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PROTESTS (4.19)

**IMPORTANT RULE CHANGES for this year:**

- SECTION II. 3.00 Number of players on 11U & 13U teams
SECTION III. 4.01 A NOTE 2 Removal of 5th Pitcher
SECTION IV. 1.04 A&B Bases and Pitching distance for 15U
SECTION IV. 1.11 B Pitcher's under garments in 11U through 18U
SECTION IV. 4.10 D.1 Length of game for 11U and 13U
SECTION IV. 4.16 RULING 3 No BLIND if both teams use 8 players

**SECTION I: ADMINISTRATION**

Structure of this rulebook: This book is structured generally along the same lines as Major League Baseball. When a Major League rule is not applicable to our LEAGUE or this book, the rule number is retained, but the rule is replaced with either "Does not apply in BATB" or "Does not apply".

Some rules apply only to one or more specific Divisions. Such instances are denoted by an indented line that identifies the applicable Division/s. All of the subsequent rules that are applicable, have their rule number underlined. Example:

- TEEBALL:
0.01 A. applies only to TEEBALL Divisions
0.01 B. applies to all Divisions

**SECTION II: LEAGUE STRUCTURE**

- 2.00 STRUCTURE OF DIVISIONS
Following the spring season, player must still be this age through April 30.
Tee Ball 1 (TB1) ..... age 4
Tee Ball 2 (TB2) ..... age 5
Tee Ball/Coach Pitch (TCP) ..... age 6
Machine Pitch 1 (MP1) ..... age 7
Machine Pitch 2 (MP2) ..... age 8
Machine Pitch 3 (MP3) ..... age 9
11U Baseball (11U) ..... age 10 &11
13U Baseball (13U) .... age 12 & 13
15U Baseball (15U) ..... age 14 & 15
18U Baseball (18U) ..... ages 16 thru 18

**SECTION III: LEAGUE REGULATIONS**

- 1.00 PRACTICE
2.00 RUN LIMIT (Does not apply below Machine Pitch 2.)
2.01 The run limit rule is intended to achieve more innings completed per game, prevent lopsided victories, and prevent exceptionally long innings.
2.02 A team is allowed to score up to six (6) runs in its half of an inning.

**2.03** After scoring the sixth run in an inning, a team must end its turn at bat.

EXCEPTION: All runs scored on an over-the-fence home run will count regardless of the score at the time.

**2.04 MERCY RULE:** If it becomes mathematically impossible for a team to tie the score within the remaining game time, the umpire shall award the game to the team that is leading. At that time, the losing team has the option to continue the game to its normal conclusion, or stop at any time; and the umpire may stop the game when the time limit is reached even if a team has not completed its turn at bat. NOTE: The possibility of additional runs due to over-the-fence homeruns is not a factor in determining mathematical possibilities.

**2.05** Both teams are responsible for keeping track of the run limit. If a team is mistakenly allowed to score more runs than the run limit rules allow and a pitch has been delivered to the next batter, the additional run(s) scored will count.

### **3.00 PLAYER PARTICIPATION**

**3.01 F.** A copy of the scoresheet must be given to the opposing team prior to the start of the game. Scheduled innings for each player must be shown on that copy at the time it is given to the opposing team.

**3.05 Disabled Players:** A player who is removed from the game because of illness or injury may be reinserted into the lineup any time after the half-inning in which that player was removed. The player shall be reinserted into the same batting order position and the batting order shall be restored to that at the time the player was removed. The intent of this rule is to allow for those instances in which it is difficult to immediately determine the extent of the illness or injury.

APPROVED RULING 1: Runner substitution is not permitted for any reason other than to relieve a runner who becomes injured while in the act of being a runner.

APPROVED RULING 2: The substitute runner must be the player who made the last out on the team at bat. If no outs have been recorded, the substitute runner must be selected by the plate umpire.

**3.05 A.** Safety and fairness: Before allowing a player to continue to play and before reinserting a player into the lineup, a manager should take reasonable precautions to insure that a player is not so affected by the illness or injury that further aggravation or injury is likely to occur. **Any player twice removed for the same injury shall not be permitted to return to the game.**

**3.05 B.** Conduct: Managers shall refrain from abusing this rule. Specifically, managers should objectively apply the same criteria for removal from the lineup and re-insertion in the lineup to all players, regardless of that player's abilities or the game situation. Flagrant violation of this rule is considered unsportsmanlike conduct.

**3.08** If a player is tardy and misses his first turn at bat, he must be placed in the lineup at the end of the order.

**3.08 A.** The umpire, scorekeepers, and opposing manager should be notified of the late arrival.

**3.08 B.** A player who arrives after the start of the third inning or after the team has batted once through the entire lineup, will not be allowed to play in that game.

**3.10** No player will be permitted to participate in a League game without wearing the complete League issued uniform in the manner in which it is intended (includes cap facing forward, shirt tucked in, pant cuffs below the knees and above the heels, belt at the waist, and socks inside). On-field coaches are required to adhere to the spirit of this dress code.

PENALTY: Failure to correct uniform problems, when requested to do so by the umpire, shall constitute unsportsmanlike conduct.

