



Bobby Bonner Youth Baseball League

Official Rules

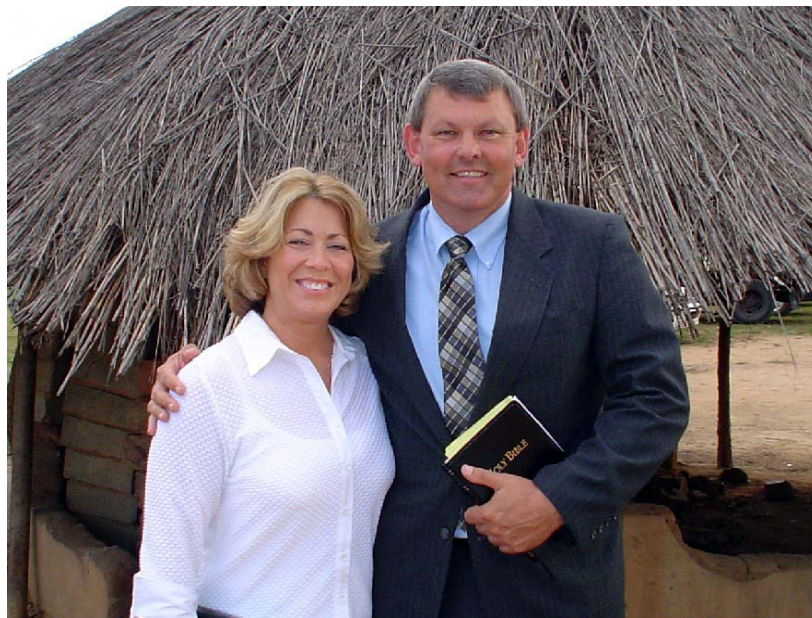


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Who is Bobby Bonner?

Bobby Bonner played professional baseball for the Baltimore Orioles' organization for seven years; five were spent playing in the minor leagues and two years playing with the big league club. At the age of twenty-eight Bobby became a free agent. Five big league clubs were in contact with him to offer contracts. Yet despite this and though he was at the peak of his professional baseball career, Bobby retired from the game and would go on to become a missionary serving the Lord Jesus Christ in Zambia, Africa.

Bob and his wife Becky Bonner have been missionaries since 1988 to the country of Zambia, Africa. They have been instrumental in helping start over 100 churches in Zambia. Bob started the North Star Bible Institute of Zambia and a Pastor Training Course (PTC) to train nationals to reach their people with the gospel. Over 150 men have been trained for the gospel ministry.

Bob and Becky believe strongly in the Great Commission, (Matthew 28:19, 20) Evangelism, Church Planting, and Discipleship. Thus, the establishment of I AM Ministries (International African Missions). This is a ministry of First Bible Baptist Church and was specifically founded to train nationals to train nationals . . . TNT. . . Bob and Becky will be traveling to other countries in Southern Africa to help establish and train nationals in the great command of the Lord.

While in the States, Bob and Becky raise support for Church Planting Nationals. For only \$50 a month a National can be supported on the foreign field. The National does not have to learn the language or adapt to the culture. Please pray for I AM Ministries.

Please pray for Bob and Becky Bonner. Bob and Becky have 4 daughters and 4 grandchildren. Dr. Bonner is also available as a conference speaker while in the USA.



Bob and Becky Bonner

Bobby Bonner Baseball Career

Robert Averill Bonner

Bats Right **Throws** Right **Born** Aug 12, 1956 Uvalde, TX **School** Texas A&M Univ
Height 6'0" **Weight** 185 lb. **MLB Debut** Sept 12, 1980 **Final Game** Sept 28, 1983

June 1974 Selected by the Montreal Expos in the 10th round (224th overall) of the 1974 amateur draft, did not sign.
June 1977 Selected by the Kansas City Royals in the 9th round (229th overall) of the 1977 amateur draft, did not sign.
June 1978 Selected by the Baltimore Orioles in the 3rd round of the 1978 amateur draft (74th overall).

Major Leagues Statistics

Hitting Stats

Year	Team	G	AB	R	H	2B	3B	HR	RBI	TB	BB	SO	SB	CS	OBP	SLG	AVG
1980	Bal Orioles	4	4	1	0	0	0	0	1	0	0	0	0	0	.000	.000	.000
1981	Bal Orioles	10	27	6	8	2	0	0	2	10	1	4	1	0	.310	.370	.296
1982	Bal Orioles	41	77	8	13	3	1	0	5	18	3	12	0	0	.198	.234	.169
1983	Bal Orioles	6	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000
Career Totals		61	108	15	21	5	1	0	8	28	4	16	1	0	.219	.259	.194

Fielding Stats

Year	Team	Pos	G	GS	Inn	TC	PO	A	E	DP	PB	SB	CS	RF	FPCT
1980	Bal Orioles	SS	3	---	---	9	2	6	1	1	---	---	---	---	.889
1981	Bal Orioles	SS	9	---	---	42	15	26	1	8	---	---	---	---	.976
1982	Bal Orioles	2B	3	---	---	0	0	0	0	0	---	---	---	---	.000
1982	Bal Orioles	SS	38	---	---	98	33	61	4	9	---	---	---	---	.959
1983	Bal Orioles	2B	5	---	---	1	1	0	0	0	---	---	---	---	1.000
Career Totals			58	---	---	150	51	93	6	18	---	---	---	---	.960

Minor Leagues Statistics

Hitting Stats

Year	Team	League	Level	G	AB	R	H	2B	3B	HR	RBI	SLG	AVG
1978	Charlotte	Southe	AA	35	17	8	25	2	0	0	10	1.588	.471
1979	Charlotte	Southe	AA	119	460	55	134	29	3	7	67	.413	.291
1979	Rochester	Interna	AAA	4	11	1	3	0	0	0	0	.273	.273
1980	Rochester	Interna	AAA	133	469	46	113	8	2	2	41	.279	.241
1981	Rochester	Interna	AAA	84	301	19	69	10	1	3	35	.299	.229
Career Totals				375	1258	129	344	49	6	12	153	.351	.273



Topps 1982 #21 Rookie Card Featuring Bob Bonner

Bobby Bonner Youth Baseball League

The Bobby Bonner Youth Baseball League Board of Directors is the sole authority on all rules and regulations governing league operations. Questions or comments regarding Bobby Bonner Youth Baseball League operations should be directed to the Commissioner of your league or a Bobby Bonner Youth Baseball League Director.

There will be no exceptions to the following rules without approval of a majority vote by the Bobby Bonner Youth Baseball League Board of Directors.

General Conduct Expectations:

1. Any abuse, either verbal or physical, of any umpire, player manager or coach will not be tolerated. Violators risk not only forfeiture of the game involved, but also expulsion from the league. Swearing will not be tolerated and will result in ejection from the game.
2. No coach, manager or parent is allowed to smoke or have alcohol on the property or playing field.
3. Any manager or coach can be suspended from managing or coaching due to any unreasonable actions by themselves and/or their team coaches or parents. If a manager, assistant, or coach is ejected from a ball game, that person will receive a minimum of a one game suspension and a review by the Rules Committee of the Board. Suspension of a manager, assistant or coach will take effect immediately. The person involved will be entitled to a Board hearing. The Director on Duty has the authority to eject any player, manager, coach, or parent for any violation of these rules. Any manager has the right to discipline their players during a game for conduct rules infractions. (E.g. sit a player for a game.) The manager must notify the Director on Duty and opposing manager.
4. Players should be reminded that the throwing of a batting helmet, bat, glove, or any other object in a fit of temper is grounds for immediate ejection from the game. The same is also grounds for suspension from one or more future games, depending upon the gravity of the offense and the player's prior behavior in the league.
5. Players should be reminded that the deliberate abuse of any league equipment is grounds for suspension from one or more games. Abuse of any league equipment is defined as the use of that equipment for any purpose other than its intended purpose.
6. Any player guilty of breaking or damaging league equipment through an act of deliberate abuse will be required to reimburse the league for the replacement value of that equipment and will be suspended; and will remain suspended at least until such reimbursement is made.
7. Parents/spectators are expected to be in control of their emotions and behaviors. Managers are responsible for control of these parents/spectators. Excessive verbal abuse from any parent or spectator will result in ejection. The Director on Duty must be notified.
8. All litter must be picked up at the end of the game in and around bench and spectator areas.

Official Rules:

League and Age Definitions

Minor League = 9 & 10 year olds; Major League = 11 & 12 year olds; Junior Travel league = 13-15 year olds.

Commissioners can at their discretion allow undersized or underachieving players to play that are one year older than the normal age limit, but that player is not eligible to pitch in the league.

1.00 Objectives of the Game

1.01 *(Includes: Batters in Lineups)*

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

- **Jr. Travel League Exception:** All players shall bat in the lineup.
- **Major League Exception:** (a) A tenth fielder is allowed; (b) All players shall bat in the lineup.
- **Minor League Exception:** (a) A tenth fielder is allowed; (b) All players shall bat in the lineup.

1.02 *(Includes: Object of Game)*

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

1.03 *(Includes: Declaring Winner)*

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 *(Includes: Field regulations)*

THE PLAYING FIELD. The field shall be laid out according to the instructions below. The infield shall be a 90 foot square.

- **Major League Exception:** The infield shall be not less than 60 foot square or 65 ft when allowable.
- **Minor League Exception:** The infield shall be not less than 60 foot square.

The outfield shall be the area beyond the infield between two foul lines formed by extending two sides of the square. There are no league requirements for distance from home base to the nearest fence, stand or other obstruction on fair territory.

The infield shall be graded so that the base lines and home plate are level. It is recommended that the pitcher's plate shall be 10 inches above the level of home plate and that the degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot, and such degree of slope shall be uniform.

The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory. It is desirable that the line from home base through the pitchers plate to second base shall run East Northeast. For travel leagues, it is *recommended* that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 60 feet when conditions allow. The catcher's box, the coaches' boxes, the three foot first base lines and the next batter's boxes (often referred to as the "on deck circle") if laid out shall be done so according to Major League Baseball guidelines. The foul lines, if laid out, shall be marked with lime, chalk or other white material.

