

BYB OFFICIAL PLAYING RULES – **TABLE OF CONTENTS**

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POWER LEAGUE

AGES 6 – 17 (Summer League)

Purpose: non-competitive and instructional league to learn the basic skills of baseball: i.e., positions, hitting, running, defense, and sportsmanship, working together as a team, to give the physically and mentally challenged child the feeling of league baseball.

*Batavia Youth Baseball Rules will apply with the following amendments:

1. All team members present at a game will bat in continuous rotation, play three (3) defensive innings, and not sit out two (2) consecutive innings.
2. An inning consists of five (5) runs or three (3) outs.
3. Pitching will be done under hand by an adult coach, with the pitcher serving as the umpire. A batting “TEE” will be utilized after five (5) swing strikes. NO walks.
4. No strike outs or walks.
5. Every player shall be given an infield or an outfield position in a game. Every effort shall be made to play all players in every position within the season. Care must be taken in assigning the players, keeping in mind safety, skill, and ability.
6. No base advancement on an overthrow that goes out of bounds.
7. Coaches or buddies are permitted on the field to assist players as needed.
8. Defensive players will be assigned a specific position and shall stay within that defensive area.
9. No leadoffs or base stealing.
10. There is no infield fly rule.
11. Scores may be kept, but there will be no playoffs or champions.
12. No excessive base running with wheelchairs.
13. Managers, coaches, players, and parents must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.

INSTRUCTIONAL LEAGUE

AGES 6, 7 (Summer League), AGES 5, 6 (Fall League)

PURPOSE: Non-competitive, instructional league to learn the basic skills of baseball; i.e. positions, hitting, running, defense and sportsmanship. A safety ball (flexball) and a safety base at first base will be used throughout the season.

*Batavia Youth Baseball Rules will apply with the following amendments:

1. Inning
 - a. An inning consists of a continuous rotation of batters from all team members present from each team. No defensive outs will be recorded. An inning stops with the completion of the last team member's play. No score will be kept.
 - b. **Exception – Last 4 Regular Season games:** An inning consists of continuous rotation of batters from all team members present from each team, **or three defensive outs**, whichever comes first. No score will be kept.
2. No inning will start 1½ hours after the start of the game. All attempts shall be made to play as many innings per game as possible within the time guideline.
3. Pitching will be done by an adult. Pitches may be underhand, overhand or lob pitches, with the pitcher serving as the umpire. A batting tee will be utilized after **six** pitches, independent of balls, strikes, or foul balls.
4. No strike outs or walks.
5. Every player shall be given an even mix of infield and outfield positions in a game. Every effort shall be made to play all players in every position with the season. Care must be taken in assigning the players, keeping in mind safety, skill and ability.
6. No base advancement on an overthrow.
7. The player in the Pitcher position must wear a batting helmet.
8. All team members present at the game will bat in continuous rotation, and not sit out two (2) consecutive innings. Players cannot sit a second inning of defensive play until every player has sat an inning.
9. Two (2) defensive coaches are permitted in the outfield, for instruction purposes only.

10. The defense may field ten (10) players, utilizing four (4) deep outfielders.
11. No sliding, leadoffs, or base stealing are permitted.
- 12. The maximum hit allowed is a double. It must be a clean hit to outfield without errors, such as through an infielders legs, or misplayed pop up.**
13. [Managers](#), [coaches](#), [players](#), and [parents](#) must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.

ROOKIE LEAGUE

AGE 8 (Summer League), AGE 7 (Fall League)

PURPOSE: Non-competitive, instructional league to learn the basic skills of baseball; i.e., positions, hitting, running, defense and sportsmanship. A safety ball (flexball) will be used throughout the season.

*Batavia Youth Baseball Rules will apply with the following amendments:

1. **An inning consists of 5 runs scored or three (3) outs.** An inning stops when the third out is made or after the **fifth** run is scored, whichever happens first.
2. No inning will start 1½ hours after the start of the game. All attempts shall be made to play as many innings per game as possible within the time guideline
3. A player will pitch until 4 balls have been thrown to each batter. **The count on the batter is then reset to 1-1 (or 1-0 if no strikes were thrown by pitcher). An adult will pitch the remaining pitches, until the batter gets a hit or strikes out.**
4. Pitchers may only pitch one inning per game.
5. Three (3) strikes for a strike out. Balls and strikes called by a coach of the hitting team positioned behind the pitcher. No walks allowed. **Coaches should set a very liberal strike zone to encourage players to swing.**
6. No playoffs, no champions and no scores.
7. Every effort shall be made to play all players in every position with the season. Every player will receive an even mix of infield and outfield positions in a game. Care must be taken in assigning the players, keeping in mind safety, skill and ability.
8. No base advancement on an overthrow that goes out of bounds.
9. The Pitcher MAY wear a batting helmet for safety, but is not required to do so.
10. All team members present at the game will bat in continuous rotation, and not sit out two (2) consecutive innings. Players cannot sit a second defensive inning until every player has sat out an inning.
11. The defense may field ten (10) players, utilizing four (4) deep outfielders.

12. One (1) defensive coach is permitted in the outfield, for instruction purposes only.
13. No bunting is permitted in games; however, bunting will be included in practices for instructional purposes.
14. Catcher's gear must be worn by any player warming up any pitcher.
15. **Doubles, triples, and home runs are allowed only on clean hits to the outfield. The hit must be a clean hit to outfield without errors, such as through an infielders legs, or misplayed fly ball.**
16. [Managers](#), [coaches](#), [players](#), and [parents](#) must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.

MINOR LEAGUE

AGES 9, 10 (Summer League)

AGES 8, 9 (Fall League)

PURPOSE: This is an early learning competitive league with the emphasis still on teaching skills and sportsmanship.

*Batavia Youth Baseball Rules will apply with the following amendments:

1. All team members present at a game will bat in continuous rotation, and not sit out two (2) consecutive innings. All players must play at least one inning in the infield and one inning in the outfield. With the exception of an injury, no member will sit out more than two (2) times during a six (6) inning game. Players cannot sit a second defensive inning until every player has sat out an inning. (The intent is that all players present play a similar number of defensive innings per game.)
2. An inning consists of **five (5)** runs or three (3) outs. An inning stops when the third out is made or after the **fifth** run is scored, whichever happens first. This rule is waived for the 5th, 6th and extra innings. NOTE: If the **fifth** run is scored as part of an on-the-fly homerun, it will be scored as such and all runners will be allowed to cross home plate.
3. **Summer League:** Any player will be allowed to pitch in no more than three (3) innings per game, and in no more than six (6) innings per calendar week (Monday to Sunday). 9 year-old players must pitch a minimum of six outs during the first four (4) innings of a game. Pitchers in subsequent innings may be 9-year old or 10-year old players.

Fall League: Eight year-old players must pitch a minimum of six outs during the first four (4) innings of a game. No player may pitch more than two (2) innings in one game and in no more than six (6) innings per calendar week (Monday to Sunday).

(see additional pitching rules under 'All League Rules' #7)

4. No intentional walks are allowed.
5. No lead-offs are allowed. **Read rule 6.12 for runners leaving the base prior to the pitch reaching the batter.**
6. **Stealing of 2nd or 3rd base is allowed once the ball crosses home plate. The player must maintain contact with the base until the pitched ball has crossed home plate.** A player may steal no more than one base after any pitched ball - no additional bases are

allowed on an overthrow. No delayed steals allowed. (Intent: to stop base-path antics and speed up the game.)