**3.11 Individual player names may not be visible on any part of the uniform worn in League play.**

### **4.00 PITCHER ELIGIBILITY AND SUBSTITUTIONS [11U through 18U Baseball]**

**4.01** Any player may pitch unless specifically prohibited by the Board of Directors.

**4.01 A.** Only five players may be used as pitchers in any one game.

NOTE 1: A pitcher returning to the mound, after having been replaced as pitcher, will be counted as a new pitcher.

NOTE 2: If the fifth pitcher is removed from the mound for any reason, the game is forfeited to the opposing team.

**4.01 B.** A pitcher who appears in four or more innings in any game, may not pitch during the first three innings of that team's next game that becomes a regulation game.

**4.01 C.** A pitcher who makes one or more deliveries in an inning is considered to have pitched a full inning.

NOTE: After having been replaced as pitcher, a player returning to the mound in the same inning will be considered to have pitched in only one inning.

**4.02** The pitcher named in the batting order prepared by the team manager and given to the storekeepers shall pitch to the first batter until such batter is put out, becomes a runner, or becomes ill or injured.

**4.02 A.** The pitcher, if ill or injured, may be removed from the mound at any time.

**4.02 B.** A pitcher, once replaced as the pitcher, may return to the mound one time during a game.

**4.02 C.** When the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat until the batter is put out, becomes a runner, becomes ill or injured, or the offensive team makes three outs.

**4.02 D.** The penalty for pitching an ineligible pitcher shall be:

**4.02 D.1.** If present game is won, forfeiture of present game.

**4.02 D.2.** If present game is lost, forfeiture of next game won that becomes a regulation game or last game won, if no other games are won.

**4.02 E.** The manager shall immediately notify the chief umpire of any pitching changes.

**4.02 F.** When notified of a pitching change, the chief umpire shall notify the storekeepers, who will record the change.

**4.03** Team managers who violate the pitching rules shall be removed as manager until reinstated by the Board of Directors.

**4.04** A League official, as well as a manager, may make a pitching violation protest. Protests concerning pitching eligibility, number of innings pitched, etc. will be resolved using the Scorekeeper's records.

### **5.00 CONDUCT**

**5.01** While on offense, players must stay in the dugout when not batting, baserunning, or base coaching. The on-deck batter must be in the on-deck cage or designated on-deck area.

**5.02** Only authorized players, managers, coaches, and umpires are allowed on the playing field during the game.

**5.03** Members of the offensive team shall remove all gloves and other equipment from the field and the playing area while their team is at bat.

**5.04** In the event of rule disputes during a game, the disputing manager or acting manager must ask for time out and seek a conference with the umpires and the opposing team manager in an effort to quietly resolve the issue. **Coaches are not permitted to enter into rule disputes.**

**5.05** See "Coaching Stations", Section IV, 4.05.

**5.06** There shall be at least one adult (manager or coach) on the field, either in their dugout or within the vicinity of their dugout, from the start of

play until completion of the game. The adult is responsible for the actions of the team during the game. Failure to have an adult on the field shall be immediately corrected, when requested by the umpire, or the game shall be forfeited.

**5.07** Use of tobacco products or simulated tobacco products is not permitted within 100 feet of any game field, concession stand, restroom or other places frequented by players, coaches, umpires or spectators.

**5.08** A manager or coach is obligated to point out to the opposing manager or coach any infraction of the rule regarding the playing of an ineligible player. Should a manager know of an ineligible player on the opposing team and allow this player to play without first bringing it to the attention of the umpire, any protest made later will not be legal.

**5.09** **Each team's manager, coaches, players, and parents are responsible for keeping the playing and spectator areas free of trash.** Any League official may stop any game in progress and insist that the trash be picked up. Playing time will not be extended and refusal to comply will cause immediate forfeiture of the game.

**5.10** The ball shall not be intentionally discolored or damaged.

**5.11** For those divisions using pitcher's mounds, the mound may not be intentionally altered in any way except to restore it to its originally prescribed condition. After one warning, violations are considered unsportsmanlike conduct.

**5.12** No person shall commit any act which, in the opinion of the umpire, is intended to make a travesty of the game.

**5.13** No opposing team player, coach, manager or spectator shall, with deliberate intent, act or speak in such a manner as to distract the batter, runner, pitcher, or defensive team player. The philosophy of BATB is that any team chatter should encourage one's own team and not distract or take advantage of opposing team players. Chatter is permitted, provided it does not violate this rule.

**5.14** Sassy or derogatory remarks shall not be made.

**5.15** Players, coaches, managers, or spectators shall not make disparaging or insulting remarks to or about any player, coach, manager, game official, or umpire.

**5.16** Violent disapproval of an umpire's decision by player, coach, manager, or spectator is not permitted. Hostile action by a player, coach, manager, or spectator during the game shall result in the umpire removing the offender from the game. If such action continues, the umpire shall forfeit the game to the opposing team.

**5.17** If a player, coach, manager, spectator, game official, or umpire initiates physical contact with any other player, coach, manager, spectator, game official, or umpire during a dispute, the person shall be removed from the game and is subject to dismissal from the League after Board review.

**5.18** **Any violation of these rules of conduct is considered to be unsportsmanlike and intentional or repeated unsportsmanlike conduct is cause for removal from a game.**

**5.18 A.** The umpire is not required to issue a warning.

**5.18 B.** The umpire should instruct both scorekeepers to note the ejection and persons involved on the scoresheet and initial after the game.

