player must put house ball ahead of all others.
422. The Home Team is the team shown last in the schedule for a given game (indicated as Visitor Team Name at Home Team Name (H), unless the Schedule indicates otherwise), and is the team that takes the field first at the start of the game. The Home Team shall occupy the third base side of the field. The Home Team scorebook is the

official book and must include the starting time of the game. The Home Team is responsible for striping the field at least 1/2 hour before each game.

423. Every official game must be played on a regulation diamond with a backstop. It must be played on the scheduled field unless permission is granted to move the game to another field. It must be played as scheduled by the League Representative or rescheduled by the League Rescheduler. In the event of conflicts, games may never be cancelled, but may be pre-played with the agreement of both managers and the League Rescheduler. Canceling a game without proper cause, or playing a game under illegal conditions could result in a loss to both teams.
424. The manager of the Home Team shall decide on the fitness of the playing field before the game begins. He shall provide the bases, home plate, and the pitcher's rubber, and shall place them accurately on the field. He shall offer the visiting team a reasonable amount of warm-up time on the field (fifteen minutes is the usual time). Any discrepancy in the set-up of the playing field shall be challenged and corrected before the start of the game and not be the basis for protest after the game has begun. However, correction can be made at anytime that is agreeable to both managers or at the insistence of the umpire. The manager of the Home Team and the umpire shall make every effort to see that the game begins on time.
425. Cancellation of a game must be made by direct contact with the opposing manager / coach. This may be in person or by telephone, but not by means of a message left with a third party. Every effort should be made to cancel a game on account of wet grounds at least two hours before the scheduled game time. It is the duty of the home team manager to notify the umpire of both cancellation and rescheduled date. Both managers must call the League Rescheduler within 24 hours for rescheduling the game. The League Rescheduler will determine the next possible date and time and the managers shall accept this determination unless the game as rescheduled would directly conflict with a previously scheduled game for either team. If one team fails to appear at the rescheduled game, that team will be charged with a loss. If both teams fail to appear, both teams will be charged with a loss.
426. Games will start at the time designated on the schedule. Scorekeepers must exchange line-ups before starting time as games should not start without line-ups being exchanged. If a manager is without a scorekeeper, he must present to the opposing scorekeeper a line-up sheet which includes the uniform number and full first and last name of every player present.
427. ***Lightning and Thunder.*** *At the first sign of visible lightning or thunder in the immediate vicinity, the field must be cleared and all players put into cars or under suitable cover. Play will be suspended for 30 minutes after any lightning or thunder. If another instance of lightning or thunder is sighted after 10 minutes, the 30 minute waiting starts over. If after 30 minutes, play cannot be resumed, play shall be stopped and unless the game is "official" in accordance with applicable league rules, it shall be declared suspended. Thor Guard: If a Thor Guard is in use and functioning at the field, it will determine if play is suspended for 30 minutes and follow the same rule*

*to clear the field and resume play or suspend the game. Play shall not resume until the all clear is heard from the Thor Guard. If lightning is sighted or thunder sounds and the Thor Guard does not go off, the managers and umpire should suspend play and follow the same rules to resume play.*

428. A suspended game is a game which is stopped prior to becoming “official” as defined in each league’s rules. It shall be declared “suspended” and shall be rescheduled in accordance with Rule 425 and resumed at the point of suspension. The pitched innings will count. Different rules may apply for playoffs.
429. The Protest Procedure is as follows: When there is a protest involving a play on the field, an attempt shall be made to resolve the protest, peacefully and quietly, at that time. Only the manager, or acting manager can protest; and it must be done without creating a scene. He must first ask for and receive time out from the umpire. He may then approach the umpire involved and in a calm and courteous manner, ask for an explanation or state his reason for disagreement. When the umpire decides the matter has been discussed as fully as necessary, or if the manager cannot maintain a calm and courteous manner, the umpire shall declare the discussion over. At that time the manager must record his protest in accordance with the following sentence, and then leave the playing field allowing play to resume. In order to be heard protests must be clearly communicated to (i) the umpire and the opposing manager before the next pitch is thrown (and such point in time shall be duly noted in the official scorebook), and (ii) to the League Representative in writing within twenty four (24) hours of the game. The League Representative may rule on the matter directly or may refer it to the Rules Committee. Failure to comply with the protest procedure set forth above may result in the waiver of the opportunity to protest the matter in question. A protest is not required for the League to determine a rule infraction and forfeiture of a game.
430. On a play at any base, THE RUNNER MAY NOT INITIATE CONTACT WITH ANY DEFENSIVE PLAYER, UNLESS IT IS A RESULT OF A SLIDE. Any position by a DEFENSIVE PLAYER in the baseline without the ball shall be considered obstruction and the RUNNER will be SAFE. Any runner who INTENTIONALLY runs into any fielder including the catcher shall be called out and may be ejected from the game at the umpire’s discretion. THIS RULE WILL BE CONSIDERED A JUDGEMENT CALL BY THE UMPIRE ONLY.

**IF YOU HAVE ANY DOUBT, HAVE YOUR RUNNER SLIDE AT ALL TIMES.**

#### PITCHING RULES

431. It is essential that managers and coaches be thoroughly familiar with and comply with all pitching rules. The following pitching rules apply in addition to the pitching rules set forth in the applicable League Rules:
- A. A pitcher is not allowed to warm up with the game ball until he begins his warm up pitches from the mound. If the pitcher wants the game ball “roughed up”. He can ask the umpire to do it.

- B. A manager and/or coach is allowed only one trip to the mound per inning. On the second trip, he must remove the pitcher. A conference between a manager and/or coach and another player who goes directly to the pitcher will count as a trip to the mound.
  - C. A pitcher may not return as a pitcher in the same game once he has been relieved.
  - D. The pitching (calendar) week begins on Sunday.
  - E. Delivery of one pitch in an inning constitutes having pitched an inning.
  - F. Violation of any pitching rule may result in forfeiture of the game in which it occurs. Protect shall be made in accordance with the Protect Procedure as stipulated in the General Rules.
432. On-deck hitters may use the on-deck circle behind the current batter or remain behind the backstop and fence at all time.
433. Players shall not wear jewelry during games or practices.
434. At the completion of the regular season, the 1st and 2nd place team from each division in all leagues will receive trophies. Overall record (winning percentages) will be used to determine the Division winners. Ties will be broken based on Division record, head to head results and coin flip (in that order).
435. There will be playoff at the completion of the regular season to determine City Champion for each league. All teams will be included in the playoffs, as long as the manager has turned in the team assignments and performance ratings to the League Office at the designated time. The City Champion and the Runner-up receive trophies.
436. For rules pertinent to All Star Games, see Series 1000.

#### 500 / JUNIOR LEAGUE RULES

501. The League shall consist of players in 3rd and 4th grades.
502. Teams will be formed geographically with two or three divisions depending upon number of registrations from North, Central, and South. The teams will be assigned by area and school as nearly as possible based on registrations and the number of teams. The previous year's evaluations will be used to balance each team's talent.
503. The League Representative shall balance the number of third and fourth graders on each team within each division based on enrollment.
504. The League will play on a diamond with 60 foot base paths and a distance of 44 feet from the pitcher's rubber to home plate.

505. The duration of the game shall be six (6) innings or two (2) hours whichever occurs first. Both scorekeepers must verify the game starting time with the umpire just before the call to "Play Ball". This starting time shall be recorded in the scorebooks. A half inning is considered over when three outs are made, or when the play is complete which results in the seventh run of a half inning. If six runs have scored in a half inning and runners are on base and a batter hits safely, the offensive team can be credited with more than seven runs based on the number of bases the batter safely achieves after the seventh run is scored.
506. If a game needs to be called before completion, it shall be considered "official" if three (3) innings have been played. Any inning requirement is decreased by 1/2 inning if the home team is ahead. If an "official" game is called at a half inning and the home team is behind, the game will revert to the last completed inning.
507. If a tie exists at the end of six (6) innings and the time limit has not elapsed, extra innings must be played within the time limit. It will be held that an inning starts the moment the third out is made, completing the previous inning. No inning may begin after the time limit, but an inning begun may be completed as long as there is adequate light. If a tie still exists when no time is left, each team will be given 1/2 win and 1/2 loss.
508. During the regular season and playoffs, a team that has a twelve (12) run advantage at the end of the fourth inning or a (10) run advantage at the end of the fifth inning shall be declared the winner and all play shall stop.
509. Playing time: Managers are required to rotate players into different positions. No player shall play the same position in the infield or outfield for more than three (3) innings in any game. The Pitcher is limited to playing this position to only two (2) consecutive innings in a game. Managers should prepare players to play the positions they will play in the games. Managers are encouraged to give all the team members equal playing time over the course of the season. Each player should play at least 2 innings in the infield (includes 1B, 2B, 3B, SS and P) and at least two innings in the outfield (includes: Catcher, CF, RF, LF). Catcher is included as outfield position only at Juniors level for playing time. No player may play in the game more than one additional inning than any other player. For example, if a player sits no (0) innings, another player cannot sit two (2) innings. Or, if a player sits one (1) inning, another player cannot sit three (3) innings.
510. If the number of players available for any given game drops below eleven, 3<sup>rd</sup> Grade or 9 year old players from a different Junior division may be borrowed to participate in a game that does not conflict with their own schedules in accordance with Rule 414. During the playoffs, players must be borrowed within the team's own division. See also Rule 415 and Rule 416.

