

South Florida Recreational Sports Alliance	Version: 2.0
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SOUTH FLORIDA RECREATIONAL SPORTS ALLIANCE
OFFICIAL BASEBALL GAME RULES
Version 2.0

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REVISION HISTORY

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2 January 2013	1.0	Includes modifications made to Section 5.0 regarding Official Bats. Makes reference to USSSA Bat rules.	Mike Sanchez	Alex Guzman
25 May 2014	2.0	Add revisions and clarifications for future interleague and tournament play.	David Cofino	Alex Guzman

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Introduction

The South Florida Recreational Sports Alliance (SFRSA) has incorporated the Official Rules of Baseball as published by Major League Baseball on MLB.com including the Comments sections directly into the Official Baseball National By-laws & Rules at the appropriate places. Comments are a simplified explanation of the written rule or particular situation pertaining to the written rule and help interpret and / or elaborate on the basic written rules and in essence shall have the same authority, authorization, effect, influence, power, right and weight as the written rules themselves when applied to the particular intended sections.

This arrangement will give quicker access to any written language pertaining to the rules and does not require a reader to refer to different sections in the rulebook or different rulebooks when considering the application of a particular written rule to a particular situation or play. The Official Rules of Baseball as published by Major League Baseball on MLB.com shall govern any item not specifically covered herein. Any reference to a particular gender contained within these Official Baseball National By-laws & Rules such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

1.0 TEAM & INDIVIDUAL PLAYER ELIGIBILITY

Team and individual player eligibility shall be mandated by the South Florida Recreational Sports Alliance Organizational By Laws.

2.0 OBJECTIVE OF THE GAME

Baseball is a game between two teams, under direction of a manager, played on an enclosed field in accordance with these rules, under the jurisdiction of one (1) or more umpires.

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

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

3.0 PLAYING FIELD

The playing field shall be laid out according to the recommended dimensions contained within these rules.

AGE DIVISION	BASES	PITCHING	FOUL LINES	CENTER FIELD
6U	50'	N/A	140'	175'
8U	60'	40'	160'	185'
10U	65'	46'	180'	210'
11U	70'	50'	230'	275'
12U	70'	50'	230'	275'
13U	80'	54'	275'	300'
14U – 54/80	80'	54'	275'	300'

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14U – 60/90	90'	60' 6"	320'	375'
16U	90'	60' 6"	320'	375'
18U	90'	60' 6"	320'	375'

For specific details on field layout including recommended direction of play, recommended fair and foul territory requirements, recommended infield and outfield grades, pitcher's mound height and slope, batter's and catcher's box dimensions, and base and home plate size and construction should be referred to the Official Rules of Baseball as published by Major League Baseball on MLB.com.

The pitcher's plate shall be a rectangular slab of whitened rubber set in the ground that measure:

- (a) Eighteen (12) inches by four (4) inches for age divisions 4U – 18U and;
- (b) Twenty four (24) inches by six (6) inches for age divisions 13U – 18U.

Player's Bench Player's benches shall be provided, one each for the home team and visiting team. They should be roofed and should be enclosed. Exception to this rule is allowed for the 6U and 8U Divisions pursuant to prior approval.

4.0 OFFICIAL BALL

Shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together; It shall weigh no less than five (5) nor more than five and one fourth (5 1/4) ounces avoirdupois; It shall measure not less than nine (9) or more than nine and one fourth (9 1/4) inches in circumference. For 6U a Level 5 Safety ball must be approved by the tournament director prior to its use in games.

Altered Balls - An Altered Ball is one which has had its physical structure changed in any way, including (but not limited to) balls that have been frozen, micro-waved, heated, melted, cooled, recovered, re-stitched, surface modified to be rougher or softer, etc. Altered Balls and the potential of a ball being altered and those suspected of altering, owning or using an altered ball (or determined to have altered, owned or used an Altered Ball) shall be viewed as falling under the same rules in place above for Altered bats, below.

5.0 OFFICIAL BAT To ensure safety and equipment uniformity, the SFRSA will adopt Rule 2 Sec. 2 Bats of the USSSA Rule Book. Applicable excerpts are herewith provided and modified for use with the SFRSA Game Rules.

The Official Bat shall be round in cross section of the barrel and taper, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle, and not more than 2-1/4 inches in diameter for small barrel bats and not more than 2 and 3/4 inches for big barrel bats at its largest part. Its weight shall not exceed 31-ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. All key graphics, including BBCOR, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.

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5.1 Material THE BAT may be made of hard wood of one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. THE BAT may also be made of aluminum or other metals, fiberglass, graphite or composite materials.

5.2 Construction. The bat may be made in pieces from different materials but must have a closed barrel end, a taper, a handle and a taper. The bat may be modular with interchangeable parts, subject to additional safety and tampering requirements as set forth with standard industry requirements. The knob portion must be welded or mechanically attached to the bat.

5.3 Big Barrel Bats 14U & Below ($2\frac{5}{8}''$ or $2\frac{3}{4}''$) - EFFECTIVE January 1, 2012 and applicable to 14U and younger divisions; A BIG BARREL BAT (defined as no more than $2\frac{3}{4}$ inches diameter and no more than 36 inches in length) must have the new permanent USSSA Mark on its taper, or be a qualified BBCOR bat; or be a wood bat. Bats must be manufactured by a USSSA licensed bat manufacturer as listed on the USSSA website, www.ussa.com.

A qualified BBCOR bat is a big barrel bat that is made by a USSSA approved bat licensee, has a BBCOR mark permanently attached to the bat that is recognized by NHSF as a legal bat for NHSF sanctioned play and has no more than a minus 3 ounces difference from the length of the bat. Minimum bat length is 29 inches.

USSSA marks and other graphics of the bat must be applied permanently and must be applied by the USSSA licensed manufacturer. No stickers or decals are allowed and no one may add graphics to a bat once manufactured. The use of a bat with graphics not applied by the manufacturer will be use of an altered bat and subject to suspension under the USSSA Altered Bat rules. In addition to being in violation of the USSSA and SFRSA Altered Bat rules, any use, creation or application of a USSSA mark without written permission of USSSA is a violation of Federal Trademark law and may result in prosecution by USSSA.

This applies to all big barrel bats, including Coach Pitch bats.

5.4 Small Barrel Bats - EFFECTIVE January 1, 2012; A SMALL BARREL BAT (defined as no more than $2\frac{1}{4}''$ or less in diameter) must have the new permanent USSSA Mark on its taper, or have the old permanent USSSA mark ("USSSA 1.15 BPF") or be a wood bat. The aforementioned, must be manufactured by an approved USSSA Bat Licensee as listed on the USSSA website www.ussa.com.

5.4 Wood Bat EFFECTIVE January 1, 2012 and applicable to 15U and Above Divisions, (15U – 18U scholastic divisions). All bats for scholastic divisions 15U – 18U must conform to the NFHS (National Federation of High School Association) bat limitations including a length to weight ratio no greater than negative three (-3) ounces. These bats must be NHSF approved.