1.05 (Includes: Home base regulations)

Home base shall be marked by a five sided slab of whitened rubber. It shall be a 17 inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8 1/2 inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be placed, (recommended to be set in 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.

1.06 (Includes: Base regulations)

First, second and third bases shall be marked by white "bases". Break-away style bases are recommended to insure safety. The first and third base bags shall be entirely within the fair territory of the infield. The second base bag shall be centered on second base. The bases shall be 15 inches square, not less than three nor more than five inches thick, and filled with or made from soft material.

1.07 (Includes: Pitcher's plate regulations)

The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 60 feet, 6 inches.

➤ **Major League Exception:** The distance between the pitcher's plate and home base shall be 46 feet.

➤ **Minor League Exception:** The distance between the pitcher's plate and home base shall be 42 feet.

1.08 (Includes: Providing team benches)

It is the responsibility of the home club to furnish players' benches, one each for the home and visiting teams. Such benches should *preferably* not be less than twenty five feet from the base lines. *If possible*, they should be roofed and enclosed at the back and ends.

1.09 (Includes: Ball regulations)

The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five nor more than 5 1/4 ounces avoirdupois and measure not less than nine nor more than 9 1/4 inches in circumference. The individual league directors shall approve all styles of balls to be used.

1.10 (Includes: Bat regulations)

(a) The bat shall be: Little League approved and bear visible manufacturer inscribed evidence that it is "Little League approved". NOTE: If the umpire discovers that the bat does not conform to the rules until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game. (b) No colored bat may be used in a professional game unless approved by the Rules Committee. (c) All bats must be taped or fitted with a sleeve for a minimum of 10 inches but not more than 18 inches from the handle end of the bat.

➤ **Jr. Travel League Exception:** All bats shall bear visible manufacturer inscribed evidence that it is no more than a negative 3 (-3) oz.

Variety.

1.11 (Includes: Uniform regulations)

(a) (1) *It is preferred* that all players on a team shall wear uniforms identical in color, trim and style, and all players uniforms shall include minimal six inch numbers on their backs. (2) *It is preferred* that any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team. Any player *other than the pitcher* may have numbers, letters, insignia attached to the sleeve of the undershirt. (b) No player shall wear ragged, frayed or slit sleeves. (c) No player shall attach to his uniform tape or other material of a different color from his uniform. (d) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball. (e) Glass buttons and polished metal shall not be used on a uniform. (g) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with metal or pointed spikes shall not be worn. (f) At minimum with regard to the preceding, Long pants, shirt, rubber or molded cleats/sneakers and baseball hats are **required** to participate in a game. It is expected that the player's uniform be worn. No steel cleats or leather sole shoes will be permitted on the field during practices or games. Shirts must be tucked in at all times. Managers, Umpires and Directors are to monitor and enforce this rule.

1.12 (Includes: Catcher's glove regulations)

There are no league requirements pertaining to the catcher's glove, however Catchers must use a catcher's glove. All male players are advised to wear athletic supporters. Catchers (male) must wear the metal fiber or plastic type cup. Any person catching must wear a mask during practice, pitcher warm-up, and games.

1.13 (Includes: First baseman's glove regulations)

There are no league requirements pertaining to the first baseman's glove other than to have no abnormal additions to its original condition..

1.14 (Includes: Fielder's glove regulations)

There are no league requirements pertaining to the fielder's glove other than to have no abnormal additions to its original condition.

1.15 (Includes: Pitcher's glove regulations)

(a) The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray. (b) No pitcher shall attach to his glove any foreign material of a color different from the glove.

1.16 (Includes: Protective helmet regulations)

(a) All players shall use some type of protective helmet while at bat. (b) All players shall wear a double ear flap helmet while at bat. (c) All catchers shall wear a catcher's protective helmet, while fielding their position. (e) All bat/ball boys or girls shall wear a protective helmet while performing their duties. If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a

reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game, and disciplinary action, as appropriate, will be recommended.

2.00 Definition of Terms

ADJUDGED is a judgment decision by the umpire.

An **APPEAL** is the act of a fielder in claiming violation of the rules by the offensive team.

A **BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A **BASE COACH** is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BASE ON BALLS** or "**WALK**" is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A **BATTER** is an offensive player who takes his position in the batter's box.

BATTER RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The **BATTER'S BOX** is the area within which the batter shall stand during his time at bat.

The **BATTERY** is the pitcher and catcher.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

A **CALLED GAME** is one in which, for any reason, the umpire in chief terminates play.

A **CATCH** is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The **CATCHER** is the fielder who takes his position back of the home base.

The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.

The **CLUB** is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.

A **COACH** is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE (or DEFENSIVE)** is the team, or any player of the team, in the field.

A **DOUBLE HEADER** is two regularly scheduled or rescheduled games, played in immediate succession.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

DUGOUT (See definition of BENCH)

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit. Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires more accurately to judge fair and foul balls.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

A **FIELDER** is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score. Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

A **FORFEITED GAME** is a game declared ended by the umpire in chief in favor of the offended team by the score of 9 to 0 (if a 9 inning game, 7 to 0 if a 7 inning game, etc.), for violation of the rules.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

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

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

ILLEGAL (or ILLEGALLY) is contrary to these rules.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk.

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (L). The infield fly rule takes precedence.

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half inning.

INTERFERENCE (a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. On any interference the ball is dead.

THE LEAGUE is a group of clubs whose teams play each other in a pre arranged schedule under these rules for the league championship.

THE LEAGUE PRESIDENT or COMMISSIONER shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games. The league president may fine or suspend any player, coach, manager or umpire for violation of these rules, at his discretion.

LEGAL (or LEGALLY) is in accordance with these rules.

A **LIVE BALL** is a ball which is in play.

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

THE MANAGER is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.

(a) The club shall designate the manager to the league president or the umpire in chief not less than thirty minutes before the scheduled starting time of the game.

(b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.

(c) If a manager leaves the field, he shall designate a player or coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a team member as substitute manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For

example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL SCORER. See Rule 10.00.

An OUT is one of the three required retirements of an offensive team during its time at bat.

An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or OVERSLIDING) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A PENALTY is the application of these rules following an illegal act.

The PERSON of a player or an umpire is any part of his body, his clothing or his equipment.

A PITCH is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

A PITCHER is the fielder designated to deliver the pitch to the batter.

The pitcher's PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

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

REGULATION GAME. See Rules 4.10 and 4.11.

A RETOUCH is the act of a runner in returning to a base as legally required.

A RUN (or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A RUN DOWN is the act of the defense in an attempt to put out a runner between bases.

A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

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

A STRIKE is a legal pitch when so called by the umpire, which_

- (a) Is struck at by the batter and is missed;
- (b) Is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) Is fouled by the batter when he has less than two strikes;
- (d) Is bunted foul;
- (e) Touches the batter as he strikes at it;
- (f) Touches the batter in flight in the strike zone; or
- (g) Becomes a foul tip.

The STRIKE ZONE is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the knee cap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball. (For diagram of STRIKE ZONE see page 23.)

A SUSPENDED GAME is a called game which is to be completed at a later date.

A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A THROW is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A TIE GAME is a regulation game which is called when each team has the same number of runs.

"TIME" is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A WILD PITCH is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND UP POSITION is one of the two legal pitching positions.

3.00 Game Preliminaries

3.01 (Includes: Providing for and condition of game balls)

Before the game begins the umpire shall: (a) Require strict observance of all rules governing implements of play and equipment of players; (b) Be sure that all playing lines are preferably marked and done so with lime, chalk or other white material easily distinguishable from the ground or grass and if so that they are done so properly; (c) Receive from the each club a regulation baseball, The umpire shall be the sole judge of the fitness of the balls to be used in the game;

- **Jr. Travel League Exception:** One new regulation ball will be provided from each team.
- **Major League Exception:** One new regulation ball will be provided from each team.
- **Minor League Exception:** New regulation balls will be provided prior to game time by a league official.

(d) Be assured by the home club that there are sufficient regulation reserve balls immediately available for use if required; (e) Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when

- (1) A ball has been batted out of the playing field or into the spectator area;
- (2) A ball has become discolored or unfit for further use;
- (3) The pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

3.02 (Includes: Intentional destruction of game balls)

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand paper, emery paper or other foreign substance. **PENALTY:** The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender,

and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once and possibly suspended by league officials.

3.03 (Includes: Player substitutions, Tardy players, Defensive changes)

A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. A player once removed from a game shall not re-enter that game. If a substitute enters the game in place of a player manager, the manager may thereafter go to the coaching lines at his discretion. All substitutions shall be reported to the home plate umpire and the opposing manager. When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire in chief such players' positions in the team's batting order and the umpire in chief shall so notify the official scorer. If this information is not immediately given to the umpire in chief, he shall have authority to designate the substitutes' places in the batting order. A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Any player other than a pitcher substituted for an injured player shall be allowed five warm up throws. (See Rule 8.03 for pitchers.)

- **Jr. Travel League Exception:** There is no limit on defensive position changes with exception that the pitcher may not re-enter again as pitcher.
- **Major League Exception:** There is no limit on defensive position changes with exception that the pitcher may not re-enter again as pitcher.
- **Minor League Exception:** There is no limit on defensive position changes with exception that the pitcher may not re-enter again as pitcher. Pitchers may only re-enter as pitcher for one inning in the event of extra innings.

1. An official game can be played with a minimum of eight players. No more than three (3) players can be borrowed, and then only from a lower level league, to make up no more than the normal number of defensive players for a given league. A borrowed player can only come from a lower level league; provided he is not scheduled to play that evening and has the necessary equipment. If a team has seven players and they are unable to borrow at least one more, they must forfeit the game. In any case, teams must have at least six regular roster players to avoid a forfeit. At no time can the borrowed player(s) pitch and they must bat last. If a team has seven players and they are unable to borrow at least one more, they must forfeit the game. In any case, teams must have at least six regular roster players to avoid a forfeit. At no time can the borrowed player(s) pitch and they must bat last. **NOTE:** Any player who arrives after the game starts must be inserted at the bottom of the order. **EXAMPLES OF ALLOWABLE SITUATIONS:** (a) A team has six regular roster team players. In order to avoid a forfeit, the team must borrow two players. Up to 3 players may be borrowed. (b) If any injury occurs after the game starts and a team is left with less than eight players, the game will be ruled a forfeit. Five minutes will be given for the manager to determine the ability of an injured player to continue and or find a replacement player (c) If a player(s) is thrown out of the game, and the team is left with less than eight players, the game will be forfeited. (The ejected player(s) will receive an additional game suspension.). Five minutes will be given for a manager to find a replacement player.