511. If a player comes late (after the start of the 4th inning), it is the manager's discretion as to whether or not the player gets into the game. The opposing managers must be notified either way.
512. To speed up the game, if the current catcher is on base with one (1) out, a pinch runner may be put on base for such catcher. The player who made the last out shall be the pinch runner.
513. The following pitching rules apply in addition to the pitching rules set forth in General Rule 431.
- A. A player cannot pitch more than six (6) innings per week.
  - B. A player cannot pitch more than two innings in any game.
  - C. If a pitcher hits three (3) batters in one (1) game, that pitcher must be replaced on the third hit batter.
  - D. The Pitcher is limited to two (2) consecutive innings in a game.
  - E. **During the regular season,** if a player pitches in a game, they are ineligible to pitch in the next game regardless of days in between games. **There are no exceptions unless approved by the Juniors League Representative in advance and agreed to by both managers before the start of the game. During the playoffs,** pitchers may pitch in the next game and all other regular season pitching rules apply.
  - F. **During the regular season,** walking in runs with the bases loaded is not allowed. Exceptions: If the batter is hit by a pitch or catcher interference is called by the umpire (with or without) bases loaded, the batter is awarded first base.

**Regular season Bases Loaded Coach Pitch Rule:** Once bases are loaded from hits, errors, walks, etc., and the umpire calls four balls on the batter, play is stopped and a coach from the batter's team comes in to pitch overhand from near the pitcher's rubber (junior pitcher remains within a step of pitcher's rubber, in order to field his/her pitcher's position, until coach releases pitch). The umpire will not call balls and strikes on the coach's pitches, and the count resets to 0 balls and 0 strikes on the walked batter to whom the coach comes into the game to pitch. The coach is limited to throwing the batter 3 pitches, unless the third pitched is fouled off. The coach may throw a fourth and final pitch after a fouled third pitch. If the ball is not batted into play after the allotted pitches, the batter is ruled out, and the coach departs the field, while a junior pitcher resumes pitching to the next hitter in the line-up. Process repeats whenever a batter is walked with the bases loaded.

***This rule is only effective for regular season games, and will not be used in the playoffs. During the playoffs, walking in runs with bases loaded is allowed and coaches are prohibited from pitching.***

514. Balks will not be called. If, however, a pitcher is repeatedly guilty of any of the points listed under the balk rule, the umpire shall so inform the boy's manager and insist that the pitcher conform to these rules. An opposing manager complaining of an illegal pitch must speak to the umpire only and must not be heard by the pitcher until a decision is made by the umpire.
515. Runners may not take lead offs and, subject to further limitations set forth below, may only leave their base when a pitched ball on or near the mound, base runners shall return to the base from which they last came and shall not leave that base until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners and the batter. When any base runner leaves a base before the pitched ball has reached the batter, play will continue as follows:
- A. If any runner or the batter is put out on the play, the out stands. Any runners who were not put out on the play must be returned to the base occupied before the pitch was made and the batter shall return to bat (with the same count that existed before the pitch was made) unless the batter was put out on the play.
  - B. If all runners and the batter reach base safely, all runners must be returned to the base occupied before the pitch was made and the batter shall return to bat (with the same count that existed before the pitch was made). Subject to Rule 515C below, no out results.
  - C. If a runner violates this rule a second time in an inning and, in the judgment of the umpire, such runner has intentionally violated this rule, the umpire may declare the runner out.
516. Limited stealing is permitted as follows:
- A. A player may only steal third base each time that player reaches base. A player may not steal second base. If a player reaches base twice in one inning he may steal third base each time he gets on base. A runner is considered to have stolen a base if he advances on a pickoff attempt of any base runner. Runners that advance on an overthrow that occurs on plays in the field shall not be considered to have stolen a base. A pinch runner cannot steal if the runner he/she has replaced has already stolen a base. In addition, a player cannot leave to steal third until the pitch has crossed home plate.
  - B. If there are runners on first and second base and the runner on second steals third, the runner on first may not advance to second base even on an overthrow.

- C. A runner on third may not advance to home even if directly played on.
  - D. If a runner violates the stealing rules set forth above and is put out the out stands. If a runner violates the stealing rule and is not put out the umpire shall issue a warning to the team that has violated the rule and the runner shall return to his original base. If a warning has previously been issued to the violating team, then the runner shall be out.
- 517. The Infield Fly rule will not be called in the Junior League.
  - 518. The third strike does not have to be held in the Junior League. For clarification, there is not a Dropped third strike rule allowing the batter to reach base safely, the batter is out on a dropped third strike.
  - 519. Bunting is permitted, however, each team may only bunt in fair territory once in an inning and no player may bunt in fair territory more than once in a game. Fake bunting is not allowed. Bunting skills should be taught in practice.
  - 520. Intentional walks are not permitted.
  - 521. There will be a single elimination playoff at the completion of the regular season to determine a Junior League Champion.
  - 522. For other rules pertinent to the Junior League, See General Rules, Series 400.
  - 523. All bats must be “Little League” approved and the barrel size be no larger than 2-1/4”.

#### 600 / MAJOR LEAGUE RULES

- 601. The League shall consist of players in 5th and 6th grades.
- 602. Teams will be formed via a city-wide draft. Under the direction of an AHYAA League Representative, Managers will draft their team from a city-wide pool of players. For the purpose of team standings; two leagues will be formed; American League and the National League.
- 603. The League Representative shall, through a draft or otherwise, balance the number of fifth and sixth graders on each team within each division based on enrollment.
- 604. The League will: play on a diamond with 70 foot base paths and a distance of 48 feet from the pitcher’s rubber to home plate.
- 605. The duration of the game shall be six (6) innings. There will be no time limit; however, no inning will start within ten (10) minutes of the scheduled start time of the following game.
- 606. If a game needs to be called before completion, it shall be considered “official” if four (4) innings have been played. Any inning requirement is decreased by 1/2 inning if the

home team is ahead. If an “official” game is called at a half inning and the home team is behind, the game will revert to the last completed inning.

- 607. If a tie exists at the end of six (6) innings, extra innings may be played until the tie is broken at a completed inning. If a tie exists and an “official” game is called due to weather, darkness or the scheduled starting time of the following game, it shall remain a tie and each team shall be credited with 1/2 win and 1/2 losses.
- 608. During the regular season and playoffs a team that has a ten (10) run advantage at the end of the fourth inning or any later inning shall be declared the winner and play shall stop.
- 609. If the number of players available for any game drops below eleven, 4th grade Junior players may be borrowed to participate in a game that does not conflict with their own schedule in accordance with Rule 414. (See also Rule 415 and Rule 416.)
- 610. If a player comes late (after the start of the 4th inning) it is the manager’s discretion as to whether or not the player gets into the game. The opposing manager must be notified either way.
- 611. To speed up the game, if the current catcher is on base with two (2) outs, a pinch runner may be put on base for such catcher. The player who made the last out shall be the pinch runner.
- 612. The following pitching rules apply in addition to the pitching rules set forth in General Rule 431:
  - A. A player cannot pitch more than six (6) innings per week.
  - B. A player cannot pitch more than three innings in a game.
  - C. If a player pitches in three (3) innings in any game, that player shall not pitch in that team’s next game and that player must have three (3) calendar days of rest before pitching again as set forth below:

EXAMPLE:	If player pitched three innings on:	player cannot pitch again until:
	Sunday.....	Thursday
	Monday.....	Friday
	Tuesday .....	Saturday
	Wednesday .....	Sunday
	Thursday.....	Monday
	Friday .....	Tuesday
	Saturday.....	Wednesday

- D. A pitcher may pitch in more than one game on one day, provided they are consecutive innings with not more than fifteen (15) minutes delay between games, and observing the maximum inning per day and maximum innings per week rules.

- E. Pitchers must be instructed on how to pitch from the “stretch” position in order to hold runners on base. Pitchers should pitch from the stretch position with runners on first or second base.
613. Balks may be called on a pitcher; however, each pitcher will be warned once per game by the umpire. Play will revert to original situations following a balk warning by the umpire. Slow, small moves not intended to spook the runner may be allowed according to the umpire’s judgement.
614. Runner may take leadoffs, and limited stealing is permitted as follows:
- A. A player *may steal second and third base* each time that player reaches base safely.
  - B. A base runner is considered to have stolen a base if he advances a base
    - i. After a pitched ball that is not put in play by the batter, including a dropped third strike.
    - ii. After a pick-off attempt of any base runner by the pitcher. A pick-off attempt is any throw made by the pitcher from the pitcher’s rubber or immediately after stepping off of the pitcher’s rubber.
  - C. There is a no ‘straight steal’ of home. A player starting on third can only attempt to score via a batted ball, when forced in via a walk, hit batter, or, passed ball, wild pitch, or pick-off attempt that goes out-of-play and awarded home base by the umpire. A player may not steal home on a dropped 3<sup>rd</sup> strike play, unless the pitch is deemed a passed ball or wild pitch subject to the umpire’s judgement.
  - D. If a base runner violates the stealing rules set forth above and are put out the out stands. If a base runner violates the stealing rule and is not put out, the umpire shall issue a warning to the team that has violated the rule and the base runner shall return to his original base. If a warning has already been issued to the violating team then the base runners that violate the rule shall be called out.
615. A base runner may advance at his own risk on a fair or foul fly out after “tagging up”.
616. The balk and steal rules are subject to review by the League Representative and Director or Assistant Director of Baseball at any time during the season to evaluate overall effect of rules on play.
617. The Infield Fly rule will be applied.
618. A play must be made on a dropped third strike as described in rule 1234; provided, however, a runner on third cannot score on such play. The dropped third strike rule does not apply with two out and the bases loaded.
619. Bunting is allowed.

- 620. All bats must be “Little League” approved and the barrel size be no larger than 2-1/4”.
- 621. Intentional walks are not allowed.
- 622. There will be a single elimination playoff at the completion of the regular season to determine a Major League Champion.
- 623. A chalked mark has to be placed on the field **10 feet from 3rd base**. A player can’t pass that 10 foot mark until the ball reaches the **catcher or is put in** play.
- 624. Playing time: Every player must play at least one (1) inning in the Infield (1<sup>st</sup>, 2<sup>nd</sup>, SS, 3<sup>rd</sup>, P or Catcher) and at least one (1) inning in Outfield per game. A team found guilty of not rotating players is subject to a loss/forfeit.). No player may play in the game more than one additional inning than any other player. For example, if a player sits no (0) innings, another player cannot sit two (2) innings. Or, if a player sits one (1) inning, another player cannot sit three (3) innings.
- 625. For other rules pertinent to the Major League, See General Rules, series 400.