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5.5 Altered Bat Director Inspection and Suspension. A SFRSA Director may at any time ask to inspect a bat that has been brought into the location of a SFRSA sponsored event. The owner and/or user may either:

- (a) Withhold the bat from inspection and accept an immediate two year (automatic life for second time offenders) suspension from SFRSA sponsored activities with no right to appeal; or,
- (b) Allow the Director to inspect the bat and reach a conclusion as to whether or not the bat might be altered.

5.6 Altered Bat Determination by Altered Bat Committee Chairman or Manufacturer.

If, after making the inspection of a potential altered bat, the Director in his discretion decides that the bat might be an altered bat, the suspected offending owner and/or user and may either:

- (a) Withhold the bat from further examination by the SFRSA Altered Bat Committee Chairman or Manufacturer of the bat and accept an immediate two year (up to life for second time offenders under sections E and/or EI) suspension from SFRSA sponsored activities with no right to appeal; or
- (b) Allow the Director to send the bat to the SFRSA Altered Bat Committee Chairman and/or Manufacturer of the bat for a determination as to whether or not the bat is altered. If the Manufacturer or the SFRSA Altered Bat Committee Chairman determines that the bat has been altered, the Altered Bat Committee Chairman in consultation with the Director who inspected the bat at the SFRSA facility may suspend a first time offender for up to five (5) years from SFRSA play. For a second time offender, any such suspension will be for to life.

5.7 Ownership and Knowledge of Bat Being Altered. The responsibility for knowing whether a bat is altered is that of the users and the owner of the bat. If an individual uses an altered bat in SFRSA sponsored play or is the owner of an altered bat, the suspensions under this Rule 2, Section 1 will be imposed without regard to what the individual actually knew about the altered bat.

An individual must know that his bat is not an altered bat, if he used it in a SFRSA sponsored activity. If not, the individual can be suspended from SFRSA activities for using or owning an altered bat. The fact that the individual did not know that the bat was altered is not a factor in imposing the suspension. The only question is whether the bat is altered or whether the owner/user has refused to let the bat be examined to determine if it is altered.

After the Director, Altered Bat Committee and Manufacturer examination of a bat to determine if it is altered have all been completed, or upon the decision of the owner/user to not allow further inspection of the bat, the bat shall be returned to the owner. If no one claims to be the owner, SFRSA shall retain the bat. Once the bat has been returned to the owner, no appeal can be made with respect to whether the bat is altered or not.

5.8 Investigation Cooperation. Any coach, manager, player or other person who fails to cooperate in the investigation by SFRSA of a potential or actual altered bat shall be subject to an unsportsmanlike conduct

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suspension. A manager or coach of a team that has more than one of his team's bats determined to be altered (or not allowed to be inspected upon request for an altered bat inspection) shall be subject to an unsportsmanlike conduct suspension.

5.9 Awards and Coach Suspensions If an owner/user chooses to submit a suspected altered bat to the SFRSA Altered Bat Committee or the Manufacturer no awards will be given to the team until the bat is determined not to be altered. If the bat is found to be altered, no awards or berth will be given and the team will be placed last in the standings and the listed manager and coaches may be suspended for unsportsmanlike conduct.

5.10 Custom Bats. No approved manufacturer may make a custom SFRSA bat for a player or a team. All BBCOR marked bats made by a licensed manufacturer must be available to the public for purchase. Individualized graphics (such as a team name, different color, player name or number only changes for a team or player), however, do not constitute custom bats for purposes of this section K.

5.11 Worn/Abused/Damaged/Foreign Substance Bats.

- (a) No bat is legal for SFRSA sponsored play, if it is damaged in any way. Damaged bats include those with damage to the knob or end cap, those which have loose knobs or end caps, and those with cracks or dents in the bat material. For example, if the end cap is in any way loose or appears damaged, the bat should be removed from play for being a damaged bat. If an end plug has come out or the knob has come off, the only way that such bat is legal in SFRSA play, is if the knob or end cap is replaced by the manufacturer. Replacement by anyone else results in an altered bat with potential suspension for the owner/user of the bat.
- (b) No bat is legal for SFRSA sponsored play, if any of the graphics of the bat have worn off. For example, even if the only graphics that have worn off are not Key Graphic Information and are only items such as the patent no., a manufacturer logo, or the approval mark of another association, the bat should be removed from play for being too worn.
- (c) No bat is legal for SFRSA sponsored play, if the paint has been worn through and the actual bat material is showing. For example, if at the end of the barrel next to the taper where there are no graphics the bat paint is worn off and the underlying bat material is exposed, that bat should be removed from play for being too worn.
- (d) No bat is legal for SFRSA sponsored play, if there is a foreign substance on the barrel or taper of a bat. Foreign substances included among other substances, pine tar, stick-em type products and even dirt or mud, but only if the substance adds to the thickness of the barrel or covers Key Graphic Information such as the serial number of the bat, the model or manufacturer name, official softball, etc.. Players are responsible for their equipment and must clean such substances off of their bats so that the substance does not add to the thickness of the bat or obscure any Key Graphics Information about the bat. For example, while bats will surely get dirt on them under normal use and may have

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pine tar added to the grip, if the dirt or pine tar obscures Key Graphic Information or adds to the thickness of the bat, such bats cannot be used in SFRSA play until the dirt or pine tar has been removed to the extent necessary to make all such Key Graphic Information readable and the bat not have increased thickness. If Key Graphic Information about a bat cannot be read, the bat should not be used in SFRSA play.

- (e) If any removed bat under these section L rules is brought back into play at any SFRSA sponsored event at any time, the owner and user of such bat may be suspended for up to one year for unsportsmanlike conduct. And if the foreign substance or the wear/abuse/damage is apparent enough that the batter should have been aware of it, the batter may be suspended for bringing such a bat into the batter's box without having been warned in advance. Players are responsible for their equipment and must not use equipment that is even potentially illegal for use in SFRSA sponsored play.
- (f) In addition to the player being suspended for unsportsmanlike conduct, coaches of youth teams may also be so suspended when their players attempt to bat with such bats. Also, coaches of adult teams which have multiple offenses under this rule may also be so suspended for failing to have his team follow SFRSA equipment rules. Please be reminded that unsportsmanlike conduct can result in a game or tournament suspension in the discretion of the umpire or tournament director and up to a year suspension in the discretion of Alliance Executive Board.

5.12 Youth Player Altered Bats. The parents or legal guardians of a youth player suspended under infractions described in Section 5.0 and corresponding subsections shall be suspended for life from all SFRSA sponsored activities. As such, the player even after his suspension has ended under infractions described in Section 5.0 and corresponding subsections cannot participate in SFRSA sponsored activities until the player is 18 years old.

In addition to any other penalties under this rule, any coach or manager of a youth team that has more than one suspension imposed on his players in connection with infractions described in Section 5.0 and corresponding subsections will be suspended from all SFRSA activities for life.

Altered Bat. An "Altered Bat" is a bat that has had its physical structure changed, including, but not limited to:

- (a) The bat has had the surface of the barrel or the taper changed in any way such as by addition of graphics, painting, repainting, and removal of bat material or paint by any means including but not limited to sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.
- (b) The bat has had the plug or the knob removed/replaced or changed in any way.
- (c) The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of altering a bat would be changing or replacing manufacturers' markings or replacing the handle of a bat with a new handle.. Replacing the grip,

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adding tape or adding a build up to the handle is not considered altering a bat.