3.04 (Includes: Substitute runner)

A player whose name is on his team's batting order may not become a substitute runner for another member of his team. This rule is intended to eliminate the practice of using so called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate. No player who has been in the game and has been taken out for a substitute shall return as a courtesy runner. Any player not in the lineup, if used as a runner, shall be considered as a substitute player. In leagues where all players present are in the batting order, in the event of an injury to the runner, the most recent player in the batting order to have made out and who is not on the base path, shall be allowed to replace the runner. However, in this event the runner must be removed from the game and an out is counted for each occurrence of the player's turn at bat.

3.05 (Includes: Starting pitcher)

(a) The pitcher named in the batting order handed the umpire in chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching. (b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the umpire in chief's judgment, incapacitates him for further play as a pitcher. (c) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out. If a manager attempts to remove a pitcher in violation of Rule 3.05 (c) the umpire shall notify the manager of the offending club that it cannot be done. If, by chance, the umpire in chief has, through oversight, announced the incoming improper pitcher, he should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch he becomes the proper pitcher.

3.06 (Includes: Player substitutions, Tardy players, Minimum innings played regulations)

The manager shall immediately notify the umpire in chief and the opposing team of any substitution and shall state to the umpire in chief the substitute's place in the batting order. Players for whom substitutions have been made may remain with their team on the bench or may "warm up" pitchers. If a manager substitutes another player for himself, he may continue to direct his team from the bench or the coach's box.

➤ **Jr. Travel League Exception:** Each player will play at least (3) defensive innings of each game and up to and including 12 players shall take a regular turn at bat in the lineup. This rule is for each player that is present unless injured or otherwise ineligible. Any player present who is ineligible must be brought to the attention of the umpires and the opposing manager. Players are freely substituted, except for the pitcher. The following exceptions apply:

A. Games shortened by rain, curfew, the home team with the lead in the bottom of the last inning, or a player's inability to compete due to Injury.
B. **TARDY PLAYERS:** if a player shows up after a game has started the manager may use his discretion as to the number of innings the player will play, but every attempt should be made to get the player at least one inning of play, even if lack of play is being used as disciplinary reaction to the player's tardiness in order to avoid this rule being unscrupulously manipulated.

➤ **Major League Exception:** Each player will play at least (3) defensive innings of each game and up to and including 12 players shall take a regular turn at bat in the lineup. This rule is for each player that is present unless injured or otherwise ineligible. Any player present who is ineligible must be brought to the attention of the umpires and the opposing manager. Players are freely substituted, except for the pitcher. The following exceptions apply:

A. Games shortened by rain, curfew, the home team with the lead in the bottom of the last inning, or a player's inability to compete due to Injury.

B. TARDY PLAYERS: if a player shows up after a game has started the manager may use his discretion as to the number of innings the player will play, but every attempt should be made to get the player at least one inning of play, even if lack of play is being used as disciplinary reaction to the players tardiness in order to avoid this rule being unscrupulously manipulated.

➤ **Minor League Exception:** Each player will play at least (2) defensive positions and (3) defensive innings of each game and up to and including 12 players shall take a regular turn at bat in the lineup. This rule is for each player that is present unless injured or otherwise ineligible. Any player present who is ineligible must be brought to the attention of the umpires an opposing manager. Players are freely substituted, except for the pitcher. The following exceptions apply:

A. Games shortened by rain, curfew, the home team with the lead in the bottom of the last inning, or a player's inability to compete due to Injury.

B. TARDY PLAYERS: if a player shows up after a game has started the manager may use his discretion as to the number of innings the player will play, but every attempt should be made to get the player at least one inning of play, even if lack of play is being used as disciplinary reaction to the players tardiness in order to avoid this rule being unscrupulously manipulated.

3.07 (Includes: Announcement of substitutions)

If necessary, the umpire in chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.08 (Includes: Substitution finality)

(a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when (1) If a pitcher, he takes his place on the pitcher's plate; (2) If a batter, he takes his place in the batter's box;

(3) If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences; (4) If a runner, he takes the place of the runner he has replaced. (b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 (Includes: Regarding players remaining at team bench, Team bench suggestions)

Players in uniform shall not address or mingle with spectators, nor sit in the stands during a game. Players are to remain within the team bench area as designated by the manager or coach. It is recommended that the bench area be reserved for team members only (See Rule 3.17). *NOTE: This is the rule intended to help the manager and/or coaches maintain control of their team and reduce the possibility for delay due to a "missing" or unaccounted player.*

3.10 (Includes: Responsibility for starting and ending games)

(a) The League Commissioner of the home team shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the second game of a doubleheader. EXCEPTION: Any league may permanently authorize its president to suspend the application of this rule as to that league during the closing weeks of its championship season in order to assure that the championship is decided each year on its merits. When the postponement of, and possible failure to play, a game in the final series of a championship season between any two teams might affect the final standing of any club in the league, the president, on appeal from any league club, may assume the authority granted the home team manager by this rule. (b) The umpire in chief of the first game shall be the sole judge as to whether the second game of a doubleheader shall not be started because of unsuitable weather conditions or the unfit condition of the playing field. (c) The umpire in chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. He shall not call the game until at least twenty minutes (or darkness) after he has suspended play. He may continue the suspension as long as he believes there is any chance to resume play. The umpire in chief shall at all times try to complete a game. His authority to resume play following one or more suspensions of as much as twenty minutes each shall be absolute and he shall terminate a game only when there appears to be no possibility of completing it.

➤ **Jr. Travel League Exception:** The umpire in chief shall be sole judge as to whether a game shall be started if game has not been called by a league official prior to game time.

➤ **Major League Exception:** The umpire in chief shall be sole judge as to whether a game shall be started if game has not been called by a league official prior to game time.

➤ **Minor League Exception:** The umpire in chief shall be sole judge as to whether a game shall be started if game has not been called by a league official prior to game time.

3.11 (Includes: Maintenance of field conditions during delays)

Between games of a doubleheader, or whenever a game is suspended because of the unfitness of the playing field, the umpire in chief, with advisement from League Officials, shall have control of ground keepers and assistants for the purpose of making the playing field fit for play. PENALTY: For violation, the umpire in chief may forfeit the game to the visiting team when the ground crew is unwilling to prepare the field appropriately.

3.12 (Includes: Umpire's call for and resumption of suspended play)

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

3.13 (Includes: Responsibility for informing field ground rules)

The manager of the home team shall present to the umpire in chief and the opposing manager any ground rules he thinks necessary covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. If these rules are acceptable to the opposing manager they shall be legal. If these rules are unacceptable to the opposing manager, the umpire in chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.

3.14 (Includes: Equipment being left on field)

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

3.15 (Includes: Regarding those allowed on playing field)

No person shall be allowed on the playing field during a game except players and coaches in uniform, managers, photographers authorized by the team, umpires, officers of the law in uniform and watchmen or other employees of the team. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box,

or an umpire) the ball is alive and in play. If the interference is intentional in the opinion of the umpire, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

NOTE: See Rule 7.11 for individuals excepted above, also see Rule 7.08 (b). The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example: a bat boy, ball attendant, policeman, etc., who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, he kicks the ball or picks it up or pushes it, that is considered intentional interference, regardless of what his thought may have been. **PLAY:** Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all he could to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear he was trying not to interfere, the umpire should rule interference. The umpire's opinion and ruling is the final authority.

3.16 *(Includes: Spectator interference)*

When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference. **APPROVED RULING:** If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out. There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred. No interference shall be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. However, should a spectator reach out on the playing field side of such fence, railing or rope, and plainly prevent the fielder from catching the ball, then the batsman should be called out for the spectator's interference. Example: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.

3.17 *(Includes: Remaining at team bench during play)*

Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. It is advised that no one except players, substitutes, managers, coaches, trainers and bat boys shall occupy a bench during a game. **PENALTY:** For violation the umpire may, after warning, remove the offender from the field. Players on the disabled list are permitted to participate in pre game activity and sit on the bench during a game but may not take part in any activity during the game such as warming up a pitcher, bench jockeying, etc. Disabled players are not allowed to enter the playing surface at any time or for any purpose during the game.

3.18 *(Includes: Stoppage of play when unauthorized persons enter field of play)*

If a person, or persons, enter the playing field during a game and interfere in any way with the play, the opposing team may refuse to play until the field is cleared. **PENALTY:** If the field is not cleared in a reasonable length of time, which shall be of the umpire's opinion, after the opposing team's refusal to play, the umpire may forfeit the game to the opposing team.

4.00 Starting and Ending a Game

4.01 *(Includes: Starting a game, Pre-game meeting at home plate)*

Unless official notice has previously been given that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field at least five minutes before the hour set for the game to begin and proceed directly to home base where they shall request for, and be met by, the managers and a representative captain of the opposing teams. In sequence (a) the umpire in chief shall first assure that the teams have exchanged batting orders and that there are no objections and if necessary, each manager shall give a copy of his batting order to the umpire in chief. (b) Next, the umpire shall review the basic ground rules and any appropriate and/or significant rule exceptions that may apply. (c) *When a G&T Team is the home team or the game is at a G&T home field, the umpire in chief or another G&T representative shall lead a brief prayer for the safety and appropriate conduct for all in attendance. While this is preferred to occur regardless of who is the home team or where the game is played, it is not mandated. With respect to all persons, participation in the prayer is not required.* (d) As soon as the home plate pre-game meeting begins, the umpires are in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field. Obvious errors in the batting order, which are noticed by the umpires or managers before the umpire calls "Play" for the start of the game, should be called to the attention of the manager or captain of the team in error, so the correction can be made before the game starts. For example, if a manager has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without an identifying initial and the errors are noticed by the umpire before he calls "play," he shall cause such error or errors to be corrected before he calls "play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts. Upon conclusion of the home plate pre-game meeting, no substitutions shall be made by either manager, except as provided in the rules.