7. **Stealing of home plate is not permitted. A runner occupying 3rd base may advance home only on a batted ball or a walk when the bases are loaded.**
8. There will be no “Infield Fly” rule and no “Dropped Third Strike” rule.
9. Bunting is allowed. Batter must square up in bunting position prior to ball leaving the pitcher’s hand. No fake bunting allowed. (i.e. Slashing - squaring up, then pulling back and taking a full swing)
10. Catcher’s gear must be worn by any player warming up any pitcher.
11. Catchers may have an optional courtesy runner if they reach base or are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out.
12. No slaughter rule.
13. **Coaches must provide their game lineup to the opposing coach complete with players ages in order to substantiate pitching limits and rules.**
14. Unsportsmanlike conduct is behavior that is unethical and/or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
15. [Managers](#), [coaches](#), [players](#), and [parents](#) must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.
16. **Runner Advancement.** Runners may not advance to another base once the ball is controlled by an infielder in the infield. For the purpose of enforcing this rule, the infield will be defined as the dirt areas at AGS, Memorial, or Prairie Lathem. At Piron or Bollow, it would be the dirt or the grass infield inside the base paths. Any runner not more than halfway to the next base (in the umpire's discretion) when the ball is controlled as described above (and below for hits to the infield) and who safely reaches that next base shall return to the prior base. Players run at their own risk and may be tagged out even if the rules would not have allowed them to advance to the next base. The spirit of the rule is to teach kids to make proper baseball throws to a base (rather than artificially to a pitcher in a circle) without having runners forcing another throw with assumption that a player will make an error on the throw. If, for example, a ball is hit to the outfield

and thrown to the 2nd baseman, who controls the ball within the infield, the runner may not then advance if the 2nd basemen's throw to pitcher is missed by the pitcher. For hits to the infield that are controlled by an infielder, there must be a subsequent "baseball play" (e.g., throw to a base or pitcher who controls the ball) to restrict the runner's advancement. For example, a runner may advance (and must advance if being forced on a ground ball by a runner behind) if the player makes a throw to first base.

MAJOR LEAGUE

AGES 11, 12 (Summer League)

AGES 10, 11 (Fall League)

PURPOSE: This is a more competitive league with emphasis on refining the skills of playing baseball, improving sportsmanship while remaining instructional.

With BYB Board approval, this league may include in-house teams from surrounding cities in the Fox Valley area.

*Batavia Youth Baseball Rules will apply with the following amendments:

1. **Summer League:** Any player will be allowed to pitch in no more than four (4) innings per game, and in no more than six (6) innings per calendar week (Monday to Sunday). 11 year-old players must pitch a minimum of six outs during the first four (4) innings of a game. No more than four (4) innings of 12 year-old pitching per six inning game will be allowed. Pitchers in extra innings may be 11 year-old or 12 year-old players.

Fall League: 10 year-old players must pitch a minimum of six outs during the first four (4) innings of a game. No player may pitch more than two (2) innings in one game and maximum of six (6) innings in a calendar week (Monday to Sunday). Pitchers in extra innings may be 10 or 11 year-old players.

(see additional pitching rules under 'All League Rules' #7)

2. All team members present at the game will bat in continuous rotation, and not sit out two (2) consecutive innings. All players must play at least one inning in the infield and one inning in the outfield. Players cannot sit a second defensive inning until every player has sat out an inning.
3. **The game shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the 5th inning, if either team is behind by 10 or more runs and both teams have had an equal number of times at bat.**
4. Runner must return to a previously occupied base when a delivered pitch is not hit and is caught and the runner makes a committed movement in the direction of that base. An activity designed to deceive the runner (hidden ball tricks etc) will be deemed as a balk and players on base will be allowed to advance one base on this balk call (no warnings issued)

5. No delayed steals allowed. (Intent: to stop base-path antics and speed up the game.)
6. Base stealing is permitted.
7. Leadoffs are allowed.
8. Balks will be called. All pitchers shall be allowed one balk warning *per outing*. In the event of the first balk, the play will be ruled dead by the umpire and the violation explained to the pitcher. No advancement of baserunners will occur. Subsequent balks by the same pitcher will result in all baserunners advancing one base from their *previously occupied* base.
9. No intentional walks.
10. “Infield Fly” rule is in effect.
11. The “Dropped Third Strike” rule is in effect.
12. Catchers may have an optional courtesy runner if they reach base or are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out.
13. Catcher’s gear must be worn by any player warming up any pitcher at all times.
14. **Coaches must provide their game lineup to the opposing coach complete with players ages in order to substantiate pitching limits and rules.**
15. Unsportsmanlike conduct is behavior that is unethical and/or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
16. [Managers](#), [coaches](#), [players](#), and [parents](#) must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.

PONY LEAGUE

AGES 13, 14 (Summer League)
Ages 12, 13 (Fall League)

PURPOSE: This is a competitive league with emphasis on more detailed and advanced skills, continuing with instruction and sportsmanship as our highest values.

With BYB Board approval, this league may include in-house teams from surrounding cities in the Fox Valley area.

Pony rules apply with the following exceptions and notations:

1. A player may pitch no more than 5 innings in a one game calendar week (Monday to Sunday); 9 innings in a two game calendar week (Monday to Sunday); and 13 innings in a three game calendar week (Monday to Sunday). For the purpose of counting games in a week, each week begins Monday morning and ends the following Sunday night.
2. **Summer League: Any player will be allowed to pitch in no more than five (5) innings per game provided that player has not already pitched more than five (5) innings per one-game week (Monday to Sunday); nine (9) innings per two-game week (Monday to Sunday) and thirteen (13) innings per three-game week (Monday to Sunday). 13 year-old players must pitch a minimum of six outs during the first five (5) innings of a game. No more than five (5) innings of 14 year-old pitching per seven inning game will be allowed. Pitchers in extra innings may be 13 or 14 year-old players.**

Fall League: 12 year-old players must pitch a minimum of six outs during the first five (5) innings of a game. No player may pitch more than four (4) innings in one game provided that player has not already pitched more than four (4) innings in a one-game week (Monday to Sunday); seven (7) innings in a two-game week (Monday to Sunday) and ten (10) innings in a three-game week (Monday to Sunday). Pitchers in extra innings may 12 or 13 year-old players.

(see additional pitching rules under 'All League Rules' #7)

3. Intentional walks are allowed, however, the pitcher must deliver at least four legal pitches.
4. Umpires will have complete control and authority of all games. Prior to the game, the home team or host organization shall rule on field conditions. Once the game starts, the Umpire governs delays or whether the playing field is safe. Exception: At facilities

equipped with lightning detection systems, the guidelines for the detection system must be followed.

5. Metal spikes will be allowed in all league play.
6. Batting helmets and catchers helmets must be worn during play.
7. Continuous batting lineups shall be used and submitted prior to the game. No designated hitters are allowed.
8. Unlimited defensive substitutions shall be allowed.
9. Catchers may have an optional courtesy runner if they reach base or are on base with two outs in an inning. The courtesy runner must be the player who recorded the most recent out.
10. Game times are to be respected, but traffic may cause game delays or reasonable time. Forfeits for game delays are discouraged, and are only approved by the League President.
- 11. The game shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the 5th inning, if either team is behind by 10 or more runs and both teams have had an equal number of times at bat.**
12. Jewelry shall not be worn, except for religious or medical medals. A religious medal must be taped down and worn under the uniform. A medical alert must be taped down, but may be visible.
13. Catcher's gear must be worn by any player warming up any pitcher at all times.
- 14. Coaches must provide their game lineup to the opposing coach complete with players ages in order to substantiate pitching limits and rules.**
15. Unsportsmanlike conduct is behavior that is unethical and/or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
16. [Managers](#), [coaches](#), [players](#), and [parents](#) must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.