**5.19** A person ejected from a game shall leave the field immediately and take no further part in the game. The offender may leave the park or take a seat in the grandstand at the option of the umpire. If the offender fails to comply with the umpire's directions, the game may be forfeited. Additionally, for the first ejection, the offender shall be suspended for the next game that becomes a regulation game and for a second ejection during the season, the offender shall be dismissed from the League.

**5.20** A person dismissed from the League may petition the Board for reinstatement.

## **6.00 ADVANTAGE RULING**

**6.01** If a team violates any rule in this book and the resulting penalty gives the offending team an advantage, the offended team may elect not to accept the penalty.

**6.02** The Board of Directors shall have the authority and responsibility to right any wrong caused by the application or interpretation of these rules.

**6.02 A.** The Board shall make the final decision in any protest which involves rules that have been inadvertently omitted from this Rulebook or are inadvertently contrary to the accepted rules of baseball.

**6.02 B.** A manager has the right to appeal any decision made by the Board or any Board Member and may petition the Board to settle any issue that affects his team.

## **8.00 LIGHTNING POLICY**

When lightning is detected within six (6) miles of any League sanctioned outdoor activity, such activity shall be suspended immediately and remain suspended for at least fifteen (15) minutes after the last detected strike within six miles.

### **SECTION IV: OFFICIAL PLAYING RULES**

#### **1.00 OBJECTIVES OF THE GAME**

**1.01** Baseball is a game between two teams of nine players each, under direction of a manager, played on a field in accordance with these rules, under jurisdiction of one or more umpires. EXCEPTION: [Teeball through Machine Pitch] Ten (10) players play on defense every inning.

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

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

**1.04** The playing field shall be laid out according to these instructions and Sections VI through VIII.

**1.04 A.** The distance between bases shall be as follows:

**1.04 B.** The pitching distance shall be as follows:

**1.04 C.** The distance from the tip of home plate to the center of second base shall be as follows:

**1.04 D.** The recommended distances for fences (as measured from the point of home plate) is as follows:

**1.04 E.** The height of the pitchers mound above the level of home plate and base paths, raised by a gradual slope (approximately 1" per foot), shall be as follows:

**1.04 F.** The recommended distance from the point of home plate to the backstop is as follows:

**1.04 G.** A line shall be drawn parallel to and three (3) feet from the base line starting at a point halfway between home plate and first base and extending to first base.

**1.04 H.** The coach's boxes are behind lines ten (10) feet long drawn outside the diamond. The lines are parallel to and five (5) feet from the first

and third base lines, extended from the bases toward home plate.

**1.04 I.** The catcher's and batter's boxes shall be laid out as described below and shown in Figure VIII-2.

1. The batter's boxes shall be rectangular, six (6) feet by three (3) feet. The inside lines, if used, shall be parallel to and four (4) inches away from the sides of home plate. They shall extend forward from the center of home plate three (3) feet and to the rear three (3) feet.
2. The catcher's box shall be four (4) feet in length from the rear of the batter's boxes and shall be five (5) feet wide.

**1.05** Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 12-inch square with two of the corners filled in so that one edge is 17 inches long, two 8 1/2 inches and two are 12 inches. It shall be set 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. The black beveled edge is not considered part of home plate.

**1.06** First, second, and third bases shall be marked by white canvas bags (or equivalent), securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The base bags shall be 14 inches square, not more than two and one-fourth inches thick, and filled with soft material.

**1.07** [11U through 18U] The pitcher's plate shall be a rectangular slab of whitened rubber 18 inches by 4 inches. It shall be set in the ground so that the distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be as defined in Rule 1.04 B.

**1.08** The league shall attempt to furnish player benches, one each for the home and visiting teams. They should be protected by fencing or wire. If unfenced, such benches should not be less than twenty-five feet from the base lines.

**1.09** The ball used will be furnished by the league and should weigh not less than five nor more than five and one-fourth ounces, and measure not less than nine nor more than nine and one-fourth inches in circumference.

**1.10** Wood or aluminum bats may be used. Softball bats shall not be used. There are no other bat restrictions.

**1.11** All players on a team shall wear uniforms identical in color, trim, and style.

**1.11 A.** The League will provide each team with a distinctive uniform.

**1.11 B.** Sleeve lengths may vary for individual players, but the sleeves of each individual shall be approximately the same length. No player shall wear ragged, frayed or slit sleeves and pitcher's under garments in divisions above Machine Pitch may not cover the arm below the elbow.

**1.11 C.** No player shall attach to a uniform tape or other material of a different color from the uniform.

**1.11 D.** No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.

**1.11 E.** Glass buttons and polished metal shall not be used except for stars on caps if they are applied safely.

**1.11 F.** No player shall attach anything to the heel or toe of the shoe other than a toe plate.

**1.11 G.** Shoes with metal spikes or cleats are not permitted. Shoes with molded rubber cleats are permitted.

**EXCEPTION:** Shoes with plastic cleats are permitted in the 15U Division. Shoes with metal cleats are permitted in the 18U Division.