4.02 *(Includes: Calling for "play", Starting positions)*

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

4.03 *(Includes: Player position at pitch, catcher position during intentional walk)*

When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory. (a) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box, or if unmarked the appropriate area as in the opinion of the home plate umpire, until the ball leaves the pitcher's hand. **PENALTY:** Balk. (b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position; (c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory; (d) Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

4.04 *(Includes: Batting order to be followed)*

The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.

4.05 *(Includes: Base coaches)*

(a) The offensive team shall station two base coaches on the field during its term at bat, one near first base and one near third base. (b) Base coaches shall be limited to two in number and shall (1) wear a protective helmet if under the age of 18 (An adult over the age of 18 may choose not to wear a protective helmet and accepts full responsibility and liability in the event of injury. All teams are considered to be familiar with the all rules within this rulebook.), and (2) remain within the coach's box or if unmarked the appropriate area as in the opinion of the umpire, at all times.

PENALTY: The offending base coach shall be removed from the game, and shall leave the playing field. It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

4.06 *(Includes: Unsportsmanlike conduct, foul language)*

(a) No manager, player, substitute, coach, trainer, or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere (1) Incite, or try to incite, by word or sign a demonstration by spectators; (2) Use inappropriate or foul language of any kind including such which in any manner refer to or reflect upon opposing players, an umpire, or any spectator; (3) Call "Time," or employ any other word, phrase or noise, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk. (4) Make intentional contact with the umpire in any manner. (b) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. **PENALTY:** The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified. Spectators may also be removed from the game area if their conduct warrants such actions in the opinion of the umpire.

4.07 *(Includes: When ejected from game)*

When a manager, player, coach or trainer is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall remain in the club house or change to street clothes and either leave the park if requested, or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen and without participation in the further course of the game. If a manager, coach or player is under suspension he may not be in the dugout or press box during the course of a game. **PENALTY:** If an ejected participant or spectator refuses to remove himself or herself to the satisfaction of the umpire, the umpire may elect to forfeit the game to the opposing team.

4.08 *(Includes: Outspoken disapproval of an umpire's decision)*

When the occupants of a player's bench show outspoken disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues, **PENALTY:** The umpire shall order the offenders from the bench. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 *(Includes: Scoring)*

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 men are put out to end the inning. **EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter runner before he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because he failed to touch one of the bases. (b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter runner has touched first base. An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans. **PENALTY:** If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out. **Approved Ruling:** No run shall score during a play in which the third out is made by the batter runner before he touches first base. **Example:** One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter runner before he touched first base, Jones' run does not count. **Approved Ruling:** Following runners are not affected by an act of a preceding runner unless two are out. **Example:** One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count. **Approved Ruling:** Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play. **Approved Ruling:** One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs. **Approved Ruling:** Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts. Here is a general statement that covers: When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners. **Approved Ruling:** One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

4.10 *(Includes: Regulation game)*

(a) A regulation game consists of seven innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the ninth inning or only a fraction of it, or (2) because the umpire calls the game. (b) If the score is tied after seven completed 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 five innings have been completed; (2) If the

home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half innings; (3) If the home team scores one or more runs in its half of the fifth inning to tie the score. (d) If each team has the same number of runs when the game ends or is suspended because of rain, darkness, etc., the score is reverted back to the last full inning of play unless the home team is ahead to determine the winner of the game. (e) No game may end in a tie if the curfew restrictions can be met. If the game has been called and it is a regulation game, then a tie is permitted and one (1) point is awarded to each team. CURFEW EXCEPTION: Weekday games will begin at 6:00 p.m. If a team does not have enough players present to avoid a forfeit, a delay of no more than fifteen (15) minutes will be allowed. The fifteen (15) minute rule will also apply to the designated start time for Saturday games. No new innings shall begin after 8:15 pm during the month of May or after 8:30 until June 10th (when school is the issue). The umpires may determine at any time that darkness may prevent the start of a new inning. After June 10th, there shall be no curfew in effect. A new inning begins as soon as the third out in the preceding inning is made. All games held after school is out for the summer (both teams) and all weekend games throughout the season will start at 6:00 p.m. or as scheduled, and will be played without a curfew (Game may be called by an umpire due to darkness). All games are official after 2 hours and 15 minutes as part of curfew rule.

- **Minor League Exception:** A regulation game consists of six innings as opposed to seven and shortened to four as opposed to five with all other aspects of the above rule applicable in like manner.

4.11 *(Includes: Score of regulation game, Early termination of game)*

The score of a regulation game is the total number of runs scored by each team at the moment the game ends. (a) The game ends when the visiting team completes its half of the seventh inning if the home team is ahead. (b) The game ends when the seventh inning is completed, if the visiting team is ahead. (c) If the home team scores the winning run in its half of the seventh inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored. **EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the batter runner and all runners on base are permitted to score, in accordance with the base running rules, and the game ends when the batter runner touches home plate. **APPROVED RULING:** The batter hits a home run out of the playing field to win the game in the last half of the seventh or an 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 play. **EXCEPTION:** If the game is called while an inning is in progress and before it is completed, the game becomes a SUSPENDED game. If a game is suspended before it is a regulation game, it must be replayed from the point of suspension. These games are to be completed during the regular season at a time mutually agreeable to both managers and the league commissioner. If both managers cannot agree on a time, then the commissioner will specify day and time and will notify the umpire director to arrange for an umpire. Regular rules will apply to all such unscheduled games. If each team has the same number of runs when the game ends or is suspended because of rain, darkness, etc., the score is reverted back to the last full inning of play unless the home team is ahead to determine the winner of the game.

4.12 *(Includes: Suspended games)*

SUSPENDED GAMES. A suspended game is not considered a forfeit when suspended for any of the following reasons: (1) A curfew imposed by law; (2) A time limit permissible under league rules; (3) Light failure or malfunction of a mechanical field device under control of the home club. (Mechanical field device shall include automatic tarpaulin or water removal equipment). (4) Darkness, when a law prevents the lights from being turned on. (5) Weather, if the game is called under the provisions of Rule 4.10. the following rules shall be applied to the completion at a future date of games suspended for the reasons provided in Rule 4.12. In the even a suspended game has not been resumed and completed in a timely manner, the league commissioner may consider it a called game to allow for the conclusion of the regular season and the start of the playoffs should the suspended game have no implications on the playoff schedule. A suspended game shall be resumed according to Rule 4.11. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the lineup. A player who was not with the club when the game was suspended may be used as a substitute, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended. If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a baserunner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

4.13 *(Includes: Doubleheaders)*

RULES GOVERNING DOUBLEHEADERS. (a) Suspended games may be scheduled as part of a doubleheader but shall be completed before the second game of the doubleheader shall begin. (b) The second game of a doubleheader shall start fifteen minutes after the first game is completed, unless a longer interval (not to exceed thirty minutes) is declared by the umpire in chief and announced to the opposing managers at the end of the first game. (c) The umpire in chief of the first game shall be the timekeeper controlling the interval between games. The umpire shall start the second game of a doubleheader, if at all possible, and play shall continue as long as ground conditions, local time restrictions, or weather permit. (d) When a rescheduled game is part of a doubleheader the rescheduled game shall be the first game, and the second game shall be the regularly scheduled game for that date.

4.14 *(Includes: Lighted fields)*

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

4.15 *(Includes: Forfeiture of games)*

A game may be forfeited to the opposing team when a team (a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called "Play" at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire's judgment, unavoidable. If a team does not have enough players present to avoid a forfeit, a delay of no more than fifteen minutes will be allowed; (b) Employs tactics palpably designed to delay or shorten the game; (c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire; (d) Fails to resume play, after a suspension, within five minute after the umpire has called "Play;" (e) After warning by the umpire, willfully and persistently violates any rules of the game; (f) Fails to obey within a reasonable time the umpire's order for removal of a player from the game; (g) Fails to appear for the second game of a doubleheader within fifteen minutes after the close of the first game unless the umpire in chief of the first game shall have extended the time of the intermission.

4.16 *(Includes: Forfeiture of games regarding grounds keeping)*

A game shall be forfeited to the visiting team if, after it has been suspended, the order of the umpire to groundskeepers respecting preparation of the field for resumption of play are not complied with.

4.17 (Includes: Forfeiture of games regarding inability or refusal to play)

A game shall be forfeited to the opposing team when a team is unable or refuses to place the regulation number of players on the field.

4.18 (Includes: Reporting forfeited games)

If the umpire declares a game forfeited he shall transmit a written report to the league commissioner within twenty four hours thereafter, but failure of such transmittal shall not effect the forfeiture.

4.19 (Includes: Protesting games)

PROTESTING GAMES. 1. (a) No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League Commissioner shall be final. (b) Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League Commissioner the violation adversely affected the protesting team's chances of winning the game. (c) Whenever a manager protests a game because of alleged misapplication of the rules the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired with the mutual awareness of both managers, and the Director In Charge if represented. (d) The protest must be described in the home team's scorebook, and with the umpire, along with the inning, ball/strike count, number of outs, positions of base runners, the time, and the date. (e) A protest arising on a game ending play may be filed until 12 noon the following day with the League Office. (f) Protests can be made only by the managers of record for that game. Other managers, directors, and spectators should report any violations of Bobby Bonner Youth Baseball League rules and regulations to the Director in Charge or to the League Commissioner. (g) Each manager should submit a written description of the protest to the League Commissioner within 24 hours of the protested game. 2. Protest Proceedings:

- The Rules Committee of the Board will be responsible for presiding over protest proceedings for the duration of the baseball season.
- The managers' written statement(s) regarding the protested game will be reviewed by the committee.
- A meeting will be scheduled which both managers and the game umpires must attend to give their versions of the incident.
- The Rules Committee will investigate and analyze the incident thoroughly before rendering a decision.
- The Committee's decision will be submitted to the League Commissioner and the Bobby Bonner Travel League Board. With their acceptance the decision will be final and both managers will be notified.
- Note: Any Bobby Bonner Youth Baseball League Directors having a vested interest in the protested game must disqualify themselves from participating in the final decision.