#### 700 / VARSITY LEAGUE RULES

- 701. The League shall consist of players in 7th and 8th grades on May 1st.
- 702. Teams will be formed on a city wide basis unless the numbers are such that the players can be separated by map codes into a North and South Division. Player selection shall be made by a draft among all managers under the direction of the League Representative to achieve as nearly as possible, teams of equal strength. There will be an equal number of teams in each division whenever possible.
- 703. The League Representative shall, through the draft, balance the number of seventh and eighth graders on each team.
- 704. The League will play on a diamond with 80 foot base paths, and a distance of 54 feet from the pitcher’s rubber to home plate.
- 705. The duration of the game shall be seven (7) innings. There will be no time limit; however, no inning will start within ten (10) minutes of the scheduled start time of the following game.
- 706. If a game needs to be called before completion, it shall be considered “official” if five (5) innings have been played. Any inning requirement is decreased by 1/2 innings if the home team is ahead. If the game is called at a half inning and the home team is behind, the game will revert to the last completed inning.
- 707. If a tie exists at the end of seven (7) innings, extra innings may be played until the tie is broken at a completed inning. If a tie exists and an “official” game is called due to weather, darkness, or the scheduled starting time of the following game, it shall remain a tie, and each team shall be credited with 1/2 win and 1/2 losses.

708. During the regular season and playoffs, a team that has a ten (10) run advantage at the end of the fifth inning or any later inning shall be declared the winner and play shall stop.
709. If the number of players available for any given game drops below eleven, 6th grade Major players within their own division may be borrowed to participate in a game that does not conflict with their own schedule in accordance with Rule 414. (See also Rules 415 and 416.
710. If a player comes late (after that start of the 5th inning) it is the manager's discretion as to whether or not the player gets into the game. The opposing manager must be notified either way.
711. To speed up the game, if the current catcher is on base with two (2) outs, a pinch runner may be put on base for such catcher. The player who made the last out shall be the pinch runner.
712. The following pitching rules apply in addition to the pitching rules set forth in General Rule 431:
- A. A player can not pitch more than than (10) innings per week.
  - B. A player cannot pitch more than five (5) innings in any game and seven (7) innings per day.
  - C. If a player pitches in four (4) innings or more in any game, that player shall not pitch in that team's next game and that player must have 40 hours rest before pitching again, computed from the scheduled starting time of the game in which The pitcher last pitched more than three (3) innings.
  - D. If a player pitches in three (3) or less innings in any game, the only limitation is the ten (10) innings per week limitation set forth above.
  - E. A pitcher may pitch in more than one game in one day provided the innings are consecutive innings between the two games and there is not more than fifteen (15) minutes delay between games. A pitcher who pitches in the first game is not eligible to pitch in the second game unless he finished the first game and starts the second game. All of the rest rules apply including the maximum innings per day and maximum innings per week rules.
  - F. Throwing curve balls is not recommended.
713. Balks shall be called on pitchers; however, each pitcher will be warned once per game by the umpire. Play will revert to the original situation following a balk warning by the umpire.

714. The diameter of the bat barrel must be 2-5/8" or less. Any 2 5/8 diameter bat MUST have a BBCOR or BPF 1.15 stamp on them. Wood bats are allowed in any diameter, and do not require the BBCOR or BPF certification.
715. Intentional walks are not recommended. A batter may be intentionally walked by notifying the umpire and does not require the pitcher to throw 4 balls.
716. Playoff format will be announced by the League Representative. Absent announcement to the contrary, the order of finish for the regular season will be determined by overall record. If a tie occurs we will use the following process to break the tie:
1. Won/Loss record within your Division (winning percentage)
  2. Won/Loss record when the tied teams played each other (head-to-head)
  3. Coin toss
717. Stealing home is allowed except for:
- A. On a straight pitch to the catcher than is caught cleanly
  - B. On a throw back from the catcher to the pitcher where the pitcher remains on the mound to field the throw
718. For other rules pertinent to the Varsity League, see General Rules, series 400.

#### 800 / HIGH SCHOOL LEAGUE

800. The League shall consist of player's age 14, 15, 16, 17, and 18, who are attending high school at the time of registration.
801. The League will be administered by a League Representative appointed by the Board of the A.H.Y.A.A., and optionally one or more Assistant League Representatives appointed by the A.H.Y.A.A. Board, and/or the High School League Representative himself. If the League Representative has an ongoing and active role with one of the teams in the HS League, then the Assistant League Representative(s) should be chosen from individuals who are actively involved with other teams, or an individual having no ongoing affiliation with any team. Affiliation would include a coaching or parental relationship.
802. The League shall draft according to A.H.Y.A.A. draft rules adopted by the High School League under the direction of the League Representative. Modification to these rules can be made at the discretion of the League Representative, but are subject to approval from one or more members of the A.H.Y.A.A. Board.
- A. There will be one draft may be held for all players.

- B. No team shall start the HS League draft with fewer than five (5) players. A team with fewer than five players will be seeded with one or more players at the discretion of the League Representative(s). Upper classmen with player ratings falling below the first round should be preferentially chosen for seeding deficient teams prior to the draft.
- C. Pre-draft assignment will be made for children of managers or brothers of existing team members. These players will be slotted according to their talent evaluations.
- D. Teams will draft in reverse order of their prior year finish, determined by playoff seeds from the prior year. Notable exceptions to this rule are described below in provisions 803 E and F.
- E. The team winning the City Championship in the prior season automatically assumes the last slot in the draft order.
- F. Expansion teams – i.e. new teams that did not exist during the prior season – will assume the first draft slot(s). If there are multiple expansion teams, then the draft order among those teams will be determined by a coin toss or some other random process to be chosen by the High School League Representative.
- G. The draft will proceed until each team has fifteen (15) players, or until all registered participants have been assigned to a team.
- H. Any team starting the draft with fewer than six (6) players will receive a supplemental draft pick after the first round of the draft and before the start of the second round (Round A). Teams entitled to draft in Round A will draft in their predetermined draft order. The draft will resume in the second round (beginning with the team that has the first draft slot) and will proceed in the predetermined order after all supplemental picks have been made. A team that received a supplemental pick in Round A will also draft in its predetermined slot in the second round.
- I. Any team starting the draft with fewer than seven (7) players will receive a supplemental draft pick after the fourth round of the draft and before the start of the fifth round (Round B). Teams entitled to draft in Round B will draft in their predetermined draft order. The draft will resume in the fifth round (beginning with the team that has the first draft slot) and will proceed in the predetermined order after all supplemental picks have been made. A team that received a supplemental pick in Round B will also draft in its predetermined slot in the fifth round, and all subsequent rounds, until the desired rosters size has been reached.

803. Every returning player exercising his option to return to his team from the prior year must be retained by that team and may NOT be dropped or returned to the drafting pool. Returning players shall have the option of returning to the draft by giving proper notice to the League Representative prior to the draft. Players who elect to reenter the draft may not be drafted by a team they opted to leave after a previous season. If a player returns to the league after a one or two year absence, he is eligible to be drafted by any team. If a returning player is forced to miss a season (or two) due to physical injury or illness, an exception may be requested if the family of the injured player notifies the High School League Representative of his injury and intent to return prior to the forfeited season. If the HS League Representative is not notified of an injury and intent to return prior to the beginning of the forfeited season, then the injured player shall not be

reassigned to his former team and is eligible to be drafted upon his return by any team (including his former team).

804. There will be no “trial period” for new draftees. Every drafted player must be kept.

805. The League shall play on a regulation 60/90 diamond.

806. The duration of the game shall be seven (7) innings. There will no time limit, however, for night games played at Recreation Park; no inning of the first game may begin after the scheduled starting time for the regularly scheduled second game. For day games at all fields, no inning may start with ten (10) minutes of the next scheduled game. If an inning has already begun, it will be completed until the home team has batted if the game is tied or the home team is behind. If seven (7) innings have not been completed for that early game, it will be treated as a game called for darkness and will be considered a completed game.

807. If a game needs to be called before completion, it shall be considered “official” if five (5) innings have been played, or four and a half (4½) innings if the home team is leading. A game will be suspended if conditions prevent the completion of the requisite innings for an official game. A suspended game will be rescheduled for another date and time, and will resume from the point where it left off. This includes base runners, as well as balls and strikes if an at-bat is in progress.

808. If a tie exists at the end of seven (7) innings, extra innings may be played until the tie is broken at a completed inning. If a tie exists and an “official” game is called due to weather, darkness, or the scheduled starting time of the following game, it shall remain a tie and each team shall be credited with 1/2 win and 1/2 losses.

809. A team that has a ten (10) run advantage at the end of the fifth inning or any later inning shall be declared the winner and play shall stop.

810. If the number of players available for any given game drops below eleven, ONLY AHYAA 8th grade Varsity players may be borrowed to participate in a game that does not conflict with their own scheduled in accordance with Rule 414. No exceptions. Period.

811. Players may be freely substituted in the field. For purposes of this rule, with the exception of pitchers who are removed in the middle of an inning, an inning in the field shall consist of an entire inning from start to finish. Substitutions with regard to pitchers shall be subject to the pitching rules set forth in Rule 431 and Rule 815.

Minimum field playing time rules for High School League are as follows:

Players Present	Minimum Innings
15	4
14	4
13	4
12	5
11	5
10	6

Beyond these minimums, additional playing time is at manager's discretion. Also manager's discretion for players arriving after the game begins or leaving before it ends regardless of pre-notification. (Hereafter referred to as the "Walt Willis Proviso".)

812. With the exception of the provisions of Rule 814, pinch runners are not allowed. If a pinch runner is used to accommodate a player with a physical injury then the substituted player will NOT be allowed to reenter the game as a fielder or a hitter. A player who is injured prior to the start of a game should be held out of a game if his physical injury is serious enough to prevent him from running the bases.

