

## **Position of Players (rule 1.1)**

1. Which player(s) must be on fair ground? (all but the catcher)
2. Fair ground = at least one foot in fair territory
3. can the First baseman have both feet in foul territory during a pickoff play? during a pitch?
4. Head coach and captain - who ever heard of a captain being used? its in rule 1.2
5. lineup card SHALL have name, shirt #, position , batting order -- started and list all substitutes - yet if a sub # / Name is not entered - that sub can still participate (a no penalty violation ) (also 3.1.1)
6. If a # is written wrong -- but the name is correct - thats okay -- fix the number and continue -
7. What happens if a pitcher is listed as starter but does not pitch to a batter? loses the opportunity to return as a pitcher.

## Field (1.2)

1. which dimensions are important? 90' 60' 6' 45'
2. On deck circle to be 37' from home plate or
3. what do you do if some dimension is wrong ? play the game  
- if both coaches agree thats all you need; notify athletic director the next day
4. dugout extended -- must be toward outfield and done for both sides (allows coaches and equipment to be outside the formal dugout -- reminder safety
5. On deck circle -- player can only warmup on his side of the field (no switching to be to your players back side) 1.2.3 - but if its not 37' can he have a choice?
6. OHSAA does not allow for double first base - deal with it if one is present
7. batters box - total 6' (72")L x 4' -- 2' 3 1/2" from back point or 27" - about 36" from side point of pentagon on each side.
8. pitchers plate 24" x 6"

## **Bats, Balls, Gloves (1.3)**

1. Balls - do they have NFHS label?
2. Bats - non-wood - must be bbcor .50 label -- no cracks, rattles, dents etc not altered -- will be illegal if used
3. knob must be part of the bat -- no addition that causes knob to be flush with handle (1.3.1)
4. non-Wood bat - must have a safety grip no longer than 18" from base of knob - no slippery tape (athletic tape is good)
5. Wood bat can be 2 3/4" diameter -- non wood bat max is 2 5/8 diameter
6. max length either is 36"
7. Only bats used during warmup on deck - no hammers no steel rods etc (1.3.4)
8. Glove sizes usually not a problem -- don't care a tape measure with you - however -- glove max is 14" height - 8" width 5 3/4" web max.
9. Any player can use any glove type -- example right fielder can use first basement mitt -- it must meet the measurement requirements.
10. Loose equipment -- lying around by dugout - umpire judgment on awards - that may be hard but your duty.

## **Uniforms -- (1.4)**

1. lots of requirements read the section --
2. big one to know - pitcher cannot wear long sleeve white or grey - nothing on arms / wrist to distract batter

## **Players equipment (1.5)**

1. who must wear helmet? batter , offense on deck , runners, student/player coaching, non adults shagging flies , bat boys
2. Deliberately removing helmet whist the ball is live - penalty a warning to the head coach - subsequent violation is an ejection (I'm not sure if its warning for player or team - its not clear - case book seems clear)
3. Catcher equip - cannot be 2 piece -- most are gone - ears must be covered - non adult warming up pitcher must have proper mask/helmet -
4. if you see defective equipment --for safety have it removed from the game - no penalty
5. Padding needed on "hard unyielding items" guards casts etc. must be covered with closed-cell, slow recovery padding no less than 1/2 " thick -- (whatever that might be)
6. 1.5.8 knee and ankle braces unaltered from manufacturer do not need padding
7. Anything you think is dangerous - declare illegal - and remove from the game --

### **Rule 3 Substituting - Coaching - bench - and field conduct - charged conferences**

Substitutions --

1. Should be announced to home plate umpire -- who then should announce to other team
2. Illegal player (one already in game max # times) restricted to bench -- maybe an out if they were on offense -- on defensive illegal player -- offense has rights to results of play or play over (3.2.1)
3. 3.2.3 reentry understand this -- starters can leave game and come back in one time -- subs cannot -- once a sub - enters and leaves they are done.
4. Understand an unreported substitute -- they are official even if unannounced - if takes place of runner, pitcher takes the place on the pitchers place, batter in a batters box, fielder in position on the field.
5. Coaching sect 2 -
6. watch for coach assisting player running - mostly at 3rd holding up or pushing on the runner - -penalty - delayed dead ball.
7. know if a coach intentionally interferes (interference) or unintentional (no penalty)

### **Rule 3 Substituting - Coaching - bench - and field conduct - charged conferences**

Bench and field conduct - 3.3

1. a lot to cover -- will be done another night - a lot of THOU SHALT NOTs
2. Charged conferences - no more than 3 in a seven inning game - if pitcher not removed it is a charged conference (if pitcher is removed no charged conference)
3. Extra innings - on conference per inning (must remove pitcher on 2nd conference and subsequent) - unused conferences do not carry over -
4. Offensive conference no more than 1 per innings -- do not allow a second -- note: if offense requests a conference - defense can have one also (not be charged) but must come off the field as soon as offense is ready) (and visa versa)

## **Rule 2 definitions**

Catch - continuing act -- crash into wall, ground , player – must come away with the ball. Removing ball from the glove to throw – your judgment

1. Pregame -- Mechanics thing – discuss later - contains lineup cards exchanged, ground rules, confirming legality of equipment with head coach – make sure you get a verbal yes (not just nod of head); expectations of sportsmanship
2. Malicious contact -- tough call – you will know it – player (offense or defense ) out and out of game – remember ejection paperwork
3. Slide – hand or feet head first ; one leg on the ground; within reach of base with hand or foot; can go away from the base to avoid contact -- read about illegal slide pg 23 2.3.2 know the penalty
4. Bunt - understand you must offer at the ball for it to be a strike (if pitch out of strikezone) - know a foul on bunt attempt with 2 strikes is an out
5. Deadball - Rule 5 -- cover a different day all the details – read this – signal dead or delayed dead - - Foul Ball, time out, dead ball – dead by action then umpire signal follows -- or signal / verbal by umpire
6. Infield fly -- < 2 outs, runners on first and second, reasonable effort to catch by an infielder , call it when the ball is at its peak and starts coming down
7. Interference vs obstruction -- offense (or umpire) interferes with defense defense obstructs offense (too bad – result stands)



- Teaser -- if a pitcher (Phillips) is pinch hit for by substitute (Brown) can Phillips return to game as a pitcher? If yes – when?