

Official Ruling 17-01

Catcher Restrictions

March 22, 2017

The catcher restrictions are designed to minimize fatigue during a game not a calendar day. Catchers may pitch and catch in the same game or multiple games in a calendar day if they adhere to the following restrictions and meet the rest requirements for pitchers. There is no pitching rest requirement for catchers unless they pitch in the same game and reach a pitch count which requires a pitching rest period.

If a catcher goes into pitch after catching in four innings or more, the player is not eligible to pitch in that game. The rule addresses a catcher who catches in a continuous four-inning span defined as 12 consecutive outs or catches in one or more innings for a total of 12 outs in the catching position for the game. Therefore, a catcher who catches in 3 2/3 innings or 11 outs would be able to go to the mound as a pitcher since he caught in less than four complete innings. Each out equates to 1/3 of an inning for this purpose. This is different than the one pitch equals one inning in local league play for pitchers.

If the catcher who assumes the position of pitcher throws less than 41 pitches while on the mound, he can return to the position of catcher for the remainder of the game but cannot return to the mound in that game. This applies to local league and tournament play.

NOTE: Conversely, a pitcher who throws 40 or less pitches in a game may move the catching position for the rest of game. If the pitcher throws 41 or more pitches, he cannot move to the catcher position for the remainder of the game. He will be able to catch in a second game on the same calendar day even if he reaches a pitch count limit that restricts him from pitching in the second game.

PENALTY: There is no penalty specified in the rule for a player ineligible to catch which means upon an approved protest, the catcher will be removed from the catching position. It is the responsibility of the opposing manager to monitor any violation of this rule.



Wes Skelton, Commissioner