COLT LEAGUE

AGES 15 – 17 (Summer League)

PURPOSE: This is a competitive league with emphasis on advancing individual and team skills. Sportsmanship and fair play remaining our highest values.

*Illinois High School Association Rules and the participating League Rules will apply with the following Batavia amendments.

1. Effort must be made to play all players present at any game. Exception: fair disciplinary reason by coach.
2. All League Rules as they apply.
3. Metal spikes will be allowed in all league play.
4. Catcher's gear must be worn by any player warming up any pitcher at all times.
5. Unsportsmanlike conduct is behavior that is unethical and/or dishonorable. It includes, but is not limited to, disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward any other individual.
6. [Managers](#), [coaches](#), [players](#), and [parents](#) must abide by the respective Code of Conduct forms, and periodically re-read those forms and these rules to ensure a positive experience for everyone.

ALL LEAGUE RULES

1. All games must start within ten (10) minutes of scheduled time except in the case of umpiring or field difficulties.
2. All managers coaches and players, not at bat or on deck will remain in the dugout at all times, except as allowed by specific league rules. However, a manager or coach, with an umpire's permission, may leave the dugout to confer with an umpire or a player.
3. Umpires and coaches will be responsible for keeping bats and all unused equipment off the playing field during games.
4. No headfirst slides are allowed. Any runner sliding headfirst will be called out.
5. No fake bunts/'slashing' at a pitch is allowed. If the batter squares to bunt, the player must either make an attempt to bunt the pitch or pull back. If, in the umpire's opinion, the batter performs a slash swing, the player will be called out. This rule will not be applicable in the Colt League.
6. With 2 outs, a coach may pinch run for a baserunner who will be playing the Catcher position in the next inning.
7. Use of tobacco products is prohibited (including spectators) at any BYB/Batavia Park District field or facility where a BYB team is playing or practicing.
8. Alcoholic beverages are prohibited (including spectators) at any BYB/Batavia Park District field or facility where a BYB team is playing or practicing.
9.
 - a) Regulation game duration is as identified in section 3.10 of this rules book.
 - b) Scheduled weeknight games shall start as early as 5:30pm and no inning shall start after dusk. (For Traveling, Colt, and Pony league games the umpire can waive this rule based upon available light at his sole discretion.)
 - c) No new inning shall start after the following times (from the scheduled start time):

Power League	1½ hours
Instructional	1½ hours
Rookie	1½ hours
Minor	2 hours
Major	2 hours
Pony	2 hours

- d) A new inning begins the exact moment that the third out, in the previous inning, is made.
- e) Before the game begins, the umpire shall identify an official game clock in collaboration with the opposing coaches.

10. Pitching Rules:

- a) Pitching Eligibility Rules for all leagues
 - 1) Pitching limitations based on a player's age shall be based on the age designated by Player Age specified on the current year's registration form (a.k.a. Player's draft age) and not the player's chronological age at the time of the game.
 - 2) A player once removed as a pitcher may not pitch again in the same game.
 - 3) Pitching rule violations in any league can be subject to forfeiture of that game as determined by the appropriate League President.
 - 4) Pitchers may not wear an item of clothing or accessory that could be construed as distracting to the batter. These items could include but are not limited to: sunglasses, sweat/head bands and batting gloves hanging from pants pocket. Players needing prescription sunglasses for vision correction shall be exempted from this rule.
 - 5) For purposes of calculating a player's number of innings pitched, one pitch shall constitute a full inning.

NOTES:

- A. The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation. Batavia Youth Baseball League Officials are urged to take precautions to prevent such violations. When a violation is imminent, the potential offender shall be notified immediately.
- B. Innings pitched in games declared "no contest" or " Regulation Drawn Games" shall be charged against pitcher's eligibility for that week (Monday to Sunday). If resumed in the following week or weeks, pitcher of record may continue up to the extent of their remaining eligibility for said game and the calendar week (Monday to Sunday).

b) Pitching Rest Rules, by league, are as follows:

MINOR LEAGUE - Any player pitching in a game shall rest one calendar day before that player may pitch again. See also - Minor League Rule no. 3. (Note: See All-Star game exception, 2.1.2.5)

MAJOR LEAGUE - If a player pitches in less than four (4) innings one (1) calendar day of rest is mandatory. If a player pitches four (4) innings, three (3) calendar days of rest must be observed. (Note: See All-Star game exception, 2.1.2.5.)

EXAMPLE:

If a player pitched in four or more innings on:	if eligible, that player can pitch again on:
Sunday-----	Thursday
Monday-----	Friday
Tuesday-----	Saturday
Wednesday-----	Sunday
Thursday-----	Monday
Friday-----	Tuesday
Saturday-----	Wednesday

c) Any player, who pitches in any other baseball program, while simultaneously participating in Batavia Youth Baseball, shall observe all Batavia Youth Baseball pitching rules, including the number of innings pitched in any other baseball program, when determining their pitching eligibility for Batavia Youth Baseball. It is the coach's responsibility to determine which players are in other leagues and enforce this rule.

d) For in-house post-season tournament games, the pitching rest rules are waived. Rules governing maximum innings pitched during a calendar week (Monday to Sunday) are still in effect.

NOTE: The intent of rule No.7 is to ensure the safety of all players.

- 11. Coaches are encouraged to utilize players in many different positions for instructional purposes. Care must be taken in assigning the players, keeping in mind safety, skill and ability.
- 12. Any player(s) from the batting team while outside the dugout must wear a safety helmet at all times. Any player who intentionally removes their safety helmet will be called out

13. Each team's joint responsibilities shall include, but are not limited to, the following:
 - (a) Raking the field.
 - (b) Lining the base paths and batters boxes prior to the game.
 - (c) Placing bases prior to the game.
 - (d) Securing all league equipment and locking all facilities after the game.
 - (e) Picking up all debris in the field and spectator areas after the game.
 - (f) Rake and repair holes in pitcher's mound; batter's boxes and infield after the game.
 - (g) Promptly informing the respective league president of any concerns with fields, grounds, facilities, equipment, or supplies.

Home team shall provide two (2) new game balls. If both new balls are lost during the game, then the best available practice ball(s) from either team should be used.
14. Umpires judgment will be used to protect all fielders, the base runner will be required to slide or avoid contact at second, third and home plate in the event of a close play.
Approved ruling in the event of failure to slide, or avoid contact, runner is out and the ball is dead, runners may not advance.
15. A game must start with a minimum of eight (8) players and may go to seven (7) as a result of injury only.
16. Only the designated Manager, or active players, can ask the umpire for a time out.
17. No "Ten-Run-Rule" except in Major, Pony and Colt leagues.
18. On-deck hitters need to be outside the field on the same side of the baseline as the batter.
19. Any player or coach ejected from a game is not eligible to participate in the next game played. Appeals of rejections should be submitted in writing to the league president.
20. In order to provide a source of replacement players, managers may call-up players from lower league teams (may not use players from same league, more advanced leagues, travel leagues at any level or older players from other leagues). A manager may not "bring up" more than 2 players. When a manager has knowledge that he will have less than nine (9) players for a given game, he may arrange for replacement player(s). In the event that a manager brings up replacement player(s) both the league president and the opposing manager should be notified prior to the game. Replacement players must bat last in the lineup and will not play more defensive innings than any regular roster player. Replacement players may not pitch or catch and must play an equal mix of outfield and infield positions.