5.00 Putting the ball in play. Live ball.

5.01 (Includes: Calling for play by the umpire)

At the time set for beginning the game the umpire shall call for "Play."

5.02 (Includes: Live ball)

After the umpire calls for "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field). Should a ball come partially apart in a game, it is in play until the play is completed.

5.03 (Includes: Pitcher pitches, batter bats)

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

5.04 (Includes: Offensive team objective)

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

5.05 (Includes: Defensive team objective)

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

5.06 (Includes: Legally touched base)

When a batter becomes a runner and touches all bases legally he shall score one run for his team. A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.

5.07 (Includes: Switching offense and defense)

When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

5.08 (Includes: Coaches contact with ball)

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.

5.09 (Includes: Dead ball due to play)

The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when (a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance; (b) The plate umpire interferes with the catcher's throw; runners may not advance. **NOTE:** The interference shall be disregarded if the catcher's throw retires the runner. (c) A balk is committed; runners advance; (See Penalty 8.05). (d) A ball is illegally batted; runners return; (e) A foul ball is 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 on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher; If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance if forced; (g) A pitched ball lodges in the umpire's or catcher's mask or

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

5.10 (Includes: Dead ball due to umpires decision or accident)

The ball becomes dead when an umpire calls "Time." The umpire in chief shall call "Time" (a) When in his judgment weather, 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; (c) When an accident incapacitates a player or an umpire; (1) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play. (d) When a manager requests "Time" for a substitution, or for a conference with one of his 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 falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of 7.04 (c) shall prevail. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril. (g) When an umpire orders a player or any other person removed from the playing field. (h) Except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.

5.11 (Includes: Resumption of play after dead ball)

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

6.00 The Batter

6.01 (Includes: Batting order basics)

(a) Each player of the offensive team shall bat in the order that his name appears in his 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 his time at bat in the preceding inning.

6.02 (Includes: Batter position within the batter's box regarding live play)

(a) The batter shall take his position in the batter's box promptly when it is his time at bat. (b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be. The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes," "steamed glasses," "didn't get the sign" or for any other cause. Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch." (c) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared out.

6.03 (Includes: Batter position within the batter's box)

The batter's legal position shall be with both feet within the batter's box. **APPROVED RULING:** The lines defining the box are within the batter's box.

6.04 (Includes: Completion of at bat)

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

6.05 (Includes: Batter being put out for legal action)

A batter is out when (a) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder; (b) A third strike is legally caught by the catcher; "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first. (c) A third strike is not caught by the catcher when first base is occupied before two are out; (d) He bunts foul on third strike; (e) An Infield Fly is declared; (f) He attempts to hit a third strike and the ball touches him; (g) His fair ball touches him before touching a fielder; (h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play; If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched. (i) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The

ball is dead and no runners may advance; (j) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base; (k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball; (l) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases; **APPROVED RULING:** In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies. (m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play. (n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

➤ **Minor League Exception:** The Infield Fly rule is not enforced in the Minor Leagues.

6.06 (Includes: Batter being put out for illegal action)

A batter is out for illegal action when (a) He hits a ball with one or both feet on the ground entirely outside the batter's box. If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball. (b) He steps from one batter's box to the other while the pitcher is in position ready to pitch; (c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. **EXCEPTION:** Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference. If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called. If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play. (d) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes, bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by the League Commissioner. (e) Throwing a bat is an automatic out. The umpire will call the batter out and play is dead immediately. No runner may advance. The sole judgment of the umpire will prevail. The Umpire may elect to give each team one warning upon the first thrown bat. After, and if, a warning has been given, an out will be called for each occurrence.

6.07 (Includes: Batting out of turn)

BATTING OUT OF TURN. (a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. (1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat. (b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise. **NOTE:** If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal. (c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal. (d) (1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; (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 improper batter. The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow. **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 Hooker Irwin. **PLAY (1).** Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. **RULING:** In either case, Abel replaces Baker, with the count on him 2 balls and 1 strike. **PLAY (2).** Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. **RULING:** (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter. **PLAY (3).** Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes 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 run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and 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. Hooker bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George. **RULING:** (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Hooker stays on third and three runs score. Irwin is the proper batter. **PLAY (5).** After Play (4) (b) above, George continues at bat. (a) Hooker is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning? **RULING:** (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Hooker's triple; (b) Hooker. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat. **PLAY (6).** Daniel walks and Abel comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is 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. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, 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 he is on second base. Who is the proper batter? **RULING:** The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

6.08 (Includes: Batter becomes a runner without liability to be put out)

The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when (a) Four "balls" have been called by the umpire; A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed. (b) He is touched by a pitched ball which he is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched. **APPROVED RULING:** When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance. (c) The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference. If catcher's interference is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play. If the batter runner missed first base, or a runner misses his next base, he shall be considered as having reached the base, as stated in Note of Rule 7.04 (d). Examples of plays the manager might elect to take: 1. Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out or have runner remain at third and batter awarded first base. 2. Runner on second base. Catcher interferes with batter as he bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first. In situations where the manager wants the "interference" penalty to apply, the following interpretation shall be made of 6.08 (c): If the catcher (or any fielder) interferes with the batter, the batter is awarded first base. If, on such interference a runner is trying to score by a steal or squeeze from third base, the ball is dead and the runner on third scores and batter is awarded first base. If the catcher interferes with the batter with no runners trying to score from third on a squeeze or steal, then the ball is dead, batter is awarded first base and runners who are forced to advance, do advance. Runners not attempting to steal or not forced to advance remain on the base they occupied at the time of the interference. If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08 (c). In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch." (d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

➤ **Minor League Exception:** The batter must receive five balls to become a runner and be entitled to first base without liability to be put out.

6.09 (Includes: Batter becomes a runner)

The batter becomes a runner when (a) He hits a fair ball; (b) The third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out; When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout, the dugout steps, any out of play area, or as otherwise designated by the umpires at the home plate pre-game meeting and is normally defined as the grass area outside of the home plate area (Sole judgment of the umpire will prevail), he may not then attempt to go to first base and shall be out. (c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory; (d) A fair ball passes over a fence or into the stands at a distance from home base of 250 feet or more. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair fly ball that passes out of the playing field at a point less than 250 feet from home base shall entitle the batter to advance to second base only; (e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases; (f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases; (g) 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; (h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.

➤ **Minor League Exception:** The batter cannot become a runner on a dropped third strike.

6.10 (Includes: Designated hitter, Extra hitter)

The Bobby Bonner Youth Baseball League does not use the Designated Hitter Rule but in its stead uses as many Extra Hitters as necessary. A team may only play nine defensive fielders at a time but each member of the team present must take regular turns at bat in the lineup unless injured or otherwise ineligible. Any player present who is ineligible must be brought to the attention of the umpires an opposing manager As stated in Rule 3.06 Each player will play at least (3) defensive innings of each game and up to and including 12 players shall take a regular turn at bat in the lineup. This rule is for each player that is present unless injured or otherwise ineligible. Any player present who is ineligible must be brought to the attention of the umpires an opposing manager. Players are freely substituted, except for the pitcher. The following exceptions apply:

- A. Games shortened by rain, curfew, the home team with the lead in the bottom of the last inning, or a player's inability to compete due to Injury.
- B. TARDY PLAYERS: if a player shows up after a game has started the manager may use his discretion as to the number of innings the player will play

The Extra Hitters, when used defensively, continue to bat in the same position in the batting order. An Extra Hitter may not pinch run. An Extra Hitter is "locked" into the batting order.

7.00 The Runner

7.01 (Includes: Runner acquires right to base)

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

7.02 (Includes: Advancing a runner)

In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.

7.03 (Includes: Two runners at same base)

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

7.04 (Includes: Advancing runner other than batter without liability to be put out)

Each runner, other than the batter, may without liability to be put out, advance one base when (a) There is a balk; (b) The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance; A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score. Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base. (c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field; A fielder or catcher may reach or step into, or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. Ball is in play. If the fielder or catcher, after having made a legal catch, should fall into a stand or among spectators or into the dugout after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and runners advance one base without liability to be put out. (d) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder. **NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.

➤ **Minor League Exception:** The balk rule is not in effect.

➤ **Major League Exception:** The balk rule is not in effect.

7.05 (Includes: Advancing runner including the batter without liability to be put out)

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 he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel; (b) Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril; (c) Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril. (d) Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play; (e) Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play; In applying (b c d e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under (c e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch. (f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; 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 backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made; **APPROVED RULING:** If all runners, including the batter runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made. In certain circumstances it is impossible to award a runner two bases. **Example:** Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand. **APPROVED RULING:** Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.) **PLAY.** Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base. Ruling Runner at second scores. (On this play, only if batter runner is past first base when throw is made is he awarded third base.) (h) One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead; **APPROVED RULING:** When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw. (i) One base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter runner shall be entitled to first base only. The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the

responsibility to touch the base he is awarded and all intervening bases. **For example:** batter hits a ground ball which an infielder throws into the stands but the batter runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was "awarded" second base. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

7.06 (Includes: Obstruction)

When obstruction occurs, the umpire shall call or signal "Obstruction." (a) If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called. (b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his judgment will nullify the act of obstruction. Under 7.06 (b) when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call. **NOTE:** The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.