- (d) The bat has been subjected to pressure in a manner that exceeds that of striking the bat at game speed swing speed against a SFRSA approved ball traveling at game speeds. Such pressure would include, but is not limited to, compressing the bat, rolling the bat, vicing the bat or hitting the bat against an object such as a tree or pole. The bat has in any other way had its on field performance improved by physically changing the bat (other than by hitting the bat at game condition swing speeds against a SFRSA approved ball traveling at game condition speeds).

5.13 Penalty for using illegal bats:

- (a) **First Offense** - If the umpire discovers that the bat does not conform to SFRSA Rules until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out and/or ejection from the game. If the umpire discovers that a bat has been used to put a ball in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch.
- (b) **Second Offense** – If a team is found in violation of this rule a second time, then the manager will be ejected in addition to the First Offense penalty.
- (c) **Protective Gear.** As a general rule, SFRSA continues its long standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate. Game conditions (temperature, equipment, rain, wind, visibility, field conditions, humidity, etc.) vary greatly from game to game and from field to field. In addition, the relative and absolute experience and skill levels of teams and players will vary from player to player and from team to team. Thus, SFRSA encourages players to utilize any protective equipment that they deem appropriate. Such protective gear will be allowed in SFRSA sponsored play, unless by rule or by director/umpire ruling that such protective gear is disallowed as unsafe or as providing an unfair competitive advantage.

6.0 UNIFORMS

6.1 Jersey - All players must have a team jersey that is coordinated with the other players on the team which has the player's assigned number. No two players shall wear the same number. All jersey numbers shall be permanent. No jersey number shall be affixed by tape, marker or other non permanent manner.

6.2 Shoes - In age divisions 6U – 12U, non-metal cleats must be worn. In age divisions 13U – 18U, traditional metal baseball spikes may be worn.

Protests on uniforms shall not be allowed. It shall be the League / Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game. Managers and coaches may wear athletic type shorts.

The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a

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built in extended throat guard or a separately attached throat guard, chest protector, shin and / or leg guards, and protective cup. In age divisions 6U – 12U, the catcher’s helmet shall fully cover both ears. All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play. Bat/ball boys are not allowed

Rule Comment: If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not immediately corrected, in the umpire’s judgment, the umpire shall eject the offender from the game.

Playing equipment including but not limited to the baseballs, bases, bats, catcher’s gloves and mitts, first baseman’s gloves and mitts, infielders and outfielders gloves and mitts, protective helmets, and uniforms as detailed in the provisions of this rule, shall not contain any undue commercialization of the product.

Designations by the manufacturer on any such equipment shall be in good taste as to the size and content of the manufacturer’s logo or the brand name.

7.0 GAME PRELIMINARIES

For regular season scheduled games, the Home team shall be that of the hosting park’s team or as such designated during scheduling.

During post-season or tournament play, a flip of a coin (furthest park makes the call) between the two teams shall determine the home team during pool play game, Championship game and “if” game. The highest seeded team will be the home team for bracket play games.

Rule Comment: For tournament, a system to predetermine the home team is acceptable. In tournament and regular season play, time limits for play are as follows:

- (a) In the age 6U age division, no new inning will start after a 1 hour 30 minute time limit has passed. Game length is 6 innings.
- (b) In the age 8U coach pitch/Kid Pitch age division, no new inning will start after 1 hour 45 minute time limit has passed. Game length is 6 innings.
- (c) In the age 10U age division, no new inning will start after 1 hour 45 minute time limit has passed. Game length is 6 innings.
- (d) In the 12U age division, no new inning will start after 1 hour 45 minute time limit has passed. Game length is 6 innings.
- (e) In the age 14U & 16U division, no new inning will start after 1 hour 45 minute time limit has passed. Game length is 7 innings.

In Championship games, there will be no time limit and the full number of innings must be played unless the game is shortened due to the Mercy Rule (Section 8.1).

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7.1 Extra Inning Rule: (International Tie Breaker Rule)

For regular season play or tournament “pool play,” games can end in a tie if regulation time is exhausted. However, if the time limit has not been reached, upon the completion of 6 innings in 6U thru 12U Divisions and 7 Innings in 14U and 16U Divisions, and the score is tied, the following will proceed:

- (a) To start each extra inning of a tied game, last recorded out is placed on second base,
- (b) Play each extra inning until 3 outs are recorded.
- (c) Play until a winner is declared or time expires. If time expires during an extra inning, the extra inning will be played until completion, but no new inning will start and the game will be recorded as a tie.

For tournament elimination games, a winner must be declared. A regular full inning will be played for the first extra inning. After the first regular extra inning, any subsequent extra innings will follow the International Tie Breaker Rule format until a winner is declared.

7.2 Player Participation and Substitution Rules (Regular Season Play).

The following shall apply for games scheduled and played during the regular season:

- (a) Teams will bat entire roster
- (b) 6U Tee Ball & 8U Coach Pitch – No player may sit two (2) innings consecutively.
- (c) 10U – No player may sit on the bench for two (2) consecutive innings and no more than two (2) innings in a game
- (d) 12U & 14U – No player may sit on the bench for two (2) consecutive innings and no more than three(3) innings each game
- (e) 16U – Refer to 16U specific Alliance rules.

Only the pitching position may be substituted from the bench during an inning except for injury substitutions. If a pitcher is substituted during an inning and is sent to the bench; that player must play the next inning unless an injury prevents him from playing any further. (A player sitting on the bench for (1) pitch will constitute a full inning in which he sits out).

7.3 Player Participation and Substitution Rules (Tournament Play). The following shall apply for games played during post and tournament season play:

- (a) In 6U and 8U teams may elect to report/list a ten (10) players or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
- (b) In 10U, 12U, 14U and 16U teams may elect to report/list a nine (9) player line-up or ten (10) player line-up if using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players.

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7.4 Approved Team Line-ups: Teams shall submit to the Plate Umpire a SFRSA Game Card that will list the team's Line-Up for the game being played. This line up shall be comprised of players previously reported and approved for play by the SFRSA Tournament Director and as stated in the SFRSA By Laws regarding Team and Player Eligibility.

A line-up must be declared before the start of the game and used the entire game. If a team uses a line-up that contains substitute players, all starting players may be removed and reenter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.

If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.

If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position.

Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.

In 8U, 10U, 12U and 14U A team may start a game with eight (8) players although the ninth (9th) line up spot shall be deemed an automatic out throughout the game or until a roster player arrives that is properly uniformed.

In 6U a team may start a game with eight (8) players although the ninth (9th) line up spot shall be deemed an automatic out throughout the game or until a roster player arrives that with proper uniform.

Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

Once the entire line up has a plate appearance no new player shall be allowed to report on the game roster; other than as a substitute unless Rule is in effect. Team may continue a game with a minimum of eight (8) eligible players.

8.0 STARTING & ENDING A GAME

The umpire, or umpires, shall enter the playing field five (5) minutes before the scheduled game time and proceed directly to home base where they shall be met by the managers of the opposing teams.