**1.11 H.** Managers/coaches shall not wear shoes with metal spikes.

**1.12** [Machine Pitch 2 through 18U] The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand.

**1.13** N/A

**1.14** N/A

**1.15** 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.

**1.15 A.** No pitcher shall attach to the glove any foreign material of a color different from the glove.

**1.15 B.** No pitcher shall wear sweat bands on wrists.

**1.16** Upon request, the League will provide each team 5 protective helmets. Use of helmet by the batter, on deck batter, all base runners, and player-coaches is mandatory.

**1.17** During practice and games catchers must wear equipment as designated below;

Teeball & Teeball/Coach Pitch: Chest protector and catchers helmet with mask and throat guard.

Machine Pitch: Chest protector, shin guards and catchers helmet with mask and throat guard. Male catchers must wear *athletic supporter* and metal, fiber, or plastic *cup*. Player-catchers must wear mask while adjusting a pitching machine.

11U - 18U: Chest protector, shin guards and catchers helmet with mask and full *ear* and neck guards. Male catchers must wear athletic supporter and metal, fiber, or plastic *cup*. Player-catchers must wear mask during pitcher warm up.

## 2.00 DEFINITION OF TERMS

See Section V DEFINITION OF TERMS

## 3.00 GAME PRELIMINARIES

**3.01** Before the game begins the umpire shall:

**3.01 A.** Require strict observance of all rules governing team personnel, implements of play, and equipment of players.

**3.01 B.** Be sure that all playing lines are marked with non-caustic lime, chalk, or other white material easily distinguishable from the ground or grass.

**3.01 C.** Receive game balls from the league as follows:

[Teeball through Machine Pitch 1] One ball

[Machine Pitch 2 through 13U] Two balls

[15U & 18U] As needed

**3.01 D.** The umpire shall be the sole judge of the fitness of the balls to be used in the game.

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

**PENALTY:** The umpire shall demand the ball and remove the offender from the game.

**3.03** For player substitution rules, refer to SECTION III: Rules 3.00 and 4.00.

**3.04** A representative of the league shall determine the fitness of the playing field before the game starts. At game time, the umpire-in-chief shall determine the fitness of the playing field. 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 play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. The umpire may continue suspension as long as there is any chance to resume play. Refer to SECTION IV: Rule 4.10 for time limits.

**3.05** RESERVED.

**3.06** When the umpire suspends play, "**Time**" shall be called. 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.

**3.07** The League will establish ground rules to be followed by all teams in the League.

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

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

**3.10** When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.

APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

**3.11** Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, manager, coaches, and scorekeeper shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once.

**NOTE: There is no "on-deck" area for Divisions below Machine Pitch 2. The "on-deck" batter must remain in the dugout.**

#### **4.00 STARTING AND ENDING THE GAME**

**4.01** Prior to game time, the plate umpire and the two opposing managers or acting managers will meet to discuss ground rules, verify scorekeepers have exchanged team line-ups, and synchronize watches. It is the responsibility of the HOME team to prepare the field for play and, if there is no following game, remove and secure all equipment after the game and turn off applicable field lights.

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

**4.02 A.** A new play begins when:

MACHINE PITCH:

The pitching machine operator is holding the ball.

TEEBALL:

The ball is placed on the tee or the coach-pitcher is holding the ball.

**4.03** 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.

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

**4.03 B.** The pitcher, during the delivery of the ball to the batter, shall take the legal position.

**4.03 C.** Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory. **EXCEPTION:** Fielders should be in reasonable proximity of their assigned positions (i.e., the first base player should be near first base, the second base player in the usual position between first and second base, etc.).

TEEBALL 1 through MACHINE PITCH 1:

**4.03 C.1.** No infielder (positions 3, 4, 5, 6) may be further than eight (8) feet from the base path.

**4.03 C.2.** No outfielder may be positioned in front of marked outfield line. **NOTE:** The rover is an outfielder.

**4.03 C.3.** No defensive player, other than the catcher, may be closer to home plate than the pitcher, who must be within the designated circle/rectangle.

TEEBALL & TEEBALL/COACH PITCH:

**4.03 C.4.** For safety reasons, neither a coach nor the catcher may be in the batting circle when the batter swings. **RULING:** The umpire shall rule "No play".

**4.03 C.5.** The catcher must be directly behind home plate.

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

**4.04** All players present at each game will comprise the batting lineup. The batting order will not be altered during the course of a game except for the addition of legally tardy players, and for removal for injury, conduct, etc. Refer to SECTION III: Rule 3.03.

**4.05 Coaching stations:** Unless specifically stated otherwise herein, a team may have several coaches, but only the Manager (or acting Manager) and two coaches may be on the field during the game. Unless specifically stated otherwise herein, managers and coaches must remain in front of and within five feet of their team's dugout or player's bench except during time outs.

**4.05 A. Offense:**

**4.05 A.1** [All Divisions] The offensive team may station two coaches on the field during its time at bat, one near first base and the other near third base. Coaches shall remain within the coaches boxes at all times.

**4.05 A.2** [TB1] The offensive team may station a coach behind second base to instruct base runners.

**4.05 A.3** [TB1 through TCP] The offensive team may provide a coach to assist batters in their preparation to hit the ball. Such coach is expected to make a good faith effort to avoid blocking the catcher's view of the tee or impairing the catcher's ability to pursue a batted ball.