7.07 (Includes: Obstruction at home on squeeze or steal)

If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

7.08 (Includes: Runner out of baseline)

Any runner is out when (a) (1) He runs more than three feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball; or (2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base; Any runner after reaching first base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter runner circles bases. In this case, the base runner would be called out "for abandoning his effort to touch the next base" and batter runner permitted to continue around bases to make his home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play. **PLAY:** Runner believing he is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out, shall be declared out for abandoning the bases. In the above two plays the runners are considered actually abandoning their base paths and are treated differently than the batter who struck out as described. **APPROVED RULING OF 7.08 (a).** **APPROVED RULING:** When a batter becomes a runner on third strike not caught, and starts for his bench or position, he may advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he touches first base. (b) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball; A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out. If, in a run down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base). (c) He is tagged, when the ball is alive, while off his base. **EXCEPTION:** A batter runner cannot be tagged out after overrunning or oversliding first base if he returns immediately to the base; **APPROVED RULING:** (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely. **APPROVED RULING:** (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag. (d) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play; Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so called tip is not caught, it becomes an ordinary foul. Runners then return to their bases. (e) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced; **PLAY:** Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second he overslides or overruns that base. Catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play. (f) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance. **EXCEPTION:** If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out; If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner

and batter are out. (g) He attempts to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts; (h) He passes a preceding runner before such runner is out; (i) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out; If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base. (j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged; Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09 (a) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08 (j). (k) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision. This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

7.09 (Includes: Interference by a batter or runner)

It is interference by a batter or a runner when: (a) After a third strike he hinders the catcher in his attempt to field the ball; (b) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play; (c) He 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 a 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 fielders. Such runner shall be declared out for the interference of his teammate 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 his teammate; If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders. (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 his teammate. In no event may bases be run or runs scored because of such action by a runner. (h) If, in the judgment of the umpire, a batter runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference. (i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base. (j) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder; (k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball; The lines marking the three foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three foot "lane" or on the lines marking the "lane." (l) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two 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; When a catcher and batter runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base. (m) A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference. **PENALTY FOR INTERFERENCE:** The runner is out and the ball is dead.

7.10 (Includes: Appeal on runner)

Any runner shall be called out, on appeal, when (a) After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged; "Retouch," in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base. (b) With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged. **APPROVED RULING:** (1) No runner may return to touch a missed base after a following runner has scored. (2) When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base. **PLAY.** (a) Batter hits ball out of park or ground rule double and misses first base (ball is dead)_he may return to first base to correct his mistake before he touches second but if he touches second he may not return to first and if defensive team appeals he is declared out at first. **PLAY.** (b) Batter hits ball to shortstop who throws wild into stand (ball is dead)_batter runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base. These are appeal plays. (c) He overruns or overslides first base and fails to return to the base immediately, and he or the base is tagged; (d) He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a 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 the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.) Appeal plays may require an umpire to recognize an apparent "fourth 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 purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on their way to the bench or clubhouse. If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner scored and being the third out. Second runner's run shall not count, as provided in Rule 7.12. If a pitcher balks when making an appeal, such act shall be a play. An appeal should be

clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.

7.11 (Includes: clearing out for a fielder)

The players, coaches or any member of an offensive team shall vacate any space (including both dugouts or in play bench areas) needed by a fielder who is attempting to field a batted or thrown ball. **PENALTY:** Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.12 (Includes: Trail runner when preceding runner fails to touch base)

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

7.13 (Includes: Run limit)

No team shall score more than **6** runs in one inning during the first 5 innings. The final two or more innings have no run restrictions. For clarification, there is no "mercy" rule in place, but coaches are encouraged to conduct their teams in such a manner to show integrity and good sportsmanship.

- **Minor League Exception:** No team shall score more than 5 runs in one inning during the first 5 innings. The final inning has no run limitation.

7.14 (Includes: Stealing)

Stealing is allowed. For clarification, Players are allowed to steal home. No leading off bases until the pitch is over home plate.

- **Jr. Travel League Exception:** Leading off base is allowed at runner's risk of being put out.
- **Major League Exception:** Runners must commit to stealing a base, including home, prior to the pitcher receiving the ball on the mound. The intent of this rule is to prevent runners from being able to "jockey" back and forth and as a result, delay the game.
- **Minor League Exception:** Stealing is not allowed

7.15 (Includes: Running down or "Barreling over" the catcher or a fielder)

A base runner cannot run down the catcher or any other fielder. The umpire will be the judge of the runner's intent (**the Penalty is an out**). Furthermore, when a sliding situation occurs, the runner must slide. (**the Penalty is an out**). The sole judgment of the umpire will prevail. Appropriate action will be taken by the leagues if it is determined that a player intentionally tries to hurt another player.

7.16 (Includes: Head first sliding)

Head first sliding is not permitted (**the Penalty is an out**). Accept when returning to a base because of a pick off or to avoid being doubled off by a caught batted ball. This exception does not apply in a run down situation.

- **Jr. Travel League Exception:** Head first sliding is permitted. However it is strongly suggested coaches spent time properly teaching the proper techniques to safely slide in this manner

8.00 The Pitcher

8.01 (Includes: Delivery of a legal pitch)

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. Pitchers shall take signs from the catcher while standing on the rubber. Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign. (a) The Windup Position. The pitcher shall stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in the Windup Position. The pitcher may have one foot, not the pivot foot, off the rubber and any distance he may desire back of a line which is an extension to the back edge of the pitcher's plate, but not at either side of the pitcher's plate. With his "free" foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side, that is to either the first base or third base side of the pitcher's rubber. If a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in a windup position. From this position he may: (1) deliver the ball to the batter, or (2) step and throw to a base in an attempt to pick off a runner, or (3) disengage the rubber (if he does he must drop his hand to his sides). In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position if he does it is a balk. (b) The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined in Rule 8.01 (b) without interruption and in one continuous motion. The whole width of the foot in contact with the rubber must be on the rubber. A pitcher cannot pitch from off the end of the rubber with just the side of his foot touching the rubber. The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk." (c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk. (d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an

error, a base on balls, a hit batter or otherwise. A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base. (e) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

8.02 (Includes: Foreign substance, Pitcher touching mouth)

The pitcher shall not (a) (1) Bring his pitching hand in contact with his mouth or lips while in the 18 foot circle surrounding the pitching rubber. **EXCEPTION:** Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand. **PENALTY:** For violation of this part of this rule the umpires shall immediately call a ball. 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. Repeated offenders shall be subject to a fine by the league president. (2) Apply a foreign substance of any kind to the ball; (3) expectorate on the ball, either hand or his glove; (4) rub the ball on his 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 the ball between his bare hands. **PENALTY:** For violation of any part of this rule 8.02 (a) (2 to 6) the umpire shall: (a) Call the pitch a ball, warn the pitcher and have announced on the public address system the reason for the action. (b) In the case of a second offense by the same pitcher in the same game, the pitcher shall be disqualified from the game. (c) If a play follows the violation called by the umpire, the manager of the offense may advise the plate umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, 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. (d) Even though the offense elects to take the play, the violation shall be recognized and the penalties in (a) and (b) will still be in effect. (e) The umpire shall be sole judge on whether any portion of this rule has been violated. It is recommended that all umpires shall carry with them one official rosin bag. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag. (b) Have on his person, or in his possession, any foreign substance. For such infraction of this section (b) the penalty shall be immediate ejection from the game. (c) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner. **PENALTY:** If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game. (d) Intentionally Pitch at the Batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to: 1. Expel the pitcher, or the manager and the pitcher, from the game, or 2. may warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager. If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game. (League Presidents may take additional action under authority provided in Rule 9.05) To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be and is condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

8.03 (Includes: Warm-up pitches)

When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. A umpire may by his own action may limit the number of preparatory pitches to less than eight preparatory pitches in order to speed up a game, especially when he feels darkness may set in before the conclusion of the game. 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 any opportunity to warm up, the umpire shall allow him as many pitches as is deemed necessary.

8.04 (Includes: Time between pitches)

When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." 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 his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

8.05 (Includes: Balk rule)

If there is a runner, or runners, it is a balk when (a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery; If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick off play. (b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw; (c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base; Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk. (d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play; (e) The pitcher makes an illegal pitch; A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted. (f) The pitcher delivers the ball to the batter while he is not facing the batter; (g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate; (h) The pitcher unnecessarily delays the game; (i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch; (j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base; (k) The pitcher, while touching his plate, accidentally or intentionally drops the ball; (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box; (m) The pitcher delivers the pitch from Set Position without coming to a stop. **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. **APPROVED RULING:** In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk. **APPROVED RULING:** A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule. Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind: (a) Straddling the pitcher's rubber without the ball is to be interpreted as intent

to deceive and ruled a balk. (b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

➤ **Major League Exception:** There is no balk rule. But the umpire should make the pitcher and or coach aware of the illegal motion for teaching purposes.

➤ **Minor League Exception:** There is no balk rule. But the umpire should make the pitcher and or coach aware of the illegal motion for teaching purposes.

8.06 *(Includes: Visits to the mound)*

The following rule pertains to the visit of the manager or coach to the pitcher: (a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning; (b) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal; (c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but (d) if a pinch hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18 foot circle surrounding the pitcher's rubber. If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound. Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound. If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning. In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify. After the last out of play in a half inning, and once the pitcher crosses the foul line to begin the next half inning, if a manager or a manager's representative crosses the foul line and/or meets with the pitcher more than once, then that pitcher must be removed from the pitcher's mound.

8.07 *(Includes: Pitcher limits)*

Each pitcher may only pitch 9 consecutive outs maximum per game. It is the responsibility of the coaches to bring any violation of this rule to the umpire's attention. Additionally, if a pitcher has hit two batters in a single inning, or three in a game, with a pitched ball which results in the awarding of a base by the umpire, then that pitcher must be removed from the game and cannot re-enter. **PENALTY:** If a pitcher has pitched beyond the maximum allowable outs when brought to the attention of the umpire, the pitcher shall be immediately removed and the amount of outs exceeded reported by the head umpire to the league officials who shall make the pitcher ineligible for the same amount in the next game he pitches. Example: If it is discovered that a pitcher has pitched for 14 consecutive outs, the following game he will only be eligible to pitch for 4 consecutive outs.

➤ **Jr Travel League Exception:** The consecutive out limit shall be 12.

8.08 *(Includes: Regarding curveballs and other pitches)*

The league advises (but cannot enforce) that only fastballs and change-ups be thrown in order to protect the developing arms of young players.