The following shall take place in sequence:

- (a) Both team managers (home team first) shall tender a properly completed SFRSA Game Card and line-

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up card in duplicate to the Chief Umpire.

- (b) Such line-up card shall be orientated in batting order sequence and shall contain each player's first name and last name (no middle names, nicknames, shortened names, slang names, initials, prefixes or suffixes are allowed) as they appear on the team's Official Player Book, a correct uniform number and starting defensive position.
- (c) The Chief Umpire shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager.
- (d) The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders.
- (e) Thereafter, no substitutions shall be made by either manager, except as provided in these rules.

Comment: Obvious errors in the batting order, which are noticed by the umpire-in chief before he calls "Play" for the start of the game, should be called to the attention of the manager of the team in error, so the correction can be made before the game starts. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

- (f) Require strict observance of all Rules governing implements of play and equipment of players;
- (g) Be sure that all playing lines are marked with chalk, paint or other white material easily distinguishable from the ground or grass;
- (h) Receive a supply of regulation baseballs and alternate regulation baseballs.
- (i) The umpire shall inspect all baseballs to ensure they are regulation baseballs.
- (j) Such alternate baseballs shall be put in play when:
 - a. A ball has been batted out of the playing field or into the stands;
 - b. A ball has become discolored and / or unfit for further use;
 - c. The pitcher requests such alternate ball.

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

Penalty: The umpire shall demand the ball and eject the offender from the game. For rules in regards to a pitcher defacing the ball

8.1 Playing the game

The players of the home team shall take their defensive positions, the first (1st) batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start. When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.

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.

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

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Members of both teams shall carry all gloves and other equipment off the field and into the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory. When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game. No one except players, substitutes, managers, coaches, trainers and bat / ball boys shall occupy the bench area during a game.

A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for age divisions 13U – 18U, unless the game is:

- (a) Extended because the score is tied after the completion of the regulation number of innings, in which case play shall continue under SFRSA Rule **7.1** until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or
- (b) Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or
- (c) Shortened because an imposed Time Limit expires; or
- (d) Shortened because any applicable part of SFRSA Rule has been met; or
- (e) An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning.

In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game shall end.

Length of Game	Runs	After
6 Innings	15	3
6 Innings	8	4
7 Innings	15	3
7 Innings	12	4
7 Innings	8	5

If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it is a regulation game if:

- (a) For a scheduled six (6) inning game, if three (3) innings have been completed And the home or if

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the home team has scored more runs in two (2) innings or two and one half (2 1/2) innings than the visiting team has scored in three (3) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score.

- a. If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning. Games that cannot be declared a regulation game by SFRSA Rules shall be a suspended game.
- (b) For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings or three and one half (3 1/2) innings than the visiting team has scored in four (4) complete innings or if the home team scores one (1) or more runs in its half (1/2) of the forth (4th) inning to tie the score.
 - a. If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning. Games that cannot be declared a regulation game by SFRSA shall be a suspended game.
- (c) All games that for any reason cannot be declared a regulation game pursuant to SFRSA Rule shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;

Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;

Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

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.

The offensive team shall station two (2) base coaches on the field during its term at bat, one (1) near first (1st) base and one (1) near third (3rd) base. Base coaches shall be limited to two (2) in number and shall remain within the coach's box at all times.

Rule Penalty: The offending base coach shall be ejected from the game.

Rule Comment: It has been common practice for many years for some coaches to put one (1) foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce

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the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base.

This may be allowed if the coach does not interfere with the play in any manner. Moreover, no manager, player, substitute, coach, trainer or bat / ball boy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

- (a) Incite, or try to incite by word or sign a demonstration by spectators;
- (b) Use languages that will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
- (c) 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.
- (d) Make intentional contact with the umpire in any manner.
- (e) No coach, player or spectator shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.
- (f) No coach, player or spectator shall take a position or make a sound with the deliberate unsportsmanlike intent, act in a manner to distract the pitcher and cause a balk.

Rule Penalty: The offender shall be ejected from the game and shall leave the playing field or facility. If the pitcher commits a balk, it shall be nullified.

When a manager, coach, player, or trainer is ejected from a game, they shall leave the field immediately and take no further part in that game). Upon the ejecting of the manager, coach, player, or trainer, the tournament director must be notify the program director the ejected manager, coach, player, or trainer represents.

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:

Rule Penalty: The umpire shall eject the offenders from the game. If the umpire 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.

8.2 How a team scores

One (1) run shall be scored each time a runner legally advances to and touches first (1st), second (2nd), third (3rd) and home base before three (3) men are put out to end the inning. A run is not scored if the runner advances to home base during a play in which the third (3rd) out is made:

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

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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 (3rd) to advance, the umpire shall not declare the game ended until the runner forced to advance from third (3rd) has touched home base and the batter-runner has touched first (1st) base.

Rule Comment: An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first (1st) base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans.

Rule Penalty: If the runner on third (3rd) 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 (2) out, the batter-runner refuses to advance to and touch first (1st) base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two (2) are out, the batter-runner refuses to advance to and touch first (1st) base, the run shall count, but the offending player shall be called out.

General Statement: 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 (2) out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

8.3 Putting the Ball In Play (Live Ball) –

At the time, set for beginning the game the umpire shall call "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 bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field).

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

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

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

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

When a batter becomes a runner and touches all bases legally, he shall score one (1) run for his team.

Rule Comment: A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third (3rd) base in the belief that he had left the base before a caught fly ball. When three (3) offensive players are legally put out, that team takes the field and the opposing team becomes the

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offensive team.

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. The ball is dead and runners advance one (1) 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; the plate umpire interferes with the catcher's throw; runners may not advance.

Rule Comment: Interference shall be disregarded if the catcher's throw retires the runner.

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

Rule Comment: If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory, hits a runner or an umpire while still in flight, and then is caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced;

- (6) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one (1) base;

Rule Comment: If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third (3rd) strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first (1st) base, or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third (3rd) strike or fourth (4th) ball, then the batter is entitled to first (1st) base and all runners advance one (1) base. If the count on the batter is less than three (3) balls, runners advance one (1) base.

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- (7) Any legal pitch touches a runner trying to score; runners advance.
- (8) The ball becomes dead when an umpire calls "Time." The Chief Umpire shall call "Time" when:
- In his judgment weather, darkness or similar conditions makes immediate further play impossible;
 - Light failure makes it difficult or impossible for the umpires to follow the play;
 - An accident incapacitates a player or an 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 (1) or more bases, a substitute runner shall be permitted to complete the play.
 - A manager requests "Time" for a substitution or for a conference with one (1) of his players.
 - The umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
 - 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. 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.
 - An umpire orders a player or any other person removed from the playing field.

Except in the cases stated in Rules, no umpire shall call "Time" while a play is in progress. After the ball is dead; play shall be resumed 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.

8.4 The Batter – Each player of the offensive team shall bat in the order that his name appears in his team's batting order. The first (1st) batter in each inning after the first (1st) inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning. The batter shall take his position in the batter's box promptly when it is his time at bat. The batter shall not leave the batter's box after the pitcher starts his windup or comes to the Set Position.

Rule Penalty: If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be.

Rule Comment: 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 will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes", "steamed glasses", "didn't get the sign" or for any other cause. Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason.