813. If a player comes late (after the start of the 5th inning), it is the manager's discretion as to whether or not the player gets into the game. The opposing manager must be notified either way.

814. To speed up the game, if the current catcher or current pitcher is on base with two (2) outs, the player who made the last out must be asked to pinch run for such player.

815. The following pitching rules apply in addition to the pitching rules set forth in Rule 431.

A. Players may not pitch more than ten (10) innings per week.

B. For the purpose of enforcing weekly pitching restrictions, a pitching week begins on Sunday and ends on Saturday.

C. A player cannot pitch more than seven (7) innings per day.

D. If a player pitches more than three (3) innings on any day, that player must have the amount of rest set forth in the following table before pitching again, computed from the scheduled starting time of the game in which the pitcher last pitched. In games which begin more than two (2) hours after the scheduled starting time, the actual starting time will be used to interpret this rule.

<u>Innings pitched</u>	<u>Required Rest</u>
4 innings	48 hours
5 OR 6 innings	72 hours
7 innings	96 hours

E. A pitcher may pitch in more than one game in one day, provided the innings are consecutive innings between the two games and there is not more than fifteen (15) minutes delay between games. A pitcher who pitches in the first game is not eligible to pitch in the second game

unless he finished the first game and starts the second game. All other pitching and rest rules apply including the maximum innings per day and maximum innings per week rules.

- F. Once a pitcher has been removed from the game as a pitcher he cannot return as a pitcher regardless of the number of innings pitched. If a player is removed from the game as a pitcher in the middle of an inning, that player shall be considered to have played the entire inning for purposes of rule 811.

816. Intentional walks are allowed. To speed up the game, an intentional walk can be signaled instead of a pitched ball.

817. Playoff format will be decided by the High School League Representative.

818. It is the League policy to avoid protests as much as possible and resolve issues through discussions with the League and Division Representatives.

819. The League will take a strong stance with its players regarding their demeanor on the field and the League will enforce ejection rules as follows:

- A. If a player is ejected from a game, it is the responsibility of the manager of the ejected player to report the ejection to the League Representative immediately after the conclusion of the game. Players who are ejected for the first time will be automatically suspended for at least one game. No appeals will be heard by the High School League Representative or the AHYAA Board.
- B. If a player is ejected a second time in the same season, he must appear before the League Representative and, depending on the severity of the incidents that caused the ejections, may be suspended from the League for the balance of the season.
- C. In all cases when a player is suspended, he must be present for the game for which he is suspended and be in uniform but, of course may not play in the game. These rules apply the same to managers and coaches.

820. With certain exceptions, the League shall play under IHSA baseball rules.

821. Hitters may only use bats that have barrels that are 2 5/8 in diameter or less and with weight-length of -3. The High School League only allows wooden or BBCOR approved bats.

822. GROUND RULE UNIFORMITY FOR HIGH SCHOOL LEAGUE

- A. CENTENNIAL FIELD—A batted ball clearing the sidewalk in right and right center field on a fly is a home run. A ball crossing the walk on a bounce is a ground rule triple. A ball batted onto Burr Oak Avenue beyond the left field trees (on a bounce or a fly) is a home run.
- B. PIONEER FIELD—A batted ball clearing the sidewalk in left field is a home run. A ball crossing the walk or entering the parking lot on a bounce is a ground rule triple.

823. For other rules pertinent to the High School League, see General Rules, series 400.



## 900 / REPLAY RULES (PROTEST ONLY)

901. To participate in the replay of a protested game, a player must have been present and eligible at the time of the original game. If it is impossible to field a team under these conditions original rostered players may be used or players may be borrowed.

902. The point in the game at which replay shall begin, will be stipulated by the Rules Committee. Also stipulated by this committee will be the score, the number and position of base runners, the number of outs, the count at the plate, and the time left to play. Only the Rules Committee has the authority to order a replay in any form or to any degree.

903. The replay shall be scheduled by the League Rescheduler and the manager of the home team shall notify the Chief Umpire.

904. Eligible players shall be governed by the rules of substitution as though no time has elapsed between the protest and the replay.

905. In determining a pitcher's eligibility for a replay game, the following factors must be considered:

A. The rest rule must be observed in the current week for both preceding and succeeding games.

B. A player may pitch only if he would have been eligible to pitch at the time of the original game.

C. A player may not pitch in a replay if he spent his allowed pitching innings in a game (s) following the protested game, and within that same week, or if there would have been a violation of the rest rule within that week.

## 1000 / ALL STAR RULES

1001. All Star Games are sanctioned in all Leagues. Equipment will be provided by the managers of each team.

1002. Eligibility to participate and team composition shall be determined by the League Representative. The League Representative, or someone appointed by him, shall collect the results of the All Star balloting. The age of the players shall have no bearing on the balloting.

1003. Managers, coaches, and team pairings will be selected by the League Representative based on relevant criteria including each team's win / loss percentage at a date determined by the League Representative.
1004. The All Star Game will be scheduled by the League Representative. Any game that cannot be played for whatever reason shall be rescheduled or cancelled at the discretion of the League Representative.
1005. The duration of the All Star Game shall be established by the League Representative. Extra innings may be played if the game is tied after regulation play.
1006. Innings pitched in an All Star Game have no bearing on the player's pitching eligibility in the League.
1007. No pitcher in a Major, Junior or Varsity All Star Game can pitch more than one inning. High School all-star pitchers may pitch two innings.
1008. All players present and eligible shall bat in rotation.
1009. No player should play more than one inning more than any other player.
1010. If a player selected by his / her team cannot make the scheduled game, a replacement player from that player's team only may substitute.

#### 1100 / PLAYOFF RULES (General)

Except where specified by the League Representative, the following rules shall apply for the playoffs:

1101. Playoff rules and pairings will be established by League Representative. If the League Representative has not established rules to the contrary, ties will be broken first by the won / loss record within the division if applicable and second by the won / loss record when the tied teams played each other. If a tie remains, it will be broken by coin toss.
1102. Higher ranked teams will be the home team.
1103. The fitness of the field will be determined by the home team manager and the Chief Umpire, or the person appointed by him to make this decision.
1104. In the City Championship series there should be two (2) umpires, if possible and no father or brother of a participating player may umpire. Any complaint or appeal must be made before the start of the game.
1105. Umpires will be chosen by the Chief Umpire, and the plate umpire may not be changed during the game except in cases of emergency.
1106. There is no time limit. In case of a tie at the end of regulation play, extra innings will be played.

1107. If, for any reason, a game must be stopped before it becomes an “official” game, it shall be considered a suspended game and resumed at the exact point where play was stopped. The League pitching rule for innings per game will apply as though there has been no interruption.
1108. Playoffs will constitute a new week for pitching rules. New week will end on Saturday. All other League pitching, innings, and the rest rules apply absent exception established by the League Representative. Scheduling will not be delayed to accommodate a pitcher’s eligibility.
1109. In the event of a protest during a playoff game, the 24 hour time allowance is rescinded. Immediate notification, by telephone or in person, must be made to any member of the Rules Committee.

#### 1200 / PLAYING RULES AND DEFINITIONS

1201. ACCIDENT TO PLAYER OR UMPIRE: The ball becomes dead when an umpire calls “Time” the umpire shall call “Time” when an accident incapacitates a player or umpire. If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play. NOTE: Except in cases of light failure where it is difficult or impossible for the umpires to follow the play or an accident to a player or umpire, no umpire shall call “Time” while a play is in progress.
1202. ADJUDGED: A judgment decision by the umpire.
1203. APPEAL. The act of a fielder in claiming violation of the rules by the offensive team.
- A. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first to the next batter of either team, or before play or attempted play, the umpire shall:
1. Declare the proper batter out; and
  2. Nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter’s advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise.
- NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball such advance legal.
- B. Any runner shall be called out, on appeal, when:
1. After a fly ball is caught, he fails to retouch his base before he or his base is tagged;

2. With the ball in play, while advancing or returning to a base he fails to touch each base in order before he, or a missed base, is tagged:

APPROVED RULE:

- a. No runner may return to touch a missed base after a following has scored
- b. When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.
- c. He overruns or over slides first base and fails to return to the base immediately, and he or the base is tagged.
- d. He fails to touch homebase and homebase is tagged.

Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire.

CLARIFICATION: Intended meaning of the word “err” is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed. NOTE: Appeal plays may require an umpire to recognize an apparent “fourth out”.

If there is more than one appeal during a play that ends a half inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has “left the field” when the pitcher and all infielders have left fair territory on their way to the bench. An appeal cannot be made with a dead ball.

1204. BALK: An illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base, it is a balk when:

- A. The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;
- B. The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;
- C. The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

- D. The pitcher, while touching his plate, throws, or feints a throw' to an unoccupied base except for the purpose of making a play;
- E. The pitcher makes an illegal pitch; See Rule 1253.
- F. The pitcher delivers the ball to the batter while he is not facing the batter;
- G. The pitcher makes any motion naturally associated with his pitch while his foot is not touching the pitcher's plate;
- H. The pitcher unnecessarily delays the game;
- I. The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feigns a pitch;
- J. The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- K. The pitcher, while touching his plate, accidentally or intentionally drops the ball;
- L. The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
- M. The pitcher delivers the pitch from set position without coming to a stop.
- N. The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except when the batter is being given an intentional base on ball. He must then stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand. PENALTY: Balk.
- O. If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of the home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall awarded first base on the interference and the ball is dead.

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reached first on a hit, an error base on ball, a hit batter or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

**APPROVED RULING:** A runner who missed the first base to which he is advancing and who is called out on an appeal shall be considered as having advanced one base for the purpose of this rule.