**4.05 A.4** [Machine Pitch] The offensive team shall provide a coach-pitcher to deliver the ball to its batters, but not an additional coach to assist the batters. (See Section 8.)

**4.05 B Defense:**

**4.05 B.1** [TB1] The defensive team may station as many coaches/parents in fair territory as needed to direct players and keep them focused, but no closer to home plate than the pitcher.

**4.05 B.2** [TB2 & TCP] The defensive team may station two coaches in fair territory, but no closer to home plate than the pitcher.

**4.05 B.3** [Machine Pitch 1] The defensive team may station two coaches on the field in foul territory, one on the first base side and one on the third base side. Such coaches must be farther from home plate than their offensive counterparts.

#### **4.06 Sportsmanship:**

**4.06 A.** No manager, coach, or player, shall at any time, whether from the bench or the playing field or elsewhere:

**4.06 A.1.** Incite, or try to incite, by word or sign, a demonstration by spectators.

**4.06 A.2.** Use language which will in any manner refer to or reflect upon opposing players, an umpire or spectators.

**4.06 A.3** In the umpire's judgment, make any move calculated to cause the pitcher to commit a balk.

**4.06 B.** No fielder shall take a position in the batter's line of vision, with deliberate intent to distract the batter.

**PENALTY:** First issue a warning, if continued, remove the offender from the game or bench. If such action causes a balk, it shall be nullified.

**4.07** Refer to SECTION III: Rule 5.19 for ejections from a game.

**4.08** When the occupants of a players bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues the umpire shall order the offender out of the game and away from the spectators area. If the umpire is unable to detect the offender or offenders, the bench may be cleared 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 How a team scores:**

**4.09 A.1.** One run shall be scored each time a runner legally advances to and touches first, second, third, and home base before three players are put out to end the inning.

**EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made by:

- The batter-runner before touching first base.
- Any runner being forced out.
- A preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

**4.09 A.2.** [TB1 through MP1 ]One run shall be scored each time a runner legally advances to and touches first, second, third, and home base.

**4.09 B.** [Machine Pitch 2 through 18U] When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runners to advance, the umpire shall not declare the game ended until all runners forced to advance have touched the bases to which they are forced (appeal play).

**4.10 Regulation game:**

**4.10 A.1.** A regulation game shall consist of six (6) complete innings unless extended because of a tie score, or shortened because:

**4.10 A.1. a.** The home team needs none of its half of the last inning or only a fraction of it;

**4.10 A.1. b.** The umpire calls the game; or

**4.10 A.1. c.** Time runs out.

**EXCEPTION:** [15U and 18U Divisions] A regulation game is seven (7) innings.

TEEBALL through MACHINE PITCH 1:

**4.10 A.2.** A regulation game shall consist of six (6) complete innings unless shortened because:

**4.10 A.2. a.** The umpire calls the game; or

**4.10 A.2. b.** Time runs out.

**RULING:** If the home team does not need its turn at bat in the last inning, it shall be permitted to take its turn at bat at the discretion of the manager of the visiting team.

**RULING:** Once begun, the home team shall be permitted to complete its turn at bat, regardless of the score.

**4.10 B.** Tied game at end of regulation play:

**4.10 B.1.** If the score is tied after regulation time has expired, then 15 minutes shall be added to the time limit and play shall continue until:

**4.10 B.1. a.** The visiting team has scored more total runs than the home team at the end of a completed inning;

**4.10 B.1. b.** The home team scores the winning run in an uncompleted inning;

**4.10 B.1. c.** Two (2) extra innings have been completed; or

**4.10 B.1. d.** The extended time limit has been reached and the last inning legally started has been completed.

**4.10 B.2.** If each team has the same number of runs when a game ends, the umpire shall declare it a "Tie Game" and each team shall receive one-half win and loss in the standings.

TEEBALL through MACHINE PITCH 1:

**4.10 B.3.** If the score is tied after regulation time has expired, the game shall be declared a completed game.

**4.10 C.** Called games:

**4.10 C.1.** If a game is called, it is a regulation game if three (3) innings have been completed or the home team has scored more runs in two or two and a fraction half-innings than the visiting team has scored in three completed half-innings.

**4.10 C.2.** If a game is called before it has become a regulation game, the umpire shall declare it "No Game". **NOTE:** For scorekeeping purposes, all batting and fielding records shall be discarded.

**4.10 D.** Time Limits:

**4.10 D.1.** The following time limits (expressed in hours & minutes) shall be imposed: ☹️

**4.10 D.2.** All games shall start at their scheduled time or 10 minutes after the preceding game, whichever is later. **Note:** The umpire shall be the sole judge in establishing the start time of a delayed game.

**4.10 D.3.** No game shall be permitted to start more than 30 minutes beyond the originally scheduled start time. **EXCEPTION:** Does not apply if there is no following game.

**4.10 D.4.** No inning shall begin after the time limit is reached, unless the score is tied.

**4.10 D.5.** If an inning begins before the time limit has been reached, it shall continue as long as necessary to complete without regard to time.