If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily.

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

If the batter refuses to take his position in the batter’s box during his time at bat, the umpire shall call a strike on the batter. The ball is dead, and no runners may advance. After the penalty, the batter may take his proper position and the regular ball and strike count shall continue. If the batter does not take his proper position before three strikes have been called, the batter shall be declared out.

The batter shall keep at least one (1) foot in the batter’s box throughout the batter’s time at bat, unless one (1) of the following exceptions applies, in which case the batter may leave the batter’s box but not the dirt area surrounding home plate:

- (1) The batter swings at a pitch;
- (2) The batter is forced out of the batter’s box by a pitch;
- (3) A member of either team requests and is granted, “Time”;
- (4) A defensive player attempts a play on a runner at any base;
- (5) The batter feints a bunt.
- (6) A wild pitch or passed ball occurs;
- (7) The pitcher leaves the dirt area of the pitching mound after receiving the ball; or
- (8) The catcher leaves the catcher’s box to give defensive signals.

Rules Comment: If the batter intentionally leaves the batter’s box and delays play, and none of the exceptions listed above applies, the umpire shall award a strike without the pitcher having to deliver the pitch. The ball shall remain alive. The umpire shall award additional strikes, without the pitcher having to deliver the pitch, if the batter remains outside the batter’s box and further delays play. The batter may leave the batter’s box and the dirt area surrounding home plate when “Time” is called for the purpose of making a substitution; or a conference by either team.

Rule Comment: Umpires shall encourage the on-deck batter to take a position in the batter’s box quickly after the previous batter reaches base or is put out.

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.

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

A batter is out when:

- (1) Hits fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

Rule Comment: A fielder may reach into, but not step into, a dugout to make a catch, and if he

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holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one (1) or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead. Status of runners shall be as described in Rule 2.02.E.3.

- (2) A third (3rd) strike is legally caught by the catcher;

Rule Comment: “Legally caught” means in the catcher’s glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul-tip first strikes the catcher’s glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher’s glove or hand first.

- (3) A third strike is not caught by the catcher when first base is occupied before two (2) are out; He bunts foul on third (3rd) strike;
- (4) An Infield Fly is declared;
- (5) He attempts to hit a third (3rd) strike and the ball touches him;
- (6) His fair ball touches him before touching a fielder;
- (7) After hitting or bunting a fair ball, his bat hits the ball a second (2nd) 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;

Rule Comment: If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference be called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire’s judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

- (8) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first (1st) base. The ball is dead and no runners may advance;
- (9) After a third (3rd) strike or after he hits a fair ball, he or first (1st) base is tagged before he touches first (1st) base;
- (10) In running the last half of the distance from home base to first (1st) base, while the ball is being fielded to first (1st) base, he runs outside (to the right of) the three (3) foot line, or inside (to the left of) the foul

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line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first (1st) base, in which case the ball is dead; except that he may run outside (to the right of) the three (3) foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

Rule Comment: The lines marking the three (3) foot lane are a part of that lane and a batter-runner is required to have both feet within the three (3) foot lane or on the lines marking the lane.

- (11) An infielder intentionally drops a fair fly ball or line drive, with first (1st), first (1st) and second (2nd), first (1st) and third (3rd), or first (1st), second (2nd) and third (3rd) base occupied before two (2) are out. The ball is dead and runner or runners shall return to their original base or bases;

Approved Ruling: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

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

Rule Comment: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously, this is an umpire's judgment play.

- (13) With two (2) out, a runner on third (3rd) base, and two (2) 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 (2) are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

A batter is out for illegal action when:

- (1) He hits a ball with one (1) or both feet on the ground entirely outside the batter's box.

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

- (2) He steps from one (1) batter's box to the other while the pitcher is in position ready to pitch;
(3) 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.

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

Rule Comment: If the batter interferes with the catcher, the plate umpire shall call "interference."

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The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out, not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case, play proceeds just as if no violation had been called. If a batter strikes at a ball, misses, and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball behind him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

- (4) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game. A batter shall be deemed to have used or attempted to use an illegal bat if he brings such a bat into the batter's box.

Batting out of turn:

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.

Rule Comment: 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. 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 declare the proper batter out; and 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 (1st) base on a hit, an error, a base on balls, a hit batter or otherwise.

Rule Comment: 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.

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.

When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

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Rule Comment: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

The batter becomes a runner and is entitled to first (1st) base without liability to be put out (provided he advances to and touches first base) when:

- (1) Four (4) "balls" have been called by the umpire or an Intentional Walk is issued by announcement from either the pitcher or catcher.

Rule Comment: A batter who is entitled to first (1st) base because of a base on balls must go to first (1st) base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it, he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

- (2) He is touched by a pitched ball, which he is not attempting to hit unless the ball is in the strike zone when it touches the batter, or the batter makes no attempt to avoid being touched by the ball. If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if 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 (1st) base, the ball is dead and no runner may advance.

- (3) 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 (1st) base on a hit, an error, a base on balls, a hit batsman, or otherwise and all other runners advance at least one (1) base, the play proceeds without reference to the interference.

Rule Comment: If catcher's interference is called with a play in progress, the umpire will allow the play to continue because the manager may elect to take the play. If the batter-runner missed first (1st) base, or a runner misses his next base, he shall be considered as having reached the base.

Play (1): Runner on third (3rd) with one (1) out and the batter hits fly ball to the outfield on which the runner scores but catcher's interference was called.

Approved Ruling: The offensive manager may elect to take the run and have batter called out or have

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the runner remain at third (3rd) and batter awarded first (1st) base.

Play (2): Runner on second (2nd) base and the catcher interferes with batter as he bunts ball fairly sending runner to third (3rd) base.

Approved Ruling: The manager may rather have a runner on third (3rd) base with an out on the play than have runners on second (2nd) and first (1st).

Rule Additional Comment: If a runner is trying to score by a steal or squeeze from third (3rd) base, note the additional penalty set forth in Rule 2.02.I.

Approved Ruling: If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 2.06.K.3. In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."

A fair ball touches an umpire or a runner on fair territory before touching a fielder.

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.

The batter becomes a runner when:

- (1) He hits a fair ball;
- (2) The third (3rd) strike called by the umpire is not caught, providing first (1st) base is unoccupied, or first (1st) base is occupied with two (2) out;

Rule Comment: A batter who does not realize his situation on a third (3rd) strike not caught, and who is not in the process of running to first (1st) base, shall be declared out once he leaves the dirt circle surrounding home plate.

- (3) 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;
- (4) A fair ball passes over a fence or into the stands. Such hit entitles the batter to a home run when he shall have touched all bases legally.
- (5) 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 (2) bases;
- (6) 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 advance two (2) bases;
- (7) 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 (2) bases;\

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- (8) 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 (2nd) base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run.

8.5 The Runner –

At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. For teams that have legal substitutes on the bench, the courtesy runner shall be a player not presently in the line-up and may appear as a courtesy runner one time per inning. The re-entry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule.

If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.

For teams using a continuous line-up, the courtesy runner shall be the player whom recorded the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and / or catcher must run for themselves.