21. If a pitcher hits 2 batters in one inning or 3 batters in a game, that pitcher must be removed from that position for the remainder of the game.
22. **Travel Players (BYB or other organization) are not be allowed to participate in the BYB in-house Spring/Summer team. Travel Players are defined as any player belonging to a roster of any full-time travel team. This rule also covers players participating in the BYB in-house program, who subsequently join a travel program after starting the in-house season with BYB.**
23. **No chanting, singing, shaking the fence, cow bells, or other noise can be used to distract the pitcher or batter once the pitcher addresses the pitching rubber. If an umpire finds a team in violation of this rule, he will call "Time", declare the ball dead, and either award the batter first base (if the team in the field is in violation) or call the batter out (if the team batting is in violation).**
24. **BYB Equipment provided includes hat, uniform shirt, pants, socks, and belt for each individual. Each team is provided one set of catcher's gear, practice baseballs, 4-6 helmets, throw-down bases, and game baseballs (not to be handed out to players), and team gear bag. Some leagues also provide each team with a few bats and other team gear. Players must provide their own fielding glove and cup/supporter. Players may optionally also provide their own gear bag, personal helmet, and personal bat.**
25. **Only the assigned head coach and assistant coaches are allowed in the dugout during a game. Parents and spectators are encouraged to use the provided seating areas, and not stand directly behind home plate.**

OFFICIAL PLAYING RULES

1.00 OBJECTIVES OF THE GAME:

1.01 Batavia Youth Baseball is a game between two teams, under direction of a coach, played on a league field, in accordance with these rules.

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

1.03 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.

1.04 THE PLAYING FIELD

The field shall be laid out according to Batavia Youth Baseball rules, supplemented by Diagrams No. 1, Batter's Box.

(a) The infield shall be a square.

(b) The outfield shall be the area between two foul lines formed by extending two sides of the square. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be determined by the league.

(c) The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

(d) When the location of home plate is determined, the size of the diamond and the distance from home base to the pitchers mound and to second base, are as follows for each league:

<u>League</u>	<u>Diamond</u>	<u>Pitchers Mound</u>	<u>Second Base</u>
Inst	45 feet	40 feet	63'-6"
R 8	50 feet	40 feet	70'-6"
Minor	60 feet	46 feet	84'-10"
Major	70 feet	48 feet	99'-0"
Pony	80 feet	54 feet	113'-2"

(e) The batters box shall be laid out as shown in diagram No.1

(f) The catchers box extends approximately 6'-4 3/4" to the rear of the home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate.

(g) The batter's box should be 6 feet by 3 feet. The inside line, if used, shall be parallel to and 4" (6" for Pony league) away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

(h) The coach's box should be 4 feet by 8 feet.

(i) The foul lines and all other playing lines should be marked with chalk or other white material. Caustic lime must not be used. Orange is permissible on the warning track.

(j) The league shall determine the size and shape of the grass and bare areas of its playing field.

1.05 Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 12-inch square with two of the corners filled in so that one edge is 17-inches long, two 8 1/2 inches and two are 12 inches. It shall be set on the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home plate.

1.06 First, second and third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bags shall be centered on second base. Bases designed to disengage their anchor systems for safety purposes are permitted.

NOTE: If the impact of a runner breaks a bag loose from its position, no play can be made on that runner at that base if the runner has reached the base safely. If there is continual action involving a subsequent runner, the base played becomes the actual base for rendering of the umpire's decision.

1.07 The pitcher's plate shall be a rectangular slab of whitened rubber.

1.08 The ball used must meet Batavia Youth Baseball specifications and standards.

1.09 The bat used must meet Batavia Youth Baseball specifications and standards. It shall be a smooth, rounded stick and made of wood or other material tested and proved acceptable to Batavia Youth Baseball standards. It shall be not more than thirty three (33) inches in length, **not more than two and five-eighths (2 5/8)** inches in diameter and if

wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Bats may be taped or fitted with a sleeve for distance not exceeding sixteen (16) inches from the small end. No laminated bat shall be used. Colored bats are acceptable.

- (a) If an illegal bat (for example a 2 3/4 bat) is found present at a field for a specific team, the team will receive one (1) warning and the bat will must be removed from the field. Also:**
 - (i) If an illegal bat is found being used by a player before or during an at bat, the offending player will be called out.**
 - (ii) If an illegal bat is found being used by a player after an at bat, the offending player will be called out and all runners will return to the bases occupied prior to the offending player's at bat.**
- (b) If the team is found to violate this rule again after the one (1) warning:**
 - (i) If an illegal bat is found being used by a player before or during an at bat, the offending player will be called out for the current at bat and all remaining at bats in the game.**
 - (ii) If an illegal bat is found being used by a player after an at bat, the offending player will be called out for the current at bat and all remaining at bats in the game. All runners will return to the bases occupied prior to the offending player's at bat.**

1.10 Uniforms:

- (a) All players on a team shall wear numbered shirts identical in color, trim and style.
- (b) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length. No player shall wear ragged, frayed or slit sleeves. Exception: Light colored shirt sleeves (e.g., white, off-white, light gray) shall not extend below the elbow.
- (c) No player shall attach to a uniform, tape or other material of a different color than the uniform.
- (d) Glass buttons and polished metal shall not be used on a uniform.
- (e) No player shall attach anything to the heel or toe of the shoe other than toe plate.

(f) Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible except for the Pony and Colt leagues.

(g) Players must not wear watches, rings, pins, jewelry or other metallic items.

(h) Casts-Plaster casts are not allowed.

1.11 The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size or weight consistent with protecting the hand.

1.12 Pitcher's glove:

(a) The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be gray or white.

(b) No pitcher shall attach to the glove any foreign material of a color different from the glove.

(c) No pitcher shall wear sweatbands or wristbands.

1.13 Each team shall provide (4) protective helmets, which must meet NOCSAE specifications and standards. Use of helmet by the batter, on batter, all base runners and coaches is mandatory. Use of a helmet by adult base coaches is optional. Each helmet shall have an exterior warning label. NOTE: The warning label cannot be embossed in the helmet, but must be placed in the exterior portion of the helmet and be visible and easy to read. The helmets provided by each league must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label as noted above.

1.14 All male players must wear athletic supporters. *Catchers (male) must wear the metal, fiber or plastic cup.* Catchers must wear long model chest protectors with neck collar, throat guard, shin guards and a catcher's helmet all of which must meet league specification and standards. Catchers must wear a mask, throat protector and catcher's helmet during practice, pitcher warm-up and games

2.00 GAME PRELIMINARIES:

2.01 Before the game begins the umpires shall

2.02 Substitutes - Free defensive substitutes and continuous batting will be used in the Power league through the Pony league.