**4.10 D.6.** Each inning shall begin immediately after the last out of the preceding inning has been made.

**4.10 D.7.** The umpire shall make every effort to prevent attempts to stall a game.

**PENALTY:** No warning is necessary; the game may be forfeited to the opposing team if, in the umpire's judgment, delaying tactics are being attempted.

**4.11** The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

**4.11 A.** The game ends when the visiting team completes its half of the last inning if the home team is ahead.

**4.11 B.** The game ends when the last inning is completed, if the visiting team is ahead.

**4.11 C.** [Machine Pitch 2 through 18U] If the home team scores the winning run in its half of the last 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 homerun out of the playing field, the 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 last or extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

**4.11 D.** A called game ends the moment the umpire terminates play.

**EXCEPTION:** If the umpire terminates play during an uncompleted inning, the game's end is determined as follows:

... If the visiting team is at bat, the game ended at the completion of the last previously completed inning.

... If the home team is at bat, the home team may accept the score as it stands, (in which case the current inning becomes a completed

inning) or may elect to have the end-of-game revert to the last previously completed inning.

**APPROVED RULING:** If the game is called in the third inning after the visiting team has completed its turn at bat, then:

... If the home team accepts the current score, three innings are declared completed (regulation game).

... If the home team accepts the score at the end of the second inning, only two innings have been completed (suspended game).

**4.12** Suspended games and rainouts.

**4.12 A.** A game may be terminated, or prevented from starting, by the umpire for:

A curfew imposed by law;

A time limit permitted under League rules;

Light failure;

Darkness; or

Weather.

When a game is suspended or prevented from starting due to light failure or weather, it shall not be finally terminated until 15 minutes after it is initially halted.

**4.12 B.** Such games shall be known as suspended games unless they have progressed far enough to be a regulation game under the provisions of these rules.

**4.12 C.** A suspended game shall be completely replayed at a later date.

**4.12 C.1.** Managers must schedule practice games through their Division Director.

**4.12 C.2.** Managers must schedule make-up games and reschedule regular season games through the League Scheduler.

**4.13** Does not apply in BATB.

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

**4.15** A game may be forfeited to the opposing team when a team:

**4.15 A.** Being upon the field, refuses to start play when the umpire calls "Play", unless a delay, in the umpire's judgment, is unavoidable.

**4.15 B.** Refuses to continue play, unless game was terminated by the umpire.

**4.15 C.** Fails to resume play, after game was halted by the umpire, within one (1) minute after the umpire has called "Play".

**4.15 D.** Fails to obey within a reasonable time the umpire's order to remove a player, manager, coach, or spectator from the game.

**4.15 E.** After warning by the umpire, willfully and persistently violates any of the rules of the game.

**4.15 F.** Employs tactics designed to delay or shorten the game.

**4.16** If a game cannot be played because of the inability of either team to place eight (8) players on the field before the game begins, this shall be grounds for automatic forfeiture. Such forfeiture shall not be declared until fifteen (15) minutes after the scheduled start time.

APPROVED RULING 1: Any game forfeited for lack of players shall become an umpired, exhibition game and may be played until the normal time limit has been reached provided that (a) between the two teams there are at least 12 players in attendance and (b) both managers can agree to any arrangement that keeps 9 defensive players on the field at all times and at least 6 permanent batters on each team.

APPROVED RULING 2: When a team plays with 8 players, a ninth, imaginary player, designated as "BLIND", shall be reflected in the lineup and shall be declared "out" on each turn at bat. The BLIND may appear anywhere in the lineup, at the discretion of the eight-player team manager.

EXCEPTION: If a player exits the game, leaving the team with only eight players, that player's position in the lineup becomes the "BLIND".

APPROVED RULING 3: If both teams are playing with eight players, declaring the "BLIND" batter out is waived, but cannot be waived otherwise.

**4.17** A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place eight (8) players on the field. Refer to Rule 4.16.

**4.18** Forfeited games shall be so recorded on the score sheets of both teams and the score sheets shall be signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the League president as soon as possible, but failure of the umpire to file this report shall not affect the forfeiture.

**4.19 PROTESTS.** [Not permitted in Divisions prior to Machine Pitch 2]

**4.19 A.** A protest may address:

**4.19 A.1.** [Type 1] Violations which occurred during the course of a game by an umpire's decision in applying/failing to apply a rule or the violation of a League regulation by the opposing team. Examples: Batting out of order; permitting substitute batter.

**4.19 A.2.** [Type 2a] A violation of League Regulation by a member of the League regarding player participation or pitcher eligibility.

**4.19 A.3.** [Type 2b] A violation of League Regulation by a member of the League, other than during the course of a game. Example: Illegal practicing.

**4.19 B.** A \$25.00 filing fee shall be submitted with each protest. This fee will be refunded if the protest is ruled legal.

**4.19 C.** For a Type 1 protest to be legal:

**4.19 C.1.** If it is a protest of an umpire's decision, it must be made immediately after the occurrence and before the next legal pitch or in the case of the 3rd out, before the first legal pitch of the next half-inning. A protest on a game ending decision must be made before the chief umpire leaves the field.

**NOTE:** Protests based solely on judgment of the umpire are not legal (whether a pitched ball was a strike or a ball; whether a batted ball was fair or foul; etc.).