A runner acquires the right to an unoccupied base when he touches 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.

Rule Comment: 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.

In advancing, a runner shall touch first (1st), second (2nd), third (3rd) and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 2.07.I. In such cases, the runner may go directly to his original base.

Two (2) runners may not occupy a base, but if, while the ball is alive, two (2) runners are touching a base the following runner shall be out when tagged. The preceding runner is entitled to the base.

Each runner, other than the batter, may without liability to be put out, advance one (1) 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;

Rule Comment: 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. If such a runner, forced to advance, is put out for the third (3rd) out before a preceding runner, also forced to advance, touches home plate, the run shall score.

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Play: Two (2) out, bases full, batter walks but runner from second (2nd) is overzealous and runs past third (3rd) base toward home and is tagged out on a throw by the catcher.

Approved Ruling: Even though two (2) are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base. 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;

Rule Comment: If a fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one (1) base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area. While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

Rule Comment: 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.

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 touched 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;
- (2) Three (3) 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 (3) 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 (2) 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 (2) bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;

Rules Comment: In applying these rules, the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under Rules 2.02.F.3 & 2.02.F.5 this 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.

- (6) Two (2) bases, if a fair ball bounces or is deflected into the stands outside the first (1st) or third (3rd) base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through

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or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

- (7) Two (2) bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first (1st) play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

Approved Ruling: If all runners, including the batter-runner, have advanced at least one (1) base when an infielder makes a wild throw on the first (1st) play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

Rule Comment: In certain circumstances, it is impossible to award a runner two (2) bases.

Example: Runner on first (1st). Batter hits fly to short right and the runner holds up between first (1st) and second (2nd).

- (8) The batter comes around first (1st) and pulls up behind him. The ball falls safely and the outfielder, in throwing to first (1st), throws ball into stands.

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 (1st) base goes to third (3rd) base and the batter is held at second (2nd) base. The term “when the wild throw was made” means when the throw actually left the player’s hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands.

The position of the batter-runner at the time the wild throw left the thrower’s hand is the key in deciding the award of bases. If the batter-runner has not reached first (1st) base, the award is two (2) bases at the time the pitch was made for all runners.

The decision as to whether the batter-runner has reached first (1st) base before the throw is a judgment call. If an unusual play arises where a first (1st) throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two (2) bases shall be from the position of the runners at the time of the throw. For the purpose of this rule, a catcher is considered an infielder.

Play: Runner on first (1st) base, batter hits a ball to the shortstop who throws to second (2nd) base too late to get runner at second (2nd) then the second baseman throws toward first (1st) base after the batter-runner has crossed first (1st) base.

Approved Ruling: Runner at second (2nd) scores.

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Rule Additional Comment: On this play, if the batter-runner is past first (1st) base ONLY when throw is made, is he awarded third (3rd) base.)

- (9) One (1) 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 into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

Approved Ruling: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one (1) base. One (1) base shall also be awarded if the pitcher while in contact with the rubber throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two (2) bases from position of runners at the time of the pitch or throw.

- (10) One (1) base, if the batter becomes a runner on Ball Four (4) or Strike Three (3), when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch, which entitles the runners to advance one (1) base, the batter-runner shall be entitled to first (1st) base only.

Rule Comment: The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball, which an infielder throws into the stands, but the batter-runner missed first (1st) base. He may be called out on appeal for missing first (1st) base after the ball is put in play even though he was "awarded" second (2nd) base.

If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

- (11) One (1) base, if a fielder deliberately touches a pitched 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 award is made from the position of the runner at the time the ball was touched.

When obstruction occurs, the umpire shall call or signal "Obstruction":

If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first (1st) 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 (1) 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.

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Rule Comment: When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls “Time,” with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred.

On a play where a runner was trapped between second (2nd) and third (3rd) and obstructed by the third baseman going into third (3rd) base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two (2) bases from the base they last legally touched before obstruction was called. 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 obstruction.

Rule Comment: When the ball is not dead on obstruction and an obstructed runner advances beyond the base, which in the umpire’s judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.

Rule Comment: 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.

If, with a runner on third (3rd) 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 (1st) base on the interference and the ball is dead.

Any runner is out when:

- (1) He runs more than three (3) 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 (1st) base, he leaves the baseline, obviously abandoning his effort to touch the next base;

Rule Comment: Any runner after reaching first (1st) base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays:

Play (1): Less than two (2) out, score tied bottom of the last inning, runner on first (1st) and the batter hits a ball out of park for winning run. The runner on first (1st) passes second (2nd) and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter runner circles bases.

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Approved Ruling: In this case, the base runner would be called out “for abandoning his effort to touch the next base” and batter-runner permitted to continue around bases to make his home run valid. If there are two (2) out, home run would not count (see Rule 2.02.M). This is not an appeal play.

Play (2): Runner believing he is called out on a tag at first (1st) or third (3rd) base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out.

Approved Ruling: The runner shall be declared out for abandoning the bases.

- (2) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;

Rule Comment: 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 (2) out, the umpire shall declare both the runner and batter out. With two (2) out, the umpire shall declare the batter out.

- (3) If, in a run-down between third (3rd) base and home plate, the succeeding runner has advanced and is standing on third (3rd) base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third (3rd) base back to second (2nd) base. This same principle applies if there is a run-down between second (2nd) and third (3rd) base and succeeding runner has reached second (2nd) base. The reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base.
- (4) He is tagged, when the ball is alive, while off his base.

Rule Exception: A batter-runner cannot be tagged out after overrunning or over-sliding first (1st) base if he returns immediately to the base;

Approved Ruling: 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.

Approved Ruling: 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.

- (5) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or

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any play or attempted play. This is an appeal play;

Rule Comment: Runners need not “tag up” on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul and runners then return to their bases.

- (6) 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 overruns 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;

Rule Comment: Runner on first (1st) and three (3) balls on the batter: Runner steals on the next pitch, which is the fourth (4th) ball, but after having touched second (2nd) he over-slides or overruns that base. The catcher’s throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Over-sliding and over-running situations arise at bases other than first base. For instance, before two (2) are out, and runners on first (1st) and second (2nd), or bases loaded, the ball is hit to an infielder who tries for the double play. The runner on first (1st) beats the throw to second (2nd) base but over-slides the base. The relay is made to first (1st) base and the batter runner is out. The first baseman, seeing the runner at second (2nd) base off the bag, makes the return throw to second (2nd) 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 (1st) base? Do the runs that crossed the plate during this play and before the third (3rd) out was made when the runner was tagged at second (2nd), count? Answer: The runs score. It is not a force play. It is a tag play.

- (7) 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.

Rule Exception: If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out;

Rule Comment: If two runners are touched by the same fair ball, only the first (1st) one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.

- (8) He attempts to score on a play in which the batter interferes with the play at home base before two (2) are out. With two (2) out, the interference puts the batter out and no score counts;

- (9) He passes a preceding runner before such runner is out;

- (10) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose

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confusing the defense or making a travesty of the game. The umpire shall immediately call “Time” and declare the runner out;

Rule Comment: If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely, he cannot be put out while in contact with that base.