1205. **BALL:** A ball is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone, it is a ball. If such a pitch touches the batter and the batter is not attempting to hit the pitch, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught but is treated as a dropped third strike. If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight. See Rule 1210.B.
1206. **BASE:** A base is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.
1207. **BASE COACH:** A base coach is a person who is stationed in the coach's box. The offensive team may station two base coaches on the field during its term at bat, one near first base and one near third base. Base coaches shall be limited to two in number and shall remain within the coach's box at all time. **PENALTY:** The offending base coach shall be removed from the game, and shall leave the playing field. (See Rule 1264 for interference rule.)
1208. **BASE ON BALLS:** A base on balls is an award of first base granted to a batter, who during his time at bat, receives four pitches outside the strike zone. (See rule 1329 regarding wild pitch on ball four.)
1209. **BATTER:** A batter is an offensive player who takes his position in the batter's box.
- A. Each player of the offensive team shall bat in order that his name appears in his teams batting order.
  - B. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
  - C. The batter shall take his position in the batter's box promptly when it is his turn to bat.
  - D. The batter shall not leave his position in the batter's box after the pitcher comes to set position, or starts his windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
  - E. If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared out.

- F. The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "time." The batter is not at liberty to step in and out of the batter's box at all.
- G. The batter's legal position shall be with both feet within the batter's box.  
APPROVED RULING: The lines defining the box are within the batter's box.
- H. A batter has legally completed his time at bat when he is put out or becomes a runner.

1210. **BATTER RUNNER:** A term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends. The batter a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when:

- A. Four "balls" have been called by the umpire;
- B. He is touched by a pitched ball which he is not attempting to hit unless;
  - 1. The ball is in the strike zone when it touched the batter, or
  - 2. The batter makes no attempt to avoid being touched by the ball.

NOTE: If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.

APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance.

- C. The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance to least one base, the play proceeds without reference to the interference.
- D. A fair ball touches an umpire or a runner on fair territory before to touching a fielder. NOTE: If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

1211. **BATTER BECOMES RUNNER WHEN:**

- A. He hit a fair ball;
- B. The third strike called by the umpire is not caught, provided

1. first base is unoccupied, or
2. first base is occupied with two outs;

This does not apply in the Junior League.

- C. A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory.
- D. A fair ball, after touching the ground, bounces into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery in which case the batter and the runners shall be entitled to advance two bases;
- E. Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- F. Any bounding fair ball is deflected by the fielder into the stand, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- G. Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case, the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.
1212. **BATTER'S BOX:** The area within which the batter shall stand during his time at bat. The lines defining the box are within the batter's box. A batter is out for illegal action when he steps from one batter's box to the other while the pitcher is in position ready to pitch. The batter is out if he hits the ball with one foot entirely outside of the batter's box.
1213. **BATTERY:** The pitcher and catcher.
1214. **BATTING ORDER:** The batting orders shall be exchanged by the managers or scorekeepers before the game begins. The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.
1215. **BATTING OUT OF ORDER WHEN:**
- 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.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch, or passed ball, such advance is legal.

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

APPROVED RULING: To illustrate various situations arising from batting out of turn, assume a first inning batting order is as follows:

Abel, Baker, Charles, Daniel, Ed, Frank, George, Harry, Irwin.

PLAY 1. Baker bats. With the count 2 ball, and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals.

Ruling: In either case, Abel replaces Baker, with the count on him 2 balls, and 1 strike.

PLAY 2. Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.

Ruling: (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

PLAY 3. Abel walks. Baker walks. Charles forces Baker. Ed bats in Daniel's turn. While Ed is at bat, Abel scores and Charles goes to second on a wild pitch. Ed grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel.

Ruling: (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is

called out, and Ed is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

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

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

PLAY 5. After Play 4B above, George continues to bat, (a) Harry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper lead-off batter in the next inning?

Ruling: (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Harry's triple; (b) Harry. When no appeal was made, the first pitch to the lead-off batter of the opposing team legalized George's time at bat.

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

NOTE: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams.

#### 1216. BATTER IS OUT WHEN:

- A. His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- B. A third strike is legally caught by the catcher; in the Juniors League, the third strike need not be caught.
- C. A third strike is not caught by the catcher when first base is occupied before two are out:

- D. He bunts foul on third strike;
- E. An Infield Fly is declared;
- 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 hit 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;
- I. After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runner may advance;
- J. After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;
- K. In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and is the umpire’s judgment in so doing interference 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;
- L. A fielder intentionally drops a fair fly ball or line drive with first, first and second, first and third, or first, second, and third base occupied before two are out. Runners need not retouch, and may advance at their own peril.

**APPROVED RULING:** In this situation, the batter is not out if the fielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

- M. A preceding runner shall, in the umpire’s judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete any 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, and the umpire shall call “Strike Three”, the ball is dead, and the run counts.
- O. He hits an illegally batted ball;

- P. He steps from one batter's box to the other while the pitcher is in position ready to pitch.
- Q. 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 tryout to score is called out for batter's interference.

- R. 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.
  - S. See Batter interference Rule 1262.
- 1217. BENCH (OR DUGOUT): The seating facilities reserved for players, substitutes, managers, coaches, scorekeepers, or other team members not actively engaged on the playing field.
  - 1218. BUNT: A batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield. NOTE: See rule 1212 regarding foot outside of the Batter's box.
  - 1219. CHECK SWING: A strike if in the judgment of the umpire the bat was in a forward motion at the time the ball crossed the plate. If the bat were in a reverse motion when the ball crossed the plate, it would be called a ball in the umpire's judgment.
  - 1220. CALLED GAME: One, in which, for any reason, the umpire terminates play.
  - 1221. CATCH: The act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket, or any other part of his uniform in getting possession.

It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

- 1222. CATCHER: The fielder who takes his position back of the home base.
- 1223. CATCHER'S BOX: The area within which the catcher shall stand until the pitcher delivers the ball.

1224. CATCHER'S POSITION: The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is begin given an intentional base on ball, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.  
PENALTY: Balk

1225. COACH: A team member, manager, or any person appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

1226. DEAD BALL: A ball out of play because of a legally created temporary suspension of play. When the umpire suspends play he shall call "Time." Until the umpire calls "Play," the ball remains dead.

NOTE: The dead ball must be returned to the pitcher to become live at the call of "Play"

A. While the ball is dead no players may be put out, no bases may be run and no runs may score, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an over throw, interference, or a home run or other fair hit out of the playing field.

NOTE: No appeal may be made with a dead ball.

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

1. A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;
2. 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.

3. A balk is committed; runners advance; (See Penalty 1204)
4. A ball is illegally batted, runners return;
5. A foul ball is not caught; runners return; the umpire shall not put the ball in play until all runners have retouched their bases.
6. A fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher.

NOTE: If a fair ball goes through, or by an infielder, and touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such 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 forced.

7. A pitched ball passes the catcher and lodges in the umpire's mask or paraphernalia; runners advance;
8. Any legal pitch touches a runner trying to score, runner's advance.

C. The ball becomes dead when an umpire calls "Time".

1. When in his judgment weather, darkness or similar conditions make immediate further play impossible;
2. When light failure makes it difficult or impossible for the umpire(s) to follow the play;
3. When an accident incapacitates a player or an umpire;
  - a. If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.
4. When a manager requests "Time" for a substitution, or for a conference with one of his players.
5. When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
6. When a fielder, after catching a fly ball, falls into bench or stands, or falls across ropes into a crowd when spectators are on the field.

NOTE: If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.

7. When an umpire orders a player or any other person removed from the playing field.
8. Except in the cases stated in paragraphs (3) and (3a) of this rule, no umpire shall call "Time" while a play is in progress.

1227. **DEFENSE:** The team, or any player of the team, in the field. The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

1228. **DEFLECTED BATTED BALL:** The batter becomes a runner when:

- A. Any bounding fair ball is deflected by the fielder into the stands, or over or under fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- B. Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only. Each runner including the batter-runner may, without liability to be put out, advance:
  - 1. To home base, scoring a run, if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;
  - 2. Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines.

1229. DELAY OF GAME:

- A. By Batter: If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared out.
- B. By Pitcher: The pitcher shall not intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position except in an attempt to retire a runner.

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

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

NOTE: The intent of rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

1230. DISCIPLINE OF TEAM PERSONNEL:

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

- B. No manager, player substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:
1. Incite, or try to incite, by word or sign a demonstration by spectators;
  2. Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
  3. Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- C. No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

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

- D. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues:

**PENALTY:** If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

1231. **DISCOLOR OR DEFACE BALL:** No player shall intentionally discolor or damage the ball by rubbing it with soil, resin, paraffin, licorice, sandpaper, emery paper or other foreign substance.

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

1232. **DOUBLE HEADER:** Two regularly scheduled or rescheduled games, played on the same day.

1233. **DOUBLE PLAY:** A play by the defense in which two offensive players are put out as a result of continuous action, providing there is not error between putouts.

- A. A force double play is one in which both putouts are force plays.
- B. A reverse force double play is one in which the first out is made at first base and the second out is made by tagging a runner who originally was force, before the runner touches the base to which he was forced.

1234. **DROPPED THIRD STRIKE:** (Not called in Junior League)

- A. The batter becomes a runner when the third strike called by the umpire is not caught, providing:
  - 1. First base is unoccupied.
  - 2. First base is occupied with two out.
- B. A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out.

1235. **EJECTED PLAYER:** When a manager, player, coach or other person is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall either leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen.

**IMPORTANT:** See Rule 420.

1236. **EQUIPMENT THROWN AT BALL:** Each runner including the batter-runner to be put out, advance:

- A. To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touches all bases legally; or if a fair ball which, in the umpire's judgment would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;
- B. Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;
- C. Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home at his peril;
- D. Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;
- E. Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;

**APPROVED RULING:** The thrown glove or detached cap or mask etc., must touch the ball. There is no penalty if the ball is not touched. The penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

1237. **FAIR BALL:** A batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second, or third base, or that,

while on or over fair territory, touches the person of an umpire out of the playing field in flight. NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul and a fielder throws the ball to first base, the batter is not out. If a fly ball lands on or beyond first or third base, and then bounces to foul territory, it is a fair hit.