- 2.03 Substitutes (runners) - If a runner is injured, 'Substitute' runners are allowed. The substitute runner shall be the player who made the most recent **batted** out. If the player who made the most recent batted out is the batting team's next inning defensive catcher and there are two outs, the substitute runner shall be the player who made the second most recent batted out. In non-injury situations, 'Courtesy' runners are allowed in all leagues provided the coaches of **both** teams agree on the selected replacement runner.
- 2.04(a) The pitcher named in the batting order handed to the umpire-in-chief, as provided in Rule 4.01 shall pitch to the first or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates a pitcher from further play as pitcher.
- (b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is putout or reaches the first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which in the umpire-in-chief's judgment, incapacitates the pitcher from further play as a pitcher.
- 2.05 The manager shall immediately notify the umpire-in-chief of any substitution and shall state to the umpire-in-chief the substitute's place in the batting order.
- 2.06 The umpire-in-chief, after having been notified, shall immediately announce or cause to be announced, each substitution.
- 2.07(a) if no announcement of a substitution is made, the substitute shall be considered to have entered the game when:
- (1) if a pitcher, the substitute takes position on the pitcher's plate and **throws** one warm up pitch to the catcher;
 - (2) if a batter, the substitute takes position in the batter's box;
 - (3) if a fielder the substitute reaches the position usually occupied, by the fielder being replaced, and play commences;
 - (4) if a runner, the substitute takes the place of the runner being replaced.
- (b) any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.
- 2.08 Players, managers and coaches of the participating team shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.
- 2.09 **Both** coaches shall be the judge as to whether and **when** play should be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspensions; and as to whether and when a game shall be terminated after such suspension. The coaches

may continue suspension as long as there is any chance to resume play, but not longer than fifteen (15) minutes.

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

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

2.12 No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, umpires and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field the ball is dead at the moment of interference and no runners on base may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

2.13 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 the umpire's opinion will nullify the act of interference. **APPROVED RULING:** If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

2.14 Players and substitutes shall sit on their team's bench or in their dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, manager and coach shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Batboys and/or batgirls are not permitted.

3.00 STARTING AND ENDING THE GAME:

3.01 The umpire shall proceed directly to home plate where they shall be met by the managers of the opposing teams, just preceding the established time to begin the game.

3.02 The members of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "Play" and the game shall start.

3.03 When the batter is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

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

PENALTY: Balk

(b) the pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

(c) except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.

(d) except the batter, or runner attempting to score, no offensive player shall cross the catchers lines when the ball is in play.

3.04 The batting order shall be followed throughout the game unless a player is substituted for another.

3.05 The offensive team shall station two coaches on the field during its time at bat, one near first base and one near third base. Coaches shall:

(a) be an adult manager or coach.

(b) remain within the coach's boxes at all times;

(c) talk to members of their own team only. An offending coach shall be removed from the coach's box.

3.06 No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere:

(a) incite, or try to incite, by word or sign, a demonstration by spectators;

(b) use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators;

(c) in the umpire's judgment any member of the offensive team makes any move calculated to cause the pitcher to commit a balk; First warn the player and/or manager. If continued, remove the player and/or manager from the game or bench. If such action causes a balk, it shall be nullified.

(d) no fielder shall take a position in the batter's line of vision, with deliberate intent to

distract the batter. The offender shall be removed from the game.

3.07 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.

3.08 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 the following penalty shall be assessed: PENALTY: The umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players.

3.09 HOW A TEAM SCORES

(a) one run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTIONS: A run is not scored if the runner advances to home base during the play in which the third out is made (1) by the baserunner before touching first base; (2) by the runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

(b) when the winning run is scored in the last half inning of a regulation game or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runners to advance, the umpire shall not declare the game ended until runners forced to advance have touched the bases to which they are forced (appeal play).

3.10 REGULATION GAME (for Pony league, add 1 to all numbers)

(a) A regulation game consists of six innings, except Pony league which has seven (7) innings, unless extended because of a tie score, or shortened by the following:

(1) because the home team needs none in its half of the 6th inning only a fraction of 6 it;
or

(2) because the umpire calls the game.

(b) If the score is tied after six complete innings, play shall continue until

(1) the visiting team has scored more total runs than the home team at the end of a completed inning, or

- (2) the home team scores the winning run in an uncompleted inning.
- (c) If a game is called, it is a regulation game
 - (1) if four innings have been completed;
 - (2) if the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four completed half-innings;
 - (3) if the home team scores one or more runs in its half of the fourth inning to tie the score.
- (d) If a game is called before it has become a regulation game, the umpire shall declare it "Suspended". Suspended games are resumed at the exact point that play was halted and played to completion.
- (e) If after (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs may concede the victory to the opponent.

3.11 The score of a regulation game is the total number of runs scored by each team at the moment that the game ends. NOTE: For Pony league, add 1 to all numbers.

- (a) the game ends when the visiting team completes its half of the sixth inning if the home team is ahead.
- (b) the game ends when the sixth inning is completed, the visiting team is ahead.
- (c) if the home team scores the winning run in its half of the sixth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored. NOTE: Once a game becomes regulation and it is called when the home team taking the lead in an incomplete inning, game ends with the home team the winner.

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

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

(d) A called game ends at the moment the umpire terminates the game.

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

(1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.

(2) Visiting team scores one or more runs to take the lead in an incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

(e) A regulation game that is tied after four or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with Rule 3.10 (a) and 3.10 (b).

NOTE: When the TIE game is halted, pitcher of record may continue pitching in the same game on any subsequent day providing said pitcher has observed the required days of rest and has pitching eligibility in the calendar week (Monday to Sunday) in which the game is resumed. For score keeping purposes, it Shall be considered the game, and all batting, fielding and pitching fink will count.

3.12 TIE games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A pitcher can pitch in both games on the same day subject to league pitching rules. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted; subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game.

3.13 The umpire-in-chief shall order the playing field lights turned on whenever in such umpire's opinion darkness makes further play in daylight hazardous.

3.14 A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:

(a) being upon the field, refuses to start play within 10 minutes of the appointed hour for the beginning of the game, unless such delay, in the umpire's judgment, is unavoidable;

(b) refuses to continue play unless game was terminated by the umpire;

(c) fails to resume play, after a game was halted by the umpire, within one minute after

the umpire has called "Play";

(d) fails to obey within a reasonable time the umpire's order to remove a manager, coach, or player from the game and from the park premises;

(e) after warning by the umpire, willfully and persistently violates any rules of the game;

(f) employs tactics designed to delay or shorten the game.

3.15 If a game cannot because of the inability of either team to place eight (8) players on the field before the game begins, this shall be grounds for forfeiture.

3.16 A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place seven (7) players on the field (see Rule 3.15).

3.17 Forfeited games shall be so recorded in the score book and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

3.18 PROTESTING GAME

(a) No protest shall be considered, on a decision involving an umpire's judgment.

(b) Equipment which does not meet specifications must be removed from the game and shall not be the basis for protest.

(c) If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse the decision. If however, the umpire is convinced that the decision is not in conflict with the rules, the umpire's decision shall be final.

(d) Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game should be continued.