- (11) He fails to return at once to first (1st) base after over-running or over-sliding that base. If he attempts to run to second (2nd), he is out when tagged. If, after over-running or over-sliding first base he starts toward the dugout, or toward his position, and fails to return to first (1st) base at once, he is out, on appeal, when he or the base is tagged.

Rule Comment: Runner who touches first (1st) base in over-running and is declared safe by the umpire has “reached first base” and any run which scores on such a play counts, even though the runner subsequently becomes the third (3rd) out for failure to return “at once”.

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

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

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Rule Penalty: The runner shall be called out and may be ejected from the game at the umpire’s discretion.

Rule Comment: When enforcing this rule, the umpire should judge the runner’s intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

It is interference by a batter or a runner when:

- (1) After a third (3rd) 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;

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- (4) Before two (2) are out and a runner on third (3rd) base, the batter hinders a fielder in making a play at home base; the runner is out;
- (5) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates;
- (6) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate;

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

- (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 the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.
- (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 first (1st) or third (3rd) base, by touching or holding the runner physically assists him in returning to or leaving first (1st) or third (3rd) base.
- (10) With a runner on third (3rd) 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 (1st) base while the ball is being fielded to first (1st) base, he runs outside (to the right of) the three (3) 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 (1st) base, or attempting to field a batted ball;

Rule Comment: The lines marking the three (3) foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three (3) foot "lane" or on the lines marking the "lane".

- (12) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two (2) or more fielders attempt to field a batted ball, and the runner comes in contact with one (1) 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 (1) the umpire determines to be entitled to field such a ball;

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Rule Comment: When a catcher and batter-runner going to first (1st) base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. “Obstruction” by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such “right of way” is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner, going to first (1st) base “obstruction” shall be called and the base runner awarded first (1st) base.

- (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 a batted ball. In making such decision, the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

Rule Penalty: The runner is out and the ball is dead.

Any runner shall be called out, on appeal, when:

- (1) After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged;
Rule Comment: “Retouch,” in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.
- (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 Ruling: No runner may return to touch a missed base after a following runner has scored. When the ball is dead, no runner may return to touch a missed base or one (1) he has left after he has advanced to and touched a base beyond the missed base. **Play (1):** Batter hits ball out of park or ground rule double and misses first (1st) base (ball is dead);

Approved Ruling: He may return to first (1st) base to correct his mistake before he touches second (2nd) but if he touches second (2nd) he may not return to first (1st) and if defensive team appeals he is declared out at first (1st).

Play (2): Batter hits ball to shortstop who throws wild into the stands (ball is dead). The batter runner misses first (1st) base but is awarded second (2nd) base on the overthrow.

Approved Ruling: Even though the umpire has awarded the runner second (2nd) base on the overthrow, the runner must touch first (1st) base before he proceeds to second (2nd) base. These are appeal plays.

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- (3) He over-runs or over-slides first (1st) base and fails to return to the base immediately, and he or the base is tagged;
- (4) He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play, which ends a half-inning, the appeal must be made before the defensive team leaves the field. 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 (1st) appeal errs, a request for a second (2nd) appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word “err” is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.)

Appeal plays may require an umpire to recognize an apparent “fourth (4th) out.” If the third (3rd) out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one (1) appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has “left the field” when the pitcher and all infielders have left fair territory on their way to the bench or clubhouse.

Rule Comment: If two (2) runners arrive at home base about the same time and the first (1st) runner misses home plate but a second (2nd) runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second (2nd) runner scored and being the third (3rd) out, second (2nd) runner’s run shall not count. If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.

- (5) 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.

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

- (6) Unless two (2) 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 (3rd) out, no runners following him shall score. If such third (3rd) out is the result of a force play, neither preceding nor following runners shall score.

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8.6 The Batter, Batter Runner & Runner –

In the 10U, 12U, 14U and 16U Divisions an Intentional Walk may be issued upon announcement from either the pitcher or catcher. The four (4) pitches need not be thrown.

Intentional Walks are not allowed in the 6U or 8U Divisions

At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher.

Head First sliding is only allowed in 14U play and above. There will be no head-first sliding allowed in the 12U division down. (6U-12U) Head first slide can only be made in the attempt to return back to a base.

Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Rule Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.

Rule Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

8.7 The Pitcher –

All Alliance games shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning;

A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position.

The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but:

- (1) If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher.

A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18)

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foot circle surrounding the pitcher's rubber.

A manager or a coach that crosses the foul lines and enters the field of play and communicates with the pitcher in between innings will have been considered to have completed a visit to the mound.

A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal.

The rule violation should be caught by the umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to SFRSA Rule.

The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shut down and the teams go home for the night break.

Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break pursuant to SFRSA Rules shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days.

The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

Age Division	One Day Max To Pitch Next day	One Day Max to Pitch	Three Day Max To Pitch
10U & 12U	3	6	8
14U	3	7	8
16U	Unlimited	Unlimited	Unlimited

ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

Rule Example: In the 10U and 12U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.

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ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

Rule Example: In the 10U and 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 14 age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

Rule Example: In the 10U and 12U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

MANDATORY DAYS OF REST; The following rule applies to pitchers regarding rests in between starts:

- (1) A player that pitches more than three (3) innings in one day **MUST** rest the next day.
- (2) A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.
- (3) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

Rule Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

Rule Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the Chief Umpire and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. Any violation of SFRSA Rules shall result in immediate forfeiture of the game. If such violation occurs during Pool-Play, the

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team in violation of the rule may not advance to the championship bracket regardless of record.

The pitcher named in the batting order handed to the Chief Umpire, as provided, 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 Chief Umpire, incapacitates him from pitching.

If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the judgment of the Chief Umpire, incapacitates him from pitching.

If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal.

The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out.

8.8 Player Substitution Due To Illness or Injury

In the event that a player in the lineup is injured or become ill and can no longer play the following shall apply:

- (1) If the player is leaving the game due to injury or illness reasons, the player whom recorded the previous out assumes the runners position on base.
- (2) When a player who has left the game is scheduled to bat and no legal substitutes are available, an out shall be declared for each turn at bat.

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

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

If no announcement of a substitution is made, the substitute shall be considered as having entered the game when:

- (1) If a pitcher, he takes his place on the pitcher's plate;
- (2) If a batter, he takes his place in the batter's box;
- (3) If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;
- (4) If a runner, he takes the place of the runner he has replaced.

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8.9 Coach Pitch Specific Rules of Play:

Fair Ball Arc: There shall be a ten (10) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

Safety Arc: There shall be a thirty (30) foot mark on the baseline from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate. The defensive in this area player **MUST** wear a helmet with a face guard while playing the position.

Pitcher's Line: There shall be a line drawn from the pitcher's circle to the fair ball arc. The pitching coach shall keep one foot on or straddle the pitcher's line or pitching rubber.

The pitching coach shall not verbally or physically coach while in the pitching position at any time.

The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.

Rule Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

The Infield Fly Rule shall not be in effect at any time.

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The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may start a game with eight (8) players. The ninth (9th) position in the batting order will be declared an out each time at bat. A ninth (9th) player and all subsequent players may be added to the batting order as soon as they become available.

Teams may use free substitution on defense but the batting order shall remain the same.

No bunting is allowed.