1238. FAIR TERRITORY: 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. When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

- A. The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls. The catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

PENALTY: Balk.

- B. The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;
- C. Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;
- D. Except the batter, or a runner attempting to score, no offensive player shall cross the catchers' lines when the ball is in play.

1239. FAIR BALL BOUNCES OUT OF PLAY: A batter becomes a runner when:

- A. A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
- B. Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- C. Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;

Each runner including the batter-runner may without liability to be putout, advance two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines.

1240. FIELDER: Any defensive player.

1241. FIELDER'S CHOICE: The act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers.

- A. To account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner;
- B. To account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and
- C. To account for the advance of a runner made solely because of the defensive team's indifference. (Undefended Steal)

1242. FIELDER FALLS INTO DUGOUT:

- A. The ball becomes dead when an umpire calls "Time". The umpire shall call "Time", when a fielder, after catching a fly ball, falls into a bench or stand or falls across ropes into a crowd when spectators are on the field.

NOTE: If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own risk.

- B. Each runner including the batter-runner may, without liability to be put out, advance two bases, if a fair ball bounces or is deflected out of bounds.

1243. FLY BALL: A batted ball that goes high in the air in flight.

1244. FORCE PLAY: A play in which a runner legally loses his right to occupy a base by reason 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 hit sharply to first basemen 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 than 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 tried to retouch before throw from fielder reached first baseman, but does not get back in time and is out. Three outs. If, in the umpires' judgment, the runner from third touched home base before the ball was held at first base, the run counts.

1245. **FORFEITED GAME:** A game declared ended by the umpire in favor of the offended team for violation of the rules. A game may be forfeited to the opposing team when a team:

- A. Fails to appear upon the field, or being upon the field refuses to start play within 15 minutes after the umpire has called "Play" at the appointed hour for beginning the game unless, such delayed appearance is in the umpire's judgment, unavoidable;
- B. Employs tactics deliberately designed to delay or shorten game;
- C. Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
- D. Fails to resume play, after a suspension, within one minute after the umpire has called "Play."
- E. After warning by the umpire, willfully and persistently violates any rules of the game;
- F. Fails to obey within a reasonable time the umpire's order for removal of a player from the game;
- G. Is unable or refuses to place nine players on the field.

**NOTE:** If the umpire declares a game forfeited he shall notify the Chief Statistician within twenty-four hours thereafter, but failure of such notification shall not affect the forfeiture.

1246. **FOUL BALL:** A batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or players, or any object foreign to the natural ground.

**NOTE:** A foul fly shall be judged according the relative position of the ball and the foul line including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

**APPROVED RULING:** The exact position of the ball determines whether it is foul or fair, not the position of the fielder's body when he touches the ball.

**APPROVED RULING:** Without touching a fielder, a batted ball hits the pitching rubber rebounds over catcher's head, or to foul territory between home and first, or between home and third base. This is a foul.

1247. **FOUL TERRITORY:** That part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

1248. FOUL TIP: A batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

1249. GROUND BALL: A batted ball that rolls or bounces close the ground.

1250. GROUND RULES: Before the game begins the umpire shall require strict observance of all rules governing implements of play and equipment of players. The manager of the home team shall present to the umpire and the opposing manager any ground rules he thinks necessary covering the overflow, of any other contingencies. If these rules are acceptable to the opposing manager they shall be legal. If these rules are unacceptable to the opposing manager, the umpire shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.

1251. HOME TEAM: See Rule 422 and playoff Rule 1102.

1252. ILLEGAL: Contrary to the rules.

1253. ILLEGAL PITCH:

- A. A pitch delivered to the batter when the pitcher doesn't have his pivot foot in contact with the pitcher's plate.
- B. When a pitcher brings his pitching hand in contact with his mouth or lips, without wiping his hand off, before making contact with the pitching rubber.

PENALTY: For violation of this part of this rule the umpire shall immediately call a ball. However, if the pitch is made and a batter reaches first base on a hit or error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

- C. Apply a foreign substance of any kind to the ball;
- D. Expectorate on the ball, either hand or his glove;
- E. Rub the ball on his glove, person or clothing;
- F. Deface the ball in any manner;
- G. Deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course, is allowed to rub the ball between his bare hands

PENALTY: For violation of any part of this rule C thru G, the umpire shall:

- 1. Call the pitch a ball, warn the pitcher.

2. In the case of a second offense by the same pitcher in the same game, the pitcher shall be disqualified from the game.
3. If a play follows the violation called by the umpire, the manager of the offense may advise the plate umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on ball, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
4. Even though the offense elects to take the play, the violation shall be recognized and the penalties in (A) and (B) shall be in effect.
5. The umpire shall be the sole judge on whether any portion of this rule has been violated.

H. A quick return pitch.

NOTE: If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on ball, a hit batter or otherwise. An illegal pitch when runners are on base is a balk.

1254. ILLEGALLY BATTED BALL:

- A. One hit by the batter with one or both feet on the ground entirely outside the batter's box.
- B. One hit with an illegal bat. APPROVED RULING: Batter is out.

1255. INFIELDER: A fielder who occupies a position in the infield. 40

1256. INFIELD FLY (Not called in the Junior League): A fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declassé "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly if Fair." If fair, the ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

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

APPROVED RULING: Batter is out.

**APPROVED RULING:** Any runner is out when 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.

**NOTE:** If runner is touched by an Infield fly when he is not touching his base, both Runner and batter are out.

- 1257. **INFLIGHT:** This describes a batted, thrown, or pitched ball which has not yet touched ground or some object other than a fielder.
- 1258. **IN JEOPARDY:** A term indicating that the ball is in play and an offensive player may be put out.
- 1259. **INNING:** That portion of a game within which the teams alternate an offense and defense and in which there are three outs for each team. Each team's time at bat is a half inning.
- 1260. **INTENTIONALLY DROPPED BALL:** A batter is out when a fielder intentionally drops a fair fly ball or line drive, with first, first second, first and third, or first, second, and third base occupied before two are out. Runners need not retouch, and may advance at their own peril.

**APPROVED RULING:** In this situation, the batter is not out if the fielder permits the ball to drop untouched to the ground, except when the Infield fly rule applies.

- 1261. **INTERFERENCE (Ball becomes dead):** No one except authorized personnel shall be allowed on the playing field during a game. In case of unintentional interference with play by any authorized person, except umpires, the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- 1262. **INTERFERENCE BY BATTER:**
  - A. A batter is out when 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;
  - B. A batter is out for illegal action when 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 batters' interference.

C. If is interference by a batter or runner when:

1. After a third strike he hinders the catcher in his attempt to field the ball;
2. 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;
3. He intentionally deflects the course of a foul ball in any manner;
4. 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;
5. Any member(s) 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 interference of his teammate(s);
6. Any batter or runner who has just been out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of this teammate;
7. 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 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 actions by a runner;
8. 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.
9. 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.
10. With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;

11. 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;
12. He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that there are two or more fielders attempting to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;
13. 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 the batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder, and that no other infielder had 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.
14. Any runner is out when 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.

**PENALTY FOR INTERFERENCE:** The runner is out/the ball is dead.

1263. **INTERFERENCE WITH BATTER:** The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when the catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.

**APPROVED RULING:** Each runner, other than the batter, may without liability to be put out, advance one base when while he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

**NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before

attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.

1264. INTERFERENCE BY BASE COACH:

- A. 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.
- B. If in the judgment of the umpire, the base coach at third base, or first base, touching or holding the runner, physically assist him in returning to or leaving third base or first base the runner shall be called out and the ball is dead.
- C. If there is a runner on third base, and the base coach leaves his box and acts in any manner to draw a throw by a fielder, the runner shall be called out, and the ball is dead.

1265. INTERFERENCE BY CATCHER:

- A. See Rule 1262.
- B. When a runner is attempting to steal a base, and the batter is interfered with by the catcher, the runner is allowed to advance without liability to be put out.
- C. If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead. The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.

1266. INTERFERENCE WITH CATCHER: See Rule 1216.Q

1267. INTERFERENCE DEFENSIVE: The act by a fielder which hinders or prevents a batter from hitting a pitch.

1268. INTERFERENCE OFFENSIVE: 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. If a batter or runner continues to advance after he has been put out, he shall not by that act be considered as confusing, hindering, or impeding the fielders. The players, coaches, or any member of an offensive team shall

vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

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

1269. **INTERFERENCE BY RUNNER:** See Rule 1262.C.

1270. **INTERFERENCE WITH RUNNER:** See Rule 1279 Obstruction.

1271. **INTERFERENCE WITH SPECTATOR:** This occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. When there is spectator interference with any throw or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

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

1272. **INTERFERENCE BY UMPIRES:**

A. When an umpire hinders impedes or prevents a catcher's throw attempting to prevent a stolen base.

**APPROVED RULING:** When 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.

B. When a fair ball touches an umpire on fair territory before passing a fielder.

**NOTE:** If a fair ball touches an umpire walking in the infield after it has bounded past, or over, the pitcher, it is a dead ball. (See Rule 1210.D.)

1273. **LEGAL:** (or legally) In accordance with these rules.

1274. **LEGAL PARTICIPANTS:** Players and substitutes of both teams shall confine themselves to their team benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, bat boys, and scorekeepers shall occupy a bench during a game.

1275. **LINE DRIVE:** A batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

1276. **LIVE BALL:** A ball which is in play. After the umpire calls "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no appeal may be made, no bases may be run and no runs may be

scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair hit out of the playing field.

NOTE: The dead ball must be returned to the pitcher to become live at the call of "Play".

1277. MANAGER: A person appointed by a League Official responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

- A. The manager shall introduce himself to the umpire(s).
- B. The manager may advise the umpire that he has delegated specific duties prescribed by the rules to another person, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.
- C. If a manager leaves the field, he shall designate another person as his substitute, and such substitution manager shall have the duties, rights, and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire shall designate another person as substitute manager.