**4.19 C.2.** It must be delivered in writing to any Board Member within four (4) days.

**4.19 D.** For a Type 2 protest to be legal:

**4.19 D.1** [Type 2a] It must be made in writing to any Board Member within six (4) days of the violation.

**4.19 D.2** [Type 2b] It must be made in writing to any Board Member within four (4) days of discovery of the violation.

**4.19 E.** To instigate a protest of an umpire's decision, the following procedure must be followed:

**4.19 E.1.** Only a manager or acting manager may lodge the protest.

**4.19 E.2.** The protesting team's manager must immediately notify the chief umpire that the game is under protest. The umpire will notify the scorekeepers and opposing manager and the game shall continue to a normal conclusion.

**4.19 E.3.** In addition to details of a Type 1 protest, the written protest should contain the following:

Date, place, and starting time of the game.

The time and inning of the protest

The names of the teams, umpires and scorekeepers

The rule(s) under which the protest is being made.

Copies of both teams score sheets.

**4.19 F.** The chief umpire of a protested game should file a written report with the Umpire Coordinator.

**4.19 G.** All protests will be dispositioned as follows:

**4.19 G.1.** The Protest Committee will determine if the protest is legal, according to these rules.

**4.19 G.2.** If a protest is declared legal, the Committee Chair will set a time and place for a meeting to determine the validity of the protest.

**4.19 G.2. a.** For Type 1 protests, the manager from each team (or their appointed delegate) and the game's umpire(s) will be invited to attend.

**4.19 G.2. b.** For Type 2 protests, all parties involved will be invited to attend.

**4.19 G.3.** If a protest is determined to be valid, the Protest Committee will determine the action, if any, to be taken to bring the matter to a just conclusion.

**4.19 H.** The Committee Chair will notify the League President of all committee decisions. The President will notify all affected parties.

**4.19 I.** All protests will be heard and dispositioned within ten (10) days of the date they were received by the President.

**4.19 J.** The decision of the Protest Committee may be appealed to the President, in writing, within 48 hours of notification of the decision. Appeals will be reviewed and decided by the Board within 14 days of receipt by the President.

**4.20** Before the first regular season game, the League President shall appoint, with the approval of the Board of Directors, a standing protest committee to serve for the current season.

**4.20 A.** The League Umpire Coordinator shall chair and be a non-voting member of the committee.

**4.20 B.** The Machine Pitch Protest Committee shall consist of three permanent and three alternate members.

**4.20 B.1.** Permanent members shall be selected from the Directors of the Tee Ball through Machine Pitch Divisions.

**4.20 B.2.** All Division Directors who are not permanent members of the committee shall be alternates on the committee. The remaining alternates shall be League Officers. Officers may be alternates on more than one protest committee.

**4.20 C.** The Protest Committee shall be responsible for hearing and deciding all protests filed in their divisions. The committee will decide the legality, validity, and adjudication of the protests.

**4.20 D.** A committee in session shall consist of only three voting members. The Committee Chair may substitute an alternate for a permanent member due to conflict of interest. If possible, the same three committee members should decide all three aspects of a protest.

## **5.00 PUTTING THE BALL IN PLAY - LIVE BALL**

**5.01** At the time set for beginning the game, the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position, the umpire-in-chief shall call "Play".

**5.02** After the umpire calls "Play", the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player 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 an overthrow, interference, or a home run or other fair hit out of the playing field).

**5.03** [MP1 thru 18U, optional for TCP] The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

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

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

**5.06** When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

**5.07** [Machine Pitch 2 through 18U] When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

**5.08** If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

**5.09** The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when:

**5.09 A.** [11U through 18U] A pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runners, if forced, advance. (Refer to Rule 6.08).

**5.09 B.** [Machine Pitch 2 through 18U] The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If the catcher's throw gets the runner out, the out stands. No umpire interference.

**5.09 C.** [15U and 18U] A balk is committed, runners advance. (Refer to Rule 8.05, Penalty).

**5.09 D.** A ball is illegally batted fair or foul; runners return.

**5.09 E.** A foul, fly ball is not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases.

**5.09 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. Runner hit by fair ball is out.

**NOTE:** If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, 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.

**5.09 G.** [Machine Pitch through 18U] A pitched ball passes the catcher and lodges in the umpire's mask or paraphernalia; runners advance.

**5.09 H.** [15U and 18U] Any legal pitch touches a runner trying to score; runners advance.

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

**5.10 A.** In said umpire's judgment, weather, darkness, or similar conditions make immediate further play impossible.

**5.10 B.** Light failure makes it difficult or impossible for the umpires to follow the play.

**5.10 C.** An accident incapacitates a player or an umpire. If an injury to a player is such as to prevent said player from completing the play, Time will be called at the discretion of the umpire. Immediate assistance may be given an injured player, but the ball will be dead and the umpire shall place base runners and award runs using best judgment. In case of injury to a runner, a substitute runner shall be permitted. **(Refer to Disabled Players in Section III.)**

**5.10 D.** A manager requests "Time" for a substitution, or for a conference with one of the players.

**5.10 E.** The umpire wishes to examine the ball, to consult with either manager, or for any similar cause.

**5.10 F.** 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. Runners may not advance, the ball is dead.

**NOTE:** 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.

**5.10 G.** An umpire orders a player or any other person removed from the playing field.

**5.10 H.** Except in the cases stated in paragraphs B. and C. of this rule, no umpire shall call "Time" while a play is in progress.