The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. Unless 6th pitch is fouled off.

Rule Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls until the ball is put into fair play or a 3rd strike is called.

Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

A team may score a maximum of five (5) runs per inning, unless the team is trailing. The trailing team may tie the opposing team and then allowed an additional five (5) runs. In the last inning (6th) there is no limit in the amount of runs allowed to be scored.

Lead Runner Control is in effect at all times. A defensive player may not stop a runner from advancing by throwing the ball to the pitching coach and must control the runners from advancing themselves. Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Rule Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

When a batted ball hits the Pitching Coach, the following shall apply:

If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

8.10 6U Specific Rules –

Fair Ball Arc: There shall be a ten (10) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of

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home plate. A batted ball must go past this line to be fair.

Safety Arc: There shall be a thirty (30) foot arc drawn from (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

Pitching Plate: The pitching plate shall be located at forty-two (42) feet from the front edge of the pitching plate to the back point of home plate.

The catcher shall wear a dual ear-flap catcher's helmet with mask. A pitcher shall wear a helmet with a protective mask.

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines at a minimum of fifteen (15) feet until the ball is hit. A pitcher and a catcher must be used, missing players shall be sacrificed from the outfield and not the infield.

The defensive player listed as pitcher shall stay in contact with the pitchers' circle until the ball is hit. Should have at least one foot in the circle until the ball is put into play.

Balls hit to the Outfield are considered live balls unless they go under or over a fence on a hop where the ball will then be considered a ground rule double.

Calling Time: Only a defensive player from the infield with possession of the ball can be awarded "Time" by the umpire.

On a Passed Ball (throwing error) runner will be awarded One Extra Base.

Rule Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-ply being declared.

One Defensive coach shall be allowed on each side of the outfield in foul territory to coach the defensive outfielders. Infield coaching must be done by the remaining coaches from the dugout.

The Infield Fly Rule shall not be in effect at any time.

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may use free substitution on defense but the batting order shall remain the same.

Bunting is not allowed.

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A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. Additional swings shall only be awarded on foul balls. (Six Pitches, Stay Alive on Fouls) During Tournament Play there will be no Tee use will be allowed.

Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.

A team may score a maximum of five (5) runs per inning, unless the team is trailing. The trailing team may tie the opposing team and then allowed an additional five (5) runs. In the last inning (6th) there is no limit in the amount of runs allowed to be scored.

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" is not called by the defense for the purpose stopping play.

Rule Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

The ball to be used is a regulation Level 5 – Safety Ball that MUST be pre-approved by the tournament director prior to its use.

8.11 Special Provisions

The chief umpire shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.

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

- (1) Fails to appear upon the field, or being upon the field, refuses to start play within one (1) minute after the umpire has called "Play" at game time unless such delayed appearance is, in the umpire's judgment, unavoidable;
- (2) Employs tactics palpably designed to delay or shorten the game;
- (3) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire; Fails to resume play, after a suspension, within one (1) minute after the umpire has called "Play";

9.0 UMPIRES

All leagues and tournaments played under the jurisdiction and administration of SFRSA Baseball shall utilize umpires who are registered solely with each Program/League.

One (1) or more umpires will be assigned to officiate each game.

The umpires shall be responsible for the conduct of the game in accordance with these Rules and for maintaining discipline and order on the playing field during the game.

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Each umpire is considered a representative of SFRSA Baseball, and is authorized and required to enforce all approved and stated rules.

Each umpire has authority to order a player, coach, manager, sponsor or spectator to do or refrain from doing anything, which affects the administering of these Rules, and to enforce the prescribed penalties.

Each umpire has authority to disqualify any player, coach or manager for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field.

Each umpire has authority at his discretion to eject from the playing field any person whose duties permit his presence on the field and any spectator or other person not authorized to be on the field.

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, coach or manager shall object to any such judgment decisions.

Rule Comment: Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on **BALLS AND STRIKES** will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

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.

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.

Rule Comment: The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing.

Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Base runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. If the manager comes out to argue with an umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over balls and strikes.

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Immediately following a game, the umpire shall report to the league / tournament officials all violations of rules and other incidents worthy of comment, including the disqualification of any player, coach or manager and the reasons therefore.

General Statement Concerning Umpires: Umpires on the field should not indulge in conversation with participants or spectators. Keep your uniform in good, clean and pressed condition and be active, and alert on the field. Always be courteous. When you enter a ballpark, your sole duty is to umpire a game as the representative of SFRSA Baseball.

Do not allow criticism to keep you from studying out bad situations that may lead to protested calls. Keep the games moving. A ball game is often helped by energetic and earnest work of the umpires. You are the only official representative of SFRSA Baseball on the field.

It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first (1st) 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. Keep your eye 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. 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 crew 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 you’re sure you got the play correct, do not be stampeded by appeals to “ask the other man”. If not sure, ask one of your associates. Finally, be courteous, impartial and firm, and so compel respect from all.

10.0 OFFICIAL SCORER

The official scorer shall:

- (1) Observe the game from a position in or near the press box. The scorer shall have sole authority to make all decisions involving judgment, such as whether a batter’s advance to first base is the result of a hit or an error.
- (2) Record the official game start time announced by the Chief Umpire.
- (3) Report the final score and if applicable, complete signed pitching records for both teams to league / tournament officials immediately following each game.

The official scorer shall not publicly cheer for a particular team from the press box area.

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11.0 SPORTSMANSHIP

All players, coaches and managers will be expected to behave in a sportsmanlike manner at all times.

Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive will at a minimum be reprimanded with a warning. If warranted, the offending party may be removed from the playing field and stands area at the discretion of the Umpires and / or the League / Tournament Director.

Abusive language or cursing will not be tolerated under any circumstances and will be an automatic ejection.

Throwing of equipment will be an automatic ejection.

A team may be forced to forfeit and / or be removed from the game or tournament, if necessary.

Any player, coach, manager, sponsor or spectator leaving their position or base on the playing field or leaving the bench or dugout area or the stands to participate in a fight or brawl will be immediately ejected from the game and may be disbarred pursuant to Rule.

12.0 EJECTIONS

If a coach is ejected from a game, he must sit out the remainder of that game and the team's next scheduled game. Additional penalties may be assessed as deemed by the League / Program Director.

A player ejected must sit out the remainder of that game.

Anyone ejected may be asked to leave the park at the discretion of the League / Tournament Director.

As these rules indicate, the matter of disorderly conduct will be taken seriously. The leagues and tournaments your team will be participating in will include some of the finest baseball teams in the world. The level of competition will be high and at times fierce. Because of this, please remind your players, coaches, manager, sponsors and spectators to be extra aware of good sportsmanship.

13.0 PROTESTS

Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Chief Umpire and then to the League / Tournament Director before the next pitch following the dispute.

If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. No protest will be allowed following the game. League / Tournament officials will rule on all protests and their decisions shall be final.

Rule Comment: The Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.

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14.0 RULE ITEMS NOT SPECIFICALLY COVERED

Items not specifically covered herein including player eligibility shall be referred to the SFRSA Director with guidance.

Tournament Tie Breaking:

First Level Tie Breaker: **Runs Against**

Second Level Tie Breaker: **Runs Against**