NOTE: All Batavia Youth Baseball league officials are urged to take precautions to prevent violations. When a violation is imminent, the potential offender should be notified immediately. EXAMPLE: Should a manager, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. **If this note/rule is not followed a protest will not be considered.**

4.00PUTTING THE BALL IN PLAY - LIVE BALL:

- 4.01 At the time set for beginning the game the umpire-in-chief shall order the home team to take it's defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position the umpire-in-chief shall call "Play."
- 4.02 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 shall be put out, no bases may be run and no scores may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair hit out of the playing field.)
- 4.03 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.
- 4.04 The offensive teams objective is to have it's batter become a runner, and it's runners advance.
- 4.05 The defensive teams objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 4.06 When the batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.
- 4.07 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 4.08 If a thrown ball accidentally touches a base coach or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.
- 4.09 The ball becomes dead and runners advance one base, or return to their legal bases, without liability to be put out when
- (a) a pitched ball touches a batter or the batter's clothing while in a legal batting position; runners, if forced, advance (See Rule 5.08);
 - (b) the plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If catcher's throw gets the runner out, the out stands. No umpire interference;
 - (c) a balk is committed, runners advance (see Penalty 7.05)

(d) a ball is legally batted either fair or foul; runners return;

(e) a foul ball not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases;

(f) a fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runner hit by a fair batted ball is out;

NOTE: If the fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches the runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such a decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on ball; runners advance, if forced;

(g) a pitched ball lodges in the catcher's or umpire's mask or paraphernalia; runners advance.

4.10 The ball becomes dead when an umpire calls "Time". The umpire-in-chief shall call "Time"

(a) when in said umpire's judgment, whether, darkness or similar conditions make immediate further play impossible;

(b) when light failure makes it difficult or impossible for the umpires to follow the play;

NOTE: A league may adopt it's own regulations governing games interrupted by light failure.

(c) when an accident incapacitates a runner or an umpire - an accident to a runner is such as to prevent said runner from preceding to an entitled base, as on a home run hit out of playing field or an award of one of these or more bases, a substitute runner shall be permitted to complete the play.

(d) when the manager requests "Time" for substitution, or for a conference with one of the players;

(e) when the umpire wishes to examine the ball, to consult with either manager, or for any similar cause;

(f) when a fielder, after catching a fly ball, falls into a bench or stand, or fall across ropes into a crowd when spectators are on the field. Runners advance one base, ball is dead;

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

(h) Except in cases stated in paragraphs (b) and (c) of this rule no umpire shall call "time" while a play is in progress.

4.11 After the ball is dead, play shall resume when the pitcher takes position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "play". The plate umpire shall call "play" as soon as the pitcher takes possession of the ball.

5.00 THE BATTER:

5.01(a) Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

(b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

5.02(a) The batter shall take possession in the batter's box promptly when it is said batter's time at bat.

(b) The batter shall not leave that position in the batter's box after the pitcher come to Set Position or starts a wind up.

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

(c) If the batter refuses to take possession in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after a such a pitch, and the regular ball in strike count should continue, but if the batter does not take proper position before these three strikes are called, that batter shall be declared out.

5.03 The batter's legal position shall be both feet within the batter's box.

APPROVED RULING: The lines defining the box are within the batter's box.

5.04A batter has legally completed a time at bat when put out or becomes a runner.

5.05A batter is out when:

- (a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- (b) third strike is legally caught by the catcher;
- (c) a third strike caught or not caught by the catcher; (d) bunting foul on a third strike;
- (e) an Infield Fly is declared;
- (f) that batter attempts to hit a third strike and is touched by the ball;
- (g) a fair ball touches said batter before touching a fielder;
- (h) after hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter/runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;
- (i) after hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- (j) after hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
- (k) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the left of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball; (1) an infielder intentionally drops a fair fly ball or a line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to the original bases 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.

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

5.06A batter is out for illegal action when:

- (a) hitting the *ball* with one or both feet *on* the ground entirely outside the batter's box.
- (b) stepping from one batter's box to the other while the pitcher is in position ready to pitch;
- (c) interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

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

5.07 BATTING OUT OF TURN

- (a) A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. (1) the proper may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- (b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of the ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

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

- (c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.
- (d) (1) When the proper batter is called out for failing to bat in turn the next batter shall be the batter's whose name follows that of the proper batter thus call out; (2) 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 and proper batter

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

Abel - Baker - Charles - Daniel - Edward - Frank - George - Henry - Irwin.

PLAY (1) Baker bats. With the count two balls and one strike; (a) the offensive team discovers the error or (b) the defensive team appeals. RULING: in either case, Abel replaces Baker, with the ball count as two balls and one strike.

PLAY (2) Baker bats and doubles. Defensive team appeals (a) immediately or (b) after a pitch to Charles. RULING: Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

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

RULING: (a) Abel's runs count and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because the advance to third resulted from the improper batter batting a ball. Daniel was called out and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4) with the bases full and two out, Henry bats in Franks turn, and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to George.

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

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

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

PLAY (6) Daniel walks and Abel comes to bat. Daniel was an improper batter and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is proper batter. There is no appeal and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out, or becomes a runner. Edward does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper

batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but Daniel is on second base. Who is the proper batter?

RULING: The proper batter is Edward. When the proper batter is on base, that batter is passed over, and the following batter becomes the proper batter.

5.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when

- (a) four "balls" have been called by the umpire;
- (b) the batter is touched by a pitched ball which the batter is not attempting to hit unless
 - (1) the batter is in the strike zone when it touches the batter, or
 - (2) the batter makes no attempt to avoid being touched by the ball

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

RULING: When the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance. (a) the catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election may be made immediately at the end of the game. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference; (b) a fair ball touches an umpire or a runner in fair territory before touching a fielder.

NOTE: If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

5.09 The batter becomes a runner when:

- (a) a fair ball is hit;
- (b) a fair ball, after having passed a fielder other than the pitcher, or having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory;
- (c) a fair fly ball passes over a fence or into the stands of a distance from the home base 165 feet or more. Such hit entitles the batter to a home run when all bases have been legally touched. A fair fly ball that touches out of the playing field at a point less than 165 feet from home base shall entitle the batter to advance to second base only;
- (d) a fair ball, after touching the ground, bounds in to 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 runners shall be entitled to advance to bases;
- (e) any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through any shrubbery or vines on the fence or which sticks in the fence or scoreboard in which case the batter and runner to advance two bases;
- (f) any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- (g) a fair fly ball is deflected by the fielder into the stands, or over the fence in foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 165 feet from home plate, the batter shall be entitled to two bases only.

NOTE: If deflection occurs off fielder's glove below the top of the fence that batter shall be entitled to two bases.

6.00 RUNNER:

6.01 A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

- 6.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball dead under provision of Rule 4.09. In such cases, the runner may go directly to the original base.
- 6.03 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- 6.04 Each runner other than the batter may, without liability, advance one base when:
- (a) there is a balk;
 - (b) the batters advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball but 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;
 - (c) a fielder, after catching a fly ball, falls into a bench or stand, or falls upon ropes into a crowd when spectators are on the field.

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which the runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

- 6.05 Each runner including the batter-runner may, without liability to be put out, advance
- (a) to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball, which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap, or any other article of apparel;
 - (b) three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril;
 - (c) three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and batter may advance to home plate at that batters own peril;
 - (d) two bases, if a fielder deliberately touches a thrown ball with a cap, mask, or any other part of the uniform detached from its proper place on the person of said fielder. The

ball is in play;

(e) two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play;

(f) two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

(g) two 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 back stop, or remains in the meshes of wire screen protecting the spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the 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;

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

(h) one base, if a ball pitched to the batter or thrown by the pitcher from the 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 back stop. The ball is dead;

(i) one base, the batter becomes a runner on a ball four when the pitcher passes the catcher and lodges in umpire's mask or paraphernalia.