1278. MISSED BASE:

- A. In advancing, a runner shall touch first, second, third and home base in order. If forced to return he shall retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to his original base.
- B. When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.
- C. Any runner is out when in running or sliding for home base, he fails to touch home base before being tagged. If he leaves the field, a fielder may touch home base while holding the ball and appeal to the umpire for the decision.
- D. Any runner shall be called out, on appeal, when with the ball in play while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.

APPROVED RULING:

- 1. No runner may return to touch a missed base after a following runner has scored.

- 2. When the ball is dead no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.
- E. Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding no following runners shall score.
1279. **OBSTRUCTION:** 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. When obstruction occurs, the umpire shall call or signal "Obstruction."
- A. If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.
  - B. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his judgment will nullify the act of obstructing.
  - C. The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.
1280. **OFFENSE:** The team, or any player of the team, at bat.
1281. **OUT:** One of the three required retirements of an offensive team during its time at bat.
1282. **OUTFIELDER:** A fielder who occupies a position in the outfield, which is the area of the playing field most distant from home plate.
1283. **OVERSLIDE:** The act of an offensive player when he slides to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.
1284. **OVER-RUNNING FIRST BASE**
- A. A batter-runner cannot be tagged after overrunning or over sliding first base if he returns immediately to the base.
  - B. If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.

- C. If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag.
- D. If the runner attempts to run to second he is out when tagged. If, after overrunning or over sliding first base he starts toward the dugout, or bench, 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.

1285. PENALTY: The application of these rules following an illegal act.

1286. PERSON: A player or an umpire is any part of his body, his clothing or his equipment.

1287. PITCH: A ball delivered to the batter by the pitcher. Distinguish clearly the difference between a pitch and a thrown ball. A pitch is exclusively the delivery of the ball to the batter. All other deliveries of the ball by one player to another are thrown balls.

1288. PITCHER: The fielder designated to deliver the pitch to the batter. The pitcher's PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

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

1289. PITCHER BECOMES INFIELDER: See Rule 1290.E.

1290. PITCHER'S LEGAL POSITION: There are two legal pitching positions. 1.) The Windup Position, 2.) The Set Position. Either position may be used at any time. Pitchers may take signs from the catcher while standing on the rubber.

- A. THE WINDUP POSITION: The pitcher will stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter he may take one step backward, and one step forward with his free foot.

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

- B. **THE SET POSITION:** Set position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "The Stretch". But, if so elects, he shall, come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. The pitcher in Set Position shall face the batter with the foot other than his pivot foot in front of a line which is an extension of the front edge of the pitcher's plate.
  - C. At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw". A snap throw followed by the step directly toward base is a balk.
  - D. If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.
  - E. If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.
1291. **PITCHER'S PREPARATORY PITCHES:** When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. Such preparation pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow him as many pitches as the umpire deems necessary
1292. **PITCHER TAKE SIGNS WHILE ON RUBBER:** See Rule 1290.
1293. **PITCHER THROWING AT BATTER:** This is an intentional pitch at the batter. If, in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game. To pitch at a batter's head is unsportsmanlike and highly dangerous. It

should BE AND IS condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

1294. PITCHER THROWING TO BASE:

- A. Each runner including the batter-runner may, without liability to be put out, advance one base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes out of play.
- B. See Rule 1290.C.

1295. PLAY: The umpire's order to start the game or to resume action following any dead ball.

1296. PLAYER'S POSITION: See Rule 1238.

1297. QUICK RETURN: A pitch made with obvious intent to catch a batter off balance. It is an illegal pitch.

1298. REGULATION GAME: See Official Game (in index).

1299. RESUMING PLAY: Play shall be resumed after the ball is dead when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play". The plate umpire shall call "Play" as soon as the pitcher takes his place on his plate with the ball in his possession.

1300. RETOUCH: The act of a runner in returning to a base as legally required.

1301. REVERSE RUN PROHIBITED: Any runner is out when after he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "time" and declare the runner out.

1302. RUN: The score made by an offensive player who advances from batter to runner and touches first, second, third base and home bases in that order.

1303. RUN DOWN: The act of the defense in an attempt to put out a runner between bases.

1304. RUNNER: An offensive player who is advancing toward, or touching, or returning to any base.

1305. RUNNER OUT.

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

**APPROVED RULING:** When a batter becomes a runner on third strike not caught, and starts for his bench or position he may advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he touches first base.

- B. When 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 hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional the following penalty shall apply. With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out.
- C. When he is tagged, when the ball is alive, while off his base.

**EXCEPTION:** A Batter-runner cannot be tagged out after overrunning or over sliding first base if he returns immediately to the base.

**APPROVED RULING:**

1. If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.
  2. If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base, if in umpire's judgment, he touches or occupies the point marked by the dislodged bag.
- D. When he fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play. Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called foul tip is not caught, it becomes an ordinary foul. Runners then return to their bases.
- E. When he fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he over slides or over runs the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced. Over sliding and overrunning situations arise at bases other than first base. For instance, before two are out and

runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but over slides the base. The relay is made to first base and the batter-runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.

- F. When 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; NOTE: If runner is touched by an Infield Fly when he is not touching the base, both the runner and batter are out. If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.
- G. When 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. When he passes a preceding runner before such runner is out;
- I. When after he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;
- J. When 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 over sliding 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. When in running or sliding for home base, he fails to touch home base before being tagged. If he leaves the field, a fielder may touch home base while holding the ball and appeal to the umpire for the decision.
- L. See Rule 1262.C, See Rule 1268.

#### 1306. RUNNER ENTITLED TO BASE:

- A. A runner acquires the right to an unoccupied base when he touched it before he is out. He is then entitled to it until he is put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously, occupied base.

- B. Two runner 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.

1307. RUNNER TOUCH REQUIREMENTS: See Rule 1278.A, See Rule 1305.D, See Rule 1203.B.

1308. RUNNING OUT OF LINE: See Rule 1305.A. See Rule 1216.K.

1309. RUNNERS ADVANCE:

- A. See Rule 1226.B.

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

1. There is a balk;
2. The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance.
3. A fielder, after catching a fly ball, falls in to a bench or stand, or falls across ropes into a crowd when spectators are on the field.
4. While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

Note: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base. A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril.

- C. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score. Each runner including the batter-runner may, without liability to be put out, advance:

1. To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touches all bases legally; or if a fair ball which, in the umpires' judgment would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;

2. Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;
3. Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril;
4. Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;
5. Two bases if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;
6. Two bases, if a fair ball bounces or is deflected out of play; or through or under shrubbery; or if it sticks in such shrubbery;
7. Two bases when with no spectators on the playing field a thrown ball goes out of play (whether or not the ball rebounds into the field; or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the wild throw was made.

**APPROVED RULING:** If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

8. One base, if a ball, pitched to batter or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand, or a bench, or over or through a field fence or backstop. The ball is dead.
9. One base, if the batter becomes runner on "ALL FOUR OR STRIKE THREE", when the pitch passes the catcher and lodges in the umpires mask or paraphernalia.

**NOTE:** If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

See Rule 1279.

1310. **SAFE:** A declaration by the umpire that a runner is entitled to the base for which he was trying.

1311. SCORING:

- A. One run shall score each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made:

1. by the batter-runner before he touches first base;
2. by any runner being forced out; or
3. by a preceding runner who is declared out because he failed to touch one of the bases.

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

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

- C. The score of a regulation game is the total number of runs scored by each team at the moment the game ends.
1. The game ends when the visiting team completes its half of the last inning if the home team is ahead.
  2. The game ends when the last inning is completed if the visiting team is ahead.
  3. If the home team scores the winning run in its half of the last inning, (or it's half of an extra inning after a tie), the game ends immediately when the winning run is scored.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base running rules, and the game ends when the batter-runner touches home plate.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the last or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

4. called game ends at the moment the umpire terminates play.

**EXCEPTION:** If the game is called during an uncompleted inning, the game ends at the end of the last previous completed inning in each of the following situations:

- a. The visiting team scores one or more runs to tie the score in the uncompleted inning, and the home team does not score;
- b. The visiting team scores one or more runs to take the lead in the uncompleted inning, and the home team does not tie the score or retake the lead.

**NOTE:** Baseball is so genuinely a team game that an error of omission, as well as an error of commission, can and frequently does nullify the brilliant play of a teammate.

**APPROVED RULING:** No run shall score during a play in which the third out is made by the batter-runner before he touched first base. **EXAMPLE:** One out, Jones on second, Smith on first. The batter, Brown, hits safely, Jones score. Smith is out on the throw to the plate. Two outs, but Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three out. 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.

**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.

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

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

**APPROVED RULING:** Two out, bases full, batter hits home run over the 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, if an appeal is made, as applied to the following runners.

**APPROVED RULING:** One out, Jones on third, Smith on first, and Brown flies out to right field. Two out. Jones tags up and scores after the catch. Smith attempted to return to first, but the

right fielders throw beat him to the base. Three outs. But, Jones had scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

1312. SET POSITION: One of the two legal pitching positions. (See Rule 1290.B.)

1313. SPECTATORS BARRED FROM FIELD: No person except authorized personnel is allowed on the playing field.

1314. SPECTATORS TOUCHING BATTED OR THROW BALL: See Rule 1271.

1315. SQUEEZE PLAY: A term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

1316. STARTING GAME:

- A. The manager of the home team shall be the sole judge as to whether a game shall be started because of unsuitable weather condition or the unfit conditions of the playing field. (See Rule 426.)

EXCEPTION: When necessary, officials of the League may intervene.

- B. The umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. He shall not call the game until at least twenty minutes after he suspended play. He may continue the suspension as long as he believes there is any chance to resume play.

1317. STRIKE: A legal pitch when so called by the umpire, when it:

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

1318. STRIKE ZONE: That space over home plate which is between the batter's armpits and the top of his knees when he assumes his natural stance. The umpire shall determine the strike zone according to the batter's usual stance when he swings at a pitch.