9.00 The Umpire

9.01 *(Includes: Umpire authority)*

(a) The League Commissioner or his designee shall appoint the umpires to officiate at each league championship game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game. (b) Each umpire is the representative of the league and of baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties. (c) Each umpire has authority to rule on any point not specifically covered in these rules. (d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. (e) Each umpire has authority at his discretion to eject from the playing field (1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and (2) any spectator or other person not authorized to be on the playing field.

9.02 *(Includes: Appeals to umpires, Disagreements with umpires)*

(a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions. (a) Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game. (b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision. (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. (d) The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to discuss with first or third base umpire and if after being warned he persists in discussing, he can be ejected as he is now discussing over a called ball or strike. (e) No umpire may be replaced during a game unless he is injured or becomes ill.

9.03 *(Includes: Umpire duties)*

(a) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners). (b) If there are two or more umpires, one shall be designated umpire in chief or "head umpire" and the others field umpires.

9.04 *(Includes: Umpire in chief or "head umpire" duties)*

(a) The umpire in chief's duties shall be to: (1) Take full charge of, and be responsible for, the proper conduct of the game; (2) Make all decisions except those commonly reserved for the field umpires; (3) Decide when a game shall be forfeited; (4) If a time limit has been set, announce the fact and the time set before the game starts; (5) Announce any special ground rules, at his discretion. (b) A field umpire may take any position on the playing field he thinks best suited to make impending decisions. His duties shall be to: (1) Take concurrent jurisdiction with the umpire in chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player. (2) Aid the umpire in chief in every manner in enforcing the rules, and 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 the umpires into consultation, with no manager or player present. After consultation, the umpire in chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05 *(Includes: Umpire responsibility to report violations)*

(a) The umpire shall report to the League Commissioner within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore. (b) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game. (c) After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member. **GENERAL**

INSTRUCTIONS TO UMPIRES: Umpires, on the field, should not indulge in excessive conversation with players. Keep out of the coaching box and do not talk excessively to the coach on duty. Keep your uniform in good condition. Be active and alert on the field. Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with representatives of contesting clubs. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball. Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed. Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires. You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self control. You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them and forget which is the home or visiting club. Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out. Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stamped by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right." A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely. Finally, be courteous, impartial and firm, and so compel respect from all.

10.00 The Official Scorer

10.01 *(Includes: Scorebook responsibility)*

(a) The scorer for the home team shall be considered the official scorer. The visiting team's scoring representative must consult with the official scorer throughout the game, it is recommended at the conclusion of each inning, to verify runs scored and avoid discrepancies. The Umpires shall insure prior to the start of the final inning and at the conclusion of the previous inning that both teams have the same score and inning to further avoid discrepancies. (1) To achieve uniformity in keeping the records of championship games, the scorer shall conform strictly to the Official Scoring Rules. (2) If the teams change sides before three men are put out, the scorer shall immediately inform the umpire of the mistake. (3) If the game is protested or suspended, the scorer shall make a note with the umpire in chief of the exact situation at the time of the protest or suspension, including the score, the number of outs, the position of any runners, and the ball and strike count on the batter. **NOTE:** It is important that a suspended game resume with exactly the same situation as existed at the time of suspension. If a protested game is ordered replayed from the point of protest, it must be resumed with exactly the situation that existed just before the protested play. (4) The scorer shall not make any decision conflicting with the Official Playing Rules, or with an umpire's decision.

11.00 General League Rules

11.01 *(Includes: Bobby Bonner Youth Baseball League authority)*

A Bobby Bonner Youth Baseball League Director must be notified of any problems, protests, injuries, etc., and will have the authority to take appropriate action to defuse or resolve any problems that may arise. The Director on Duty will notify the League Commissioner and, depending on the severity of the incident, the Bobby Bonner Youth Baseball League Board, so that additional action, if necessary, can be considered and discharged. (a) Once the game begins the home plate umpire is in charge of the game. Should an umpire fail to show, the Director in Charge should be notified immediately. (b) The Director has the authority to suspend or cancel any game in any league for any reason.

11.02 *(Includes: League standings)*

Scoring for standings purposes will be based on a point system. Two (2) points for a win and (1) point for a tie. At the completion of each game, the winning team manager is responsible for calling in their score to the appropriate Bobby Bonner Youth Baseball League Director.

11.03 (Includes: Field use)

Teams of one league are not authorized to play games on a diamond of another league unless they receive permission from that league director.

11.04 (Includes: Supplying bases)

Home field is to supply all bases.

11.05 (Includes: Umpire fails to show)

If the umpire fails to show, a reasonable attempt should be made to obtain one, or the game will be postponed and rescheduled and the Director in Charge should be notified immediately.

11.06 (Includes: Batting helmet requirements)

Use of a batting helmet by the batter, on deck batter, and all base runners is mandatory. Any player coaching a base must wear a batting helmet.

11.07 (Includes: Base coaching, Coaches remaining off the field)

Managers or assistant coaches (adults) can coach the bases during games. Managers must stay behind the fence and off the playing field when not coaching.

11.08 (Includes: Changes to schedule)

(a) Any changes to the regular season schedule must be agreed to by each manager involved with final consent and consideration of the appropriate Bobby Bonner Youth Baseball League Director. (b) In the event of rainouts and suspended or postponed games, managers must agree upon a new game date as soon as possible with final consent and consideration of the appropriate Bobby Bonner Youth Baseball League Director. The game has to be made up within 14 days (weather permitting) or will be considered a tie.

12.00 Playoff Rules

12.01 (Includes: Playoff format)

Play-offs will be single elimination format and consist of the (Commissioners Discretion) ? teams.

12.02 (Includes: Playoff seeding)

Seeding for the Play-offs will be determined according to final regular season standings. Should the regular season end with a tie for first place, a special one game play-off will be held immediately following the close of the regular season. Tie breaking system will take affect.

1. Head to head record
2. Total head to head runs
3. Coin flip

12.03 (Includes: Tie breakers)

Where the participants have not had an even number of games between them, playoff seedings in case of ties will be determined on an equitable basis by a committee of five directors uninvolved in that league.

12.04 (Includes: Home team for playoff)

Highest seed is home team.

12.05 (Includes: Start time for weekend playoff games)

All weekday play-off games will start at 6:00 p.m. sharp and will be played out without a curfew (game may be called by the umpire due to darkness)

12.06 (Includes: Regarding changing of playoff schedule or location)

If circumstances require, the League Commissioner may change the play-off schedule or location. Location of play-off games will be determined by league presidents. If location cannot be agreed upon final decision will be determined by Bobby Bonner Youth Baseball League Commissioner.

12.07 (Includes: Playoff rainout or suspension)

(a) If a play-off game cannot be completed before curfew, or if a game is rained out, it will be declared a suspended game and be resumed from the point of suspension at the earliest date possible. (b) For suspended games: All regular league rules will apply as if the game were played from start to finish on the same night. This includes minimum and maximum play rules for fielders and pitchers respectively. (c) In a game that has been suspended a pitcher cannot be re-entered if he has already pitched 9 consecutive outs when the game is resumed.

Top 40 Baseball Rule Myths

All of the following statements are FALSE. Read the explanations and rule references to find out why.

1. HANDS MYTH. *The hands are considered part of the bat.*

The hands are part of a person's body. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base.

2. RIGHT TURN MYTH. *The batter-runner must turn to his right after over-running first base.*

The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or oversliding it.

3. BREAKING WRISTS MYTH. *If the batter breaks his wrists when swinging, it's a strike.*

A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules.

4. HIT PLATE MYTH. *If a batted ball hits the plate first it's a foul ball.*

The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.

5. BATTER BOX INTERFERENCE MYTH. *The batter cannot be out for interference if he is in the batter's box.*

The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided. The batter is protected while in the box for a short period of time. After he has had time to react to the play he could be called for interference if he does not move out of the box and interferes with a play. Many people believe the batter's box is a safety zone for the batter. It is not. The batter MAY be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation. An umpire must use good judgment. The batter cannot be expected to disappear. If he has a chance to avoid interference after he has had time to react to the situation and does not, he is guilty. If he just swung at a pitch, or had to duck a pitch and is off-balance, he can't reasonably be expected to then immediately avoid a play at the plate. However, after some time passes, if a play develops at the plate, the batter must get out of the box and avoid interference. The batter should always be called out when he makes contact and is outside the box.

6. FOUL-TIP MYTH. *The ball is dead on a foul-tip.*

There is nothing foul about a foul-tip. If the ball nicks the bat and goes sharp and direct to the catcher's hand or glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. If the nicked pitch first hits the catcher somewhere other than the hand or glove, it is not a foul-tip, it is a foul ball.

7. SWITCH BOX MYTH. *The batter may not switch batter's boxes after two strikes.*

The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch.

8. OUT OF ORDER MYTH. *The batter who batted out of order is the person declared out.*

The PROPER batter is the one called out. Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out.

9. OVER-RUN FIRST BASE MYTH. *The batter may not overrun first base when he gets a base-on-balls.*

Rule 7.08 simply states that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike.

In Little League the runner may overrun. In FED rules he may not and in Professional baseball, he may not. In other programs that use the OBR he may if that is how the program rules it. To overrun means that the runners momentum carried him straight beyond the base after touching it. It does not mean to turn and attempt to advance. Nor does it mean that he stepped over it or stopped on it and then got off of it.

10. DROPPED THIRD STRIKE MYTH. *The batter is out if he starts for the dugout before going to first.*

The batter may attempt first base anytime prior to entering the dugout or a dead ball area.

The batter becomes a runner when the third strike is not caught. Therefore, if there are 2 outs and there is a runner at first, first and second, or bases loaded, the batter creates a force by becoming a runner. These runners are all forced to advance and an out may be obtained by making a play on any one of them. If the bases are loaded the catcher may step on home or throw to third, second or first.

11. BUNTING STRIKE MYTH. *If the batter does not pull the bat out of the zone while bunting, it's a strike.*

A STRIKE is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is umpire judgment.

A BUNT is a batted ball not swung at, but INTENTIONALLY met with the bat.