NOTE: If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only that can advance beyond first base at their own risk if the ball stays in play.

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

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners

forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction.

6.07 Any runner is out when:

(a) running more than three feet away from a direct line between bases to avoid being tagged unless such action is to avoid interference with a fielder fielding a batted ball;

(b) after touching first base, the runner leaves the baseline, obviously abandoning all effort to touch the next base;

(c) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;

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

(e) the runner is tagged when the ball is alive, while off a base;

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.

RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.

RULING: (2) If a base is dislodged from its position during a play, any following on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the point marked by the dislodged bag.

(f) failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the first following pitch, or any play or attempted play. This is not an appeal play;

NOTE: Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul ball is caught.

(g) failing to reach the next base before a fielder tags said runner or base after that runner

has been forced to advance by reason of the batter becoming a runner. However, if the following runner is put out on a forced 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 that runner is forced to advance, and if oversliding or overrunning 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 to the base last occupied, the forced play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;

(h) 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, no runners advance, except runners forced to advance;

EXCEPTION: If a runner is touching a base when touched by an Infield Fly, that runner is not out, although the batter is out.

NOTE: If a runner is touched by an Infield Fly when not touching a base, both runner and batter are out.

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

(j) passes a preceding runner before such runner is out;

(k) after acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;

(l) failing to return at once to first base after overrunning or oversliding that base. If attempting to run to second the runner is out when tagged. If after overrunning or oversliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged;

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

6.08 It is interference by a batter or runner when:

(a) after a third strike the batter hinders the catcher in an attempt to field the ball;

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

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

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

(e) any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielder. Such runner shall be declared out for the interference of team mate or teammates;

(f) any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;

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

(h) in the judgment of the umpire, the base coach at third base or first base, by touching or holding the runner physically, assist that runner in returning to leaving third base or first base;

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

(j) n running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with

the fielder taking the throw at first or attempting to field a batted ball;

(k) the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;

(l) a fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by any infielder and touches a runner immediately back of said infielder, 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 decisions, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball, if in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.

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

6.09 Any runner shall be called out on appeal

(a) after a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged;

(b) with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged;

RULING: (1) No runner may return to touch a missed base after a following runner has scored. (2) When the ball is dead, no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched base beyond the missed base.

(c) the runner overruns or overslides first base and fails to return to the base immediately, and said runner or the base is tagged;

(d) the runner fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal, 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. (The defensive team has left the field when no players remain in fair territory.)

An appeal is not to be interpreted as a play or an attempted play.

Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for the second appeal on the same runner at the same base shall not be allowed by the umpire. Intended meaning of the word "err" is that defensive **team** in making an appeal, threw the ball out of play.

For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.

NOTE: Appeal plays may require an umpire to recognize an apparent "fourth out." If the third 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 appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purposes of this rule the defensive team has "left the field" when all players have left fair territory on their way back to the bench or dugout.

- 6.10 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 a thrown ball.

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

- 6.11 Unless two are out, the status of a following runner does if not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a forced play, neither preceding nor following runners shall score.

- 6.12 When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners (**MINORS ONLY**).

(a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner or runners, and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made and no out results;

(b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original bases or to the unoccupied base nearest the

one that was left; in no event shall a batter advance beyond first base or on a single error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

(c) When a base runner leaves the base before the pitched ball has reached the batter and the batter hits or bunts a ball within the infield, no runner shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play, except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

(d) Each team will be given one warning per game. Subsequent to the warning, any runners leaving early on any pitch will be called out, and the play will be called “dead” with no other runners permitted to advance and any resulting pitch declared a “no pitch”.

NOTE: See exceptions following this rule.

EXCEPTION: If at the conclusion of the game there is an open base, paragraphs (a) (b) will apply.

EXAMPLES:

1. Runner on first leaves too soon, batter reaches first safely, runner goes to second.
2. Runner on second leaves too soon, batter reaches first safely, runner returns to second.
3. Runner on third leaves too soon, batter reaches first safely, runner returns to third.
4. Runner on first leaves too soon, batter hits clean double, runner goes to third only.
5. Runner on second leaves too soon, batter hits clean double, runner goes to third only.
6. Runner on third leaves too soon, batter hits clean double, runner returns to third.
7. All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
8. Runners on first and second either leaves too soon, batter reaches first safely, runners go to second and third.
9. Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.

10. Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
11. Runners on first and third, either leaves too soon, batter hits clean double, runner on first goes to third, runner on third scores.
12. Runners on second and third, either leaves too soon, batter reaches first safely, neither runner can advance.
13. Runners on second and third, either leaves too soon, batter hits a clean double, runner on third scores, runner on second goes to third.
14. Runners on first, second and third, any runner leaves too soon, batter hits clean double, runners on second, third score, runner on first goes to third.
15. Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.
16. Bases full, any runner leaves too soon, batter receives base on balls or is hit by a pitch, each runner will advance one base and a run will score.

NOTE: When an umpire detects a base runner leaving the base too soon, that umpire shall drop a signal flag or handkerchief immediately to indicate the violation.

NOTE: For purpose of these examples, it is assumed that the batter runner remains at the base last acquired safely.

7.00 THE PITCHER:

7.01 Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

Pitcher shall take signs from the catcher while standing on the rubber.

(a) The Windup Position. The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position, any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall

not raise either foot from the ground, except, that in the actual delivery of the ball to the batter, said pitcher may make one step forward with the free foot.

NOTE: when a pitcher holds a ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and the other foot free, that pitcher will be considered in a Windup Position.

(b) The Set Position. Set Position shall be indicated by the pitcher when the pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. From such Set Position, the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as that "the stretch". But if the pitcher so elects, the pitcher shall come to Set Position before delivering the ball to the batter.

NOTE: The pitcher need not come to a complete stop.

(c) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw.

(d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless -the batter reaches first base on a hit, and error, a base on balls, a hit batter or otherwise.

(e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from the position, it shall be considered the same as a wild throw by any other infielder.

7.02 The pitcher shall not:

- (a) (1) bring the pitching hand in contact with the mouth or lips while in the 10 ft. circle surrounding the pitching rubber;

PENALTY: For violation of this part of the rule the umpire's shall immediately call a ball and warn the pitcher that repeated violations of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. '

- (2) apply a foreign substance of any kind to the ball;
- (3) expectorate on the ball, either hand or the glove;
- (4) rub the ball on the glove, person or clothing;
- (5) deface the ball in any manner;
- (6) deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course is allowed to rub off the ball between the bare hands;
- (7) deliver a "quick" return pitch.

PENALTY: For violation of any part of this rule, umpire shall: Call pitch a ball and warn pitcher. If a play occurs on a violation, manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at end of play.)

(b) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner;

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

(c) Intentionally pitch at the batter. If in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game.

7.03 When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without an opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

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

NOTE: The intent of this rule is to avoid unnecessary delays.

The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.

7.05 If there is a runner, or runners, a balk occurs when:

- (a) the pitcher, while touching the plate makes any motion naturally associated with the pitch and fails to make such delivery;
- (b) the pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- (c) the pitcher while touching the plate, fails to step directly toward a base before throwing to that base;
- (d) the pitcher while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- (e) the pitcher makes an illegal pitch;
- (f) the pitcher delivers the ball to the batter while not facing the batter;
- (g) the pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- (h) the pitcher unnecessarily delays the game;
- (i) the pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch.
- (j) the pitcher, while touching the plate, accidentally or intentionally drops the ball;
- (k) the pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base in which case the play proceeds without reference to the balk. When balk is called if pitch is delivered it will be considered neither a ball nor strike unless the pitch is ball four (4) awarding the batter first base and forcing all runners on base to advance.