1319. **SUBSTITUTES:** See Rule 414.
1320. **SUSPENDED GAME:** A called game which is to be completed at a later date. (See Rule 428.)
1321. **TAG:** 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.
1322. **THROW:** The act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always from pitch.
1323. **TIE GAME:** A regulation game which is called when each team has the same number of runs.
1324. **TIME:** The announcement by an umpire of a legal interruption of play, during which the ball is dead.
1325. **TOUCH:** To touch a player or umpire is to touch any part of his body, his clothing or his equipment.
1326. **TRIPLE PLAY:** A play by the defense in which three offensive players are put out as a result of continuous action providing there is no error between put outs.
1327. **UNSPORTSMANLIKE CONDUCT:**
- A. No manager, player, substitutes, coach, trainer, or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere;
    - 1. Incite, or try to incite, by word or sign a demonstration by spectators;
    - 2. Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectators;
    - 3. Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make a pitcher commit a balk.
  - B. No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. **PENALTY:** The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified
1328. **VISITS TO THE MOUND:** This league shall adopt the following rule pertaining to the visit of the manager/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 this 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;
- 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.

1329. **WILD PITCH:** A pitch so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher. (See Rule 1330.B.2 regarding wild pitch on ball four.)

1330. **WILD THROWS:**

- A. See Rule 1264.A.
- B. Each runner including the batter-runner may without liability to be put out, advance;
  - 1. One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes out of play, the ball is dead.
  - 2. One base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpires' mask or paraphernalia. NOTE: If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.
  - 3. Two bases when, with no spectators on the playing field, a thrown ball goes out of play (whether or not the ball rebounds into the field), or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators, or out of play. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of runners at the time the wild throw was made.

**APPROVED RULING:** If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made. In certain circumstances it is impossible to award a runner two bases. **EXAMPLE:** Runner

on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

**APPROVED RULING:** Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base.

1331. **WIND-UP POSITION:** One of the two legal pitching positions. (See Rule 1290.A.)

## 1400 / UMPIRES

1401. Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty.

Keep your uniform in good condition. Be active and alert on the field. Be courteous, always, to club official. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.

Do not allow criticism to keep you from studying our bad situations that may lead to protested games. Carry your rulebook. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed. Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control. You no doubt are going to make mistakes, but never attempt to “even up” after having made one. Make all decisions as you see them and forget which is the home or visiting club.

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.

Do not come running with your arm up or down, denoting “out” or “safe”. Wait until the play is completed before making any arm motion.

Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players’ appeals to “ask the other man”. If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correctly. If in doubt, don’t hesitate to consult your associate. Umpire dignity is important but never as important as “being right”.

A most important rule for umpires is always “**BE IN POSITION TO SEE EVERY PLAY**”.

Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.

Finally, be courteous, impartial, and firm, and so compel respect from all.

1402.

- A. The Chief Umpire in each league shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- B. Each umpire is the representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager, or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
- C. Each umpire has authority to rule on any point not specifically covered in these rules.
- D. Each umpire has authority to disqualify any players, coach, manager, or substitute for objecting to judgment decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. See General Rule #41 1.
- E. Each umpire has authority at his discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.

1403.

- A. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- B. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision. See General Rule 429.
- C. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

- D. No plate umpire may be replaced during a game unless he is injured or becomes ill.

1404.

- A. If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (Usually behind the catcher, but sometimes, behind the pitcher if there are runners).
- B. If there are two or more umpires, one shall be designated plate umpire and the other field umpire, or base umpire.

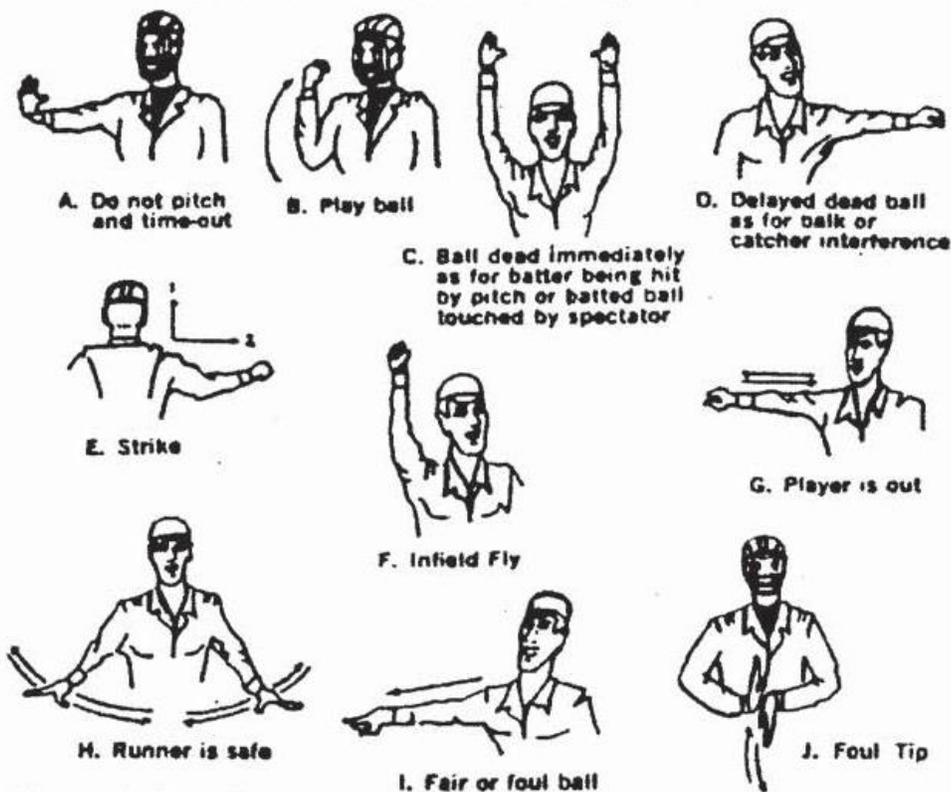
1405.

- A. The plate umpire shall stand behind the catcher. His duties shall be to:
  - 1. Take full charge of, and be responsible for, the proper conduct of the game;
  - 2. Call and count ball and strikes;
  - 3. Call and declare fair balls and fouls except those commonly called by field umpires;
  - 4. Make all decisions on the batter;
  - 5. Make all decisions except those commonly reserved for the field umpires;
  - 6. Decide when a game shall be forfeited;
  - 7. If a time limit has been set, announce the fact and the time set before the game starts;
  - 8. Announce any special ground rules, at his discretion.
- B. A field umpire may take any position of the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:
  - 1. Make all decisions on the bases except those specifically reserved to the plate umpire.
  - 2. Take concurrent jurisdiction with the plate umpire in calling "time, balks, illegal pitches, or defacement or discoloration of the ball by any player.
  - 3. Aid the plate umpire in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the plate umpire in administering and enforcing the rules and maintaining discipline.

- C. If different decisions should be made on one play by different umpires, the plate umpire shall call all the umpires into consultation with no manager or player present. After consultation, the plate umpire shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

1406. UMPIRE SIGNALS:

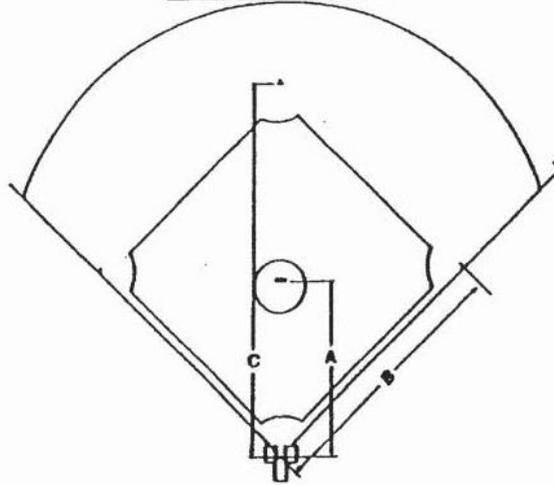
National Federation Baseball Umpire's Signals



Umpire's Signals:

- A. Right arm straight out front with palm outward and fingers up—signifies don't pitch and ball is dead.
- B. Beckoning motion with right hand at head level while facing pitcher—signifies play is to start or be resumed and simultaneously umpire calls "Play ball."
- C. Both hands open above the head—signifies ball is dead Immediately.
- D. Left fist extended to the side at shoulder height—signifies an infraction for which: (1) the penalty may be ignored; or (2) bases may be awarded after no further advance is possible. Illustrations are: (1) an illegal pitch, a balk, catcher or umpire interference; and (2) fielder's illegal use of equipment in checking a ball and obstruction by a fielder.
- E. Strike—fist up and then out away from body.
- F. Right fist held above the head—signifies infield fly.
- G. Out—Pumping clenched fist motion.
- H. Open hands moved in wide horizontal arc above waist height—signifies a runner is safe.
- L Fair or foul ball; if foul, umpire calls "Foul Ball."
- J. Foul tip—The palms of the hands glance off each other as they pass.

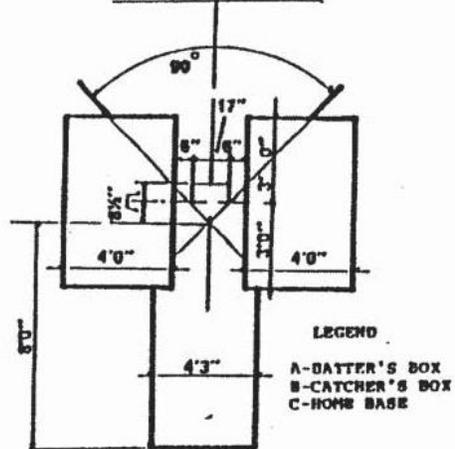
FIELD DIMENSIONS



DISTANCES BY LEAGUE

	A	B	C
JUNIOR	44'	60'	84' 10"
MAJOR	48'	70'	99'
VARSITY	54'	80'	113' 2"
SENIOR	60'	90'	127' 3"

HOME BASE LAYOUT



## **INDEX**

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