The key words are "intentionally met"

If no attempt is made to make contact with a ball outside the strike zone, it should be called a ball. An effort must be made to intentionally meet the ball with the bat.

12. SECOND BAT HIT MYTH. *The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.*

The rule says the BAT cannot hit the ball a second time. When the BALL hits the bat, it is not an out. Also, when the batter is still in the box when this happens, it's treated as simply a foul ball. If the batter is out of the box and the bat is over fair territory when the second hit occurs, the batter would be out.

13. FOOT TOUCHES PLATE MYTH. *The batter is out if his foot touches the plate.*

To be out, the batter's foot must be ENTIRELY outside the box when he contacts the pitch and the ball goes fair or foul. He is not out if he does not contact the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box.

14. RUNNING LANE MYTH. *The batter-runner is always out if he runs outside the running lane after a bunted ball.*

The runner must be out of the lane AND cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call.

The runner may step out of the lane a step or two before the base if he moves from within the lane to out of it. If he is out of the lane the whole distance to the base and is hit with a throw, he should be out.

15. HIGH FIVE MYTH. *A runner is out if he slaps hands with other players, after a homerun is hit over the fence.*

The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner.

16. THE TIE MYTH. *Tie goes to the runner.*

There is no such thing in the world of umpiring. The runner is either out or safe. The umpire must judge out or safe. It is impossible to judge a tie.

17. OUT-OF-PLAY BALL MYTH. *The runner gets the base he's going to, plus one on a ball thrown out-of-play.*

When a fielder other than the pitcher throws the ball into dead ball area, the award is 2 bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the throwers hand on all other plays.

18. COACH TOUCH MYTH. *Anytime a coach touches a runner, the runner is out.*

Rule 7.09 says the runner is out if the coach PHYSICALLY ASSISTS the runner. Hand slaps, back pats or simple touches are not physical assists.

19. REVERSE BASERUNNING MYTH. *Runners may never run the bases in reverse order.*

In order to correct a base running mistake, the runner MUST retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense.

20. MUST SLIDE MYTH. *The runner must always slide when the play is close.*

There is no "must slide" rule. When the fielder has the ball in his possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide. If the fielder does not have possession but, is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious.

21. HIT BY BALL ON BASE MYTH. *The runner is always safe when hit by a batted ball while touching a base.*

The bases are in fair territory. A runner is out when hit by a fair batted ball while touching a base, except when hit by an infield-fly or after the ball has passed a fielder and no other fielder had a play on the ball. If the runner is touching first or third, he is not out unless the ball touches him over fair territory. If one foot is on the base and the other is in foul ground and he is hit on the foul ground foot, he is not out. It is a foul ball. (If the ball has not passed beyond first or third.)

22. NO STEAL ON FOUL-TIP MYTH. *A runner may not steal on a foul-tip.*

There is nothing foul about a foul-tip. If the ball nicks the bat and goes to the catcher's glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball.

23. FLY BALL FORCE OUT MYTH. *It is a force out when a runner is called out for not tagging up on a fly ball.*

A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

24. MISSED BASE APPEAL MYTH. *An appeal on a runner who missed a base cannot be a force out.*

A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it's a force out.

25. OUT OF THE BASELINE MYTH. *A runner's out if he's out of the baseline to avoid a fielder fielding a batted ball.*

The runner MUST avoid a fielder attempting to field a BATTED ball. A runner is out for running out of the baseline, only when attempting to avoid a tag.

26. NO ADVANCE ON INFIELD FLY MYTH. *Runners may not advance when an infield fly is called.*

An Infield-fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not.

27. NO RUN ON THIRD OUT MYTH. *No run can score when a runner is called out for the third out for not tagging up.*

Yes it can. This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

28. NO HIT ON BOUNCED PITCH MYTH. *A pitch that bounces to the plate cannot be hit.*

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown. A pitch that bounces before reaching the plate may never be a called strike or a legally caught third strike. (If the ball does not cross the foul line, it is not a pitch.)

29. NO FIRST BASE ON BOUNCED PITCH MYTH. *The batter does not get first base if hit by a pitch after it bounces.*

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base.

30. TWO SECOND CATCH MYTH. *If a fielder holds a fly ball for two seconds it's a catch.*

A catch is legal when the umpire judges that the fielder has COMPLETE control of the ball. The release of the ball must be voluntary and intentional.

31. FOOT TAG MYTH. *You must tag the base with your foot on a force out or appeal.*

You can tag a base with ANY part of the body.

32. DEAD BALL ON BALK MYTH. *The ball is always immediately dead on a balk.*

In Federation rules it is, not in any others. If a throw or pitch is made after the balk call, the ball is delayed dead. At the end of the play the balk may be enforced or not depending on what happened. On a throw; if ALL runners advance on the play, the balk is ignored. If not, the balk award is enforced from the time of pitch. On a pitch; if ALL runners INCLUDING the batter, advance on the play, the balk is ignored. Otherwise, it is no-pitch and the balk award is made from the time of the pitch.

33. FAIR FEET, FAIR BALL MYTH. *If a player's feet are in fair territory when the ball is touched, it is a fair ball.*

The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched by the fielder.

34. APPEAL MYTH. *The ball must always be returned to the pitcher before an appeal can be made.*

An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play." If time is not out, the appeal can be made immediately.

35. FALSE WINDUP MYTH. *With no runners on base, it is a ball if the pitcher starts his windup and then stops.*

A pitch is a ball delivered to the batter by the pitcher. If the ball is not delivered, it is not a pitch. Therefore it cannot be a ball. If this happens with runners on base it is a balk. The rule for LL is different. It is an illegal pitch and a ball with or without runners on base.

36. MUST SET TO PICK MYTH. *The pitcher must come to a set position before a pick-off throw.*

The pitcher is required to come to a complete stop in the Set position before delivering the pitch, not before making a throw.

37. MUST STEP OFF RUBBER TO PICK MYTH. *The pitcher must step off the rubber before a pick-off throw.*

If the pitcher steps off the rubber he is no longer the pitcher, he is a fielder. He can throw to a base from the rubber, provided he does not break any of the rules under rule 8.05.

38. FIELDER OVER THE FENCE HOMERUN MYTH. *If a fielder catches a fly and then falls over a fence it is a homerun.*

As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory after catching the ball, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play.

39. DEAD BALL WHEN UMPIRE IS HIT MYTH. *The ball is dead anytime an umpire is hit by the ball.*

If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base.

40. HOME PLATE UMPIRE MYTH. *The home plate umpire can overrule the other umps at anytime.*

The umpire who made a call or ruling may ask for help if he wishes.

A Message From Bobby Bonner

My name is Bobby Bonner; I played professional baseball for the Baltimore Orioles' organization for seven years; five were spent playing in the minor leagues and two years playing with the big league club. After my seventh year of professional baseball, I became a free agent. Five big league clubs were in contact with me to offer contracts, but I decided to retire from baseball at the age of twenty-eight.

I am often asked why I gave up playing professional baseball at the peak of my career. I had complete peace about my decision. You see, seven years before, I got down on my knees, repented of my sins, and trusted Jesus Christ as my personal savior. I began to understand my true purpose for being here – to bring glory and honor to Jesus Christ. God, in Colossians 3:23 says, “...*whatsoever ye do, do it heartily, as to the Lord, and not unto men.*” But before you can bring glory to God, your father, you need to become His son. How do you become a child of God? Let's look at the Bible way – not man's way, not the Baptist way, not the Catholic way, nor any other way.

First, the Bible says you must realize the you need to be saved. “...*There is none righteous...*” (Romans 3:10); “...*all have sinned, and come short of the glory of God*” (Romans 3:23); “...*the wages of sin is death; but the gift of God is eternal life through Jesus Christ our Lord*” (Romans 6:23).

Next, the Bible says you cannot save yourself. “...*that shall be judged by the law of liberty*” (James 2:10) “*Not by works of righteousness which we have done, but according to his mercy he saved us...*” (Titus 3:5). “...*a man is not justified by the works of the law, but by the faith of Jesus Christ...that we might be justified by the faith of Christ, and not by the works of the law: for by the works of the law shall no flesh be justified*” (Galatians 2:16).

Then, the Bible says Jesus died and shed His blood for you. “*But God commendeth his love toward us, in that, while we were yet sinners, Christ died for us*” (Romans 5:8). “*Neither is there salvation in any other: for there is none other name under heaven...whereby we must be saved*” (Acts 4:12). “...*without shedding of blood is no remission*” (Hebrews 9:22). “*In whom we have redemption through his (Jesus) blood, the forgiveness of sins, according to the riches of his grace*” (Ephesians 1:7).

Finally, God says you need to accept Jesus Christ into you heart by faith. “...*faith cometh by hearing and hearing by the word of God*” (Romans 10:17). “*For God so loved the world, that he gave his only begotten Son, that whosoever believeth in him should not perish, but have everlasting life*” (John 3:16). “*For godly sorrow worketh repentance to salvation...*” (2 Corinthians 7:10). “*That if thou shalt confess with thy mouth the Lord Jesus, and shalt believe in thine heart that God hath raised him from the dead, thou shalt be saved. For with the heart man believeth unto righteousness; and with the mouth confession is made unto salvation. For whosoever shall call upon the name of the Lord shall be saved*” (Romans 10:9,10, & 13).

What does all this mean? Think for just a moment – the Bible is God's word! Open your heart now and invite Jesus Christ to come in and take control of your life. Simply pray, the best way you know how to, a prayer something like this”

“Dear God, I know I am a sinner and that there is nothing I can do to earn salvation. I know that you love me and sent your Son to die on the cross for me. I repent of my sins and ask the Lord Jesus to come into my heart, forgive my sins, and give me eternal life. Thank you for hearing and answering my prayer. Amen.

If you were sincere when you prayed that prayer, then you were just put on the best team – forever! God says in 1 John 5:13, “*These things have I written unto you that believe on the name of the Son of God; that ye may know that ye have eternal life, and that ye may believe on the name of the Son of God.*”

Your new brother in Christ,
Bobby Bonner

If you would like to reach Bobby personally, write to:

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Bobby is currently serving the Lord as a missionary in the country of Zambia, Africa