RULING: In cases when a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which they are entitled at their own risk.

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

7.06 The following rule governs the visit of the manager or coach to the pitcher at the foul line:

- (a) This rule limits the number of visits a manager or coach may make to any one pitcher in any one inning;
- (b) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
- (c) The manager or coach is prohibited from making a third visit while the same batter is at bat. A manager or coach may not confer with any other defensive player. The catcher may be included in visit with pitcher.

8.00 THE UMPIRE:

8.01(a) One or more umpire(s) to officiate at each league game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

NOTE: Plate umpire must wear mask, shin guards and chest protector. Male umpire must wear protective cup.

- (b) Each umpire is a representative of the League and of Batavia Youth Baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
- (c) Each umpire has authority to rule on any point not specifically covered in these rules.
- (d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

8.02(a) Any umpire's decision which involves judgment, such as, but not limited to, whether

a batted ball is fair or foul, whether a pitch is a strike or a ball, whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

(b) If there is any reason to 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 protest decision.

(c) If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

(d) No umpire may be replaced during a game unless injured or ill.

8.03(a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners.)

(b) If there are two or more umpires, one shall be designated umpire-in-chief and the other field umpires.

8.04(a) The umpire-in-chief shall stand behind that catcher. This umpire usually is called the plate umpire. The umpire-in-chiefs duties shall be to:

(1) take full charge of, and be responsible for, the proper conduct of the game;

(2) call and count balls and strikes;

(3) call and declare fair balls and fouls except those commonly called by field umpires;

(4) make all decisions on the batter;

(5) make all decisions except those commonly reserved for the field umpires;

(6) decide when a game shall be forfeited;

(7) inform the official of the official batting order; and any changes in the in line batting order on request;

(8) announce any special ground rules.

(b) A field umpire may take any position (see Batavia Boys Baseball Umpire Manual) on the playing field best suited to make impending decisions on the bases. A field umpire's duty shall be to:

(1) make all decisions on the bases except those specifically reserved for the umpire-in-chief;

(2) take concurrent jurisdiction with the umpire-in chief in calling "Time", balks, illegal pitches or defacement or discoloration of the ball by any player;

(3) aid the umpire-in-chief in every manner in enforcing the rules, excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

(c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all umpires into consultation, with no manager player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decisions shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

8.05(a) The umpire shall report to the league president within twenty-four hours after the end of the game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore.

(b) When a manager, coach or player is disqualified for flagrant offense such use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall immediately remove the manager, coach, or player from the game. The removed manager, coach, or player must also immediately leave the park. If the removed managers, coaches, or players remain on the park premises, the umpire-in-chief may declare the game a forfeit for violating team.

After the game the umpire will forward full particulars to the league president within twenty-four hours after the end of the game.

(c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain his conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel justified, **which may include a suspension for the remainder of the season.**

8.06 Umpires shall not wear shoes with metal spikes or cleats.

IMPORTANT Carry your rule book. It is better to consult the rules and hold up the game long enough to decide a knotty problem than to have a game protested and possibly replayed.

DIAGRAM
PITCHING PLATE

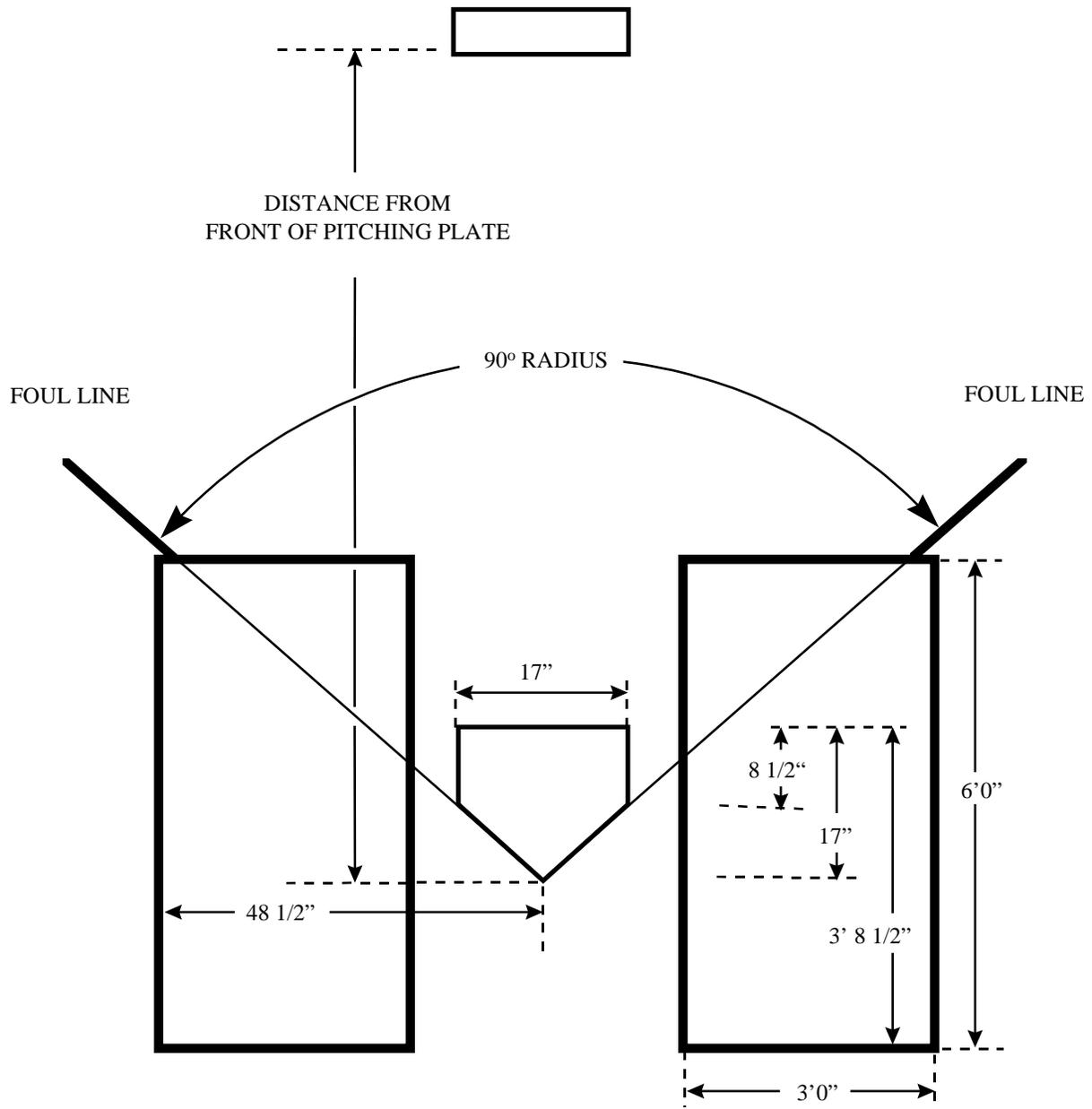


DIAGRAM #1