**5.11** [11U through 18U] After the ball is dead, play shall be resumed when the pitcher takes position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play". The plate umpire shall call "Play" as soon as the pitcher takes position on the plate with possession of the ball.



## 5.12 Stopping a Play - Dead Ball [Machine Pitch and younger]

### MACHINE PITCH 2 & 3:

**5.12 A.** A play is ruled completed, the ball is dead and no further advance is permitted when the lead runner is checked.

### MACHINE PITCH 1:

**5.12 B.** A play is ruled completed, the ball is dead and no further advance is permitted when;

**5.12 B.1.** The lead runner is checked or

**5.12 B.2.** The pitcher, with both feet in the pitcher's box, holds the ball high above his head

APPROVED RULING: To encourage the development of throwing and catching skills, if the ball is delivered to the pitcher by another fielder, the ball must be thrown from such fielder to the pitcher.

PENALTY: The ball remains alive and in play until a proper action is taken to stop the play.

**5.12 B.3.** Any defensive player, with the intent of retiring a runner, overthrows any base, and said runner advances one base beyond the overthrown base.

APPROVED RULING: All runners are at risk while advancing after an overthrow.

APPROVED RULING: A second overthrow does not extend the life of the play.

### TEEBALL and TEEBALL/COACH PITCH:

**5.12 C.** A play is ruled completed, the ball is dead and no further advance is permitted when;

**5.12 C.1.** The lead runner is checked or

**5.12 C.2.** The pitcher, with both feet in the pitcher's box, holds the ball high above his head or

**5.12 C.3.** Prior to the batter reaching first base, any defensive player throws the ball in the direction of first base and:

a. The batter is retired or

b. The batter touches first base before being put out.

APPROVED RULING: Runners may not advance beyond any base following an overthrow at any base.

*Definition:* The lead runner is checked when he voluntarily stops his motion toward the next base because a defensive player, in possession of the ball, is in position to put him out.

APPROVED RULING: The lead runner remains at risk while returning to, over-running or over-sliding the previous base.

## 5.13 Placement of Runners [Applies only to Divisions prior to 11U]:

**5.13 A.** The position of each runner is noted by the umpire at the moment the ball is ruled dead.

**5.13 B.** If the batter has not been put out and has not reached first base, he is awarded first base.

**5.13 C.** Unless forced to advance, all runners, beginning with the lead runner, are placed on the last base successfully reached, or at the next base if the runner was more than half way to that base (umpire's judgment). Note: The placement of the lead runner may force following runners to give up a base that was reached safely.

### TEEBALL through MACHINE PITCH 1:

The intent of the following rulings is to approximate the 2-out situation under standard baseball rules.

**5.13 D.** When the last batter is out as a result of a caught fly ball by any player, the ball is dead and no runs shall score.

**5.13 E.** When the last batter hits a fair ball and a force-out is made at any base by any player other than the pitcher, the ball is dead and no runs shall score.

APPROVED RULING: If the put-out is made by the pitcher (other than a caught fly ball) all other runners are permitted to advance, at risk, until the play is ended as prescribed by rule 5.12 above

## 6.00 THE BATTER Note: The term "batter" includes the last batter.

**6.01** Each player of the offensive team shall bat in the order that their name appears in the team's batting order, whether or not they have played in the field.

**6.01 A.** The batting order shall remain the same throughout the game unless a player is injured, leaves the game, or arrives late for the game.

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

**NOTE:** [Machine Pitch 2 through 18U] If, while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

**6.01 C.** If an injured batter must leave the plate, there shall be no substitute batter. The next batter in the lineup shall come to bat with a count of no balls and no strikes. Runners shall remain at the bases reached prior to, or on, the play in which the injury occurred.

**6.02** The batter shall take position in the batter's box promptly when it is said batter's time at bat.

**6.02 A.** [11U through 18U]

**6.02 A.1.** The batter shall not leave that position in the batter's box after the pitcher comes to the Set Position, or starts a windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

**6.02 A.2. {Speedup Rule}** Between pitches to a batter, said batter must keep at least one foot in the box at all times except to avoid interfering with a play or to avoid a pitched ball. **PENALTY:** After one warning per turn at bat, the batter shall be called out for unsportsmanlike conduct.

**6.02 B.** [Machine Pitch 2 through 18U] If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take proper position before three strikes are called, that batter shall be declared out.

**6.03** The batter's legal position shall be both feet within the batter's box. The lines defining the batter's box are within it.

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

**6.05** A batter is out when:

**6.05 A.** A fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

**6.05 B.** He strikes out;

**6.05 B.1.** A third strike is legally caught by the catcher;

### MACHINE PITCH 1:

- 6.05 B.2.** A fair ball has not been hit after five (5) pitches;
- 6.05 B.2. a.** The batter is allowed five (5) pitches, regardless of the number of balls and strikes accrued to hit a fair ball.
- 6.05 B.2. b.** Foul balls count as pitches.
- 6.05 B.2. c.** A foul ball on the fifth pitch is an out.
- 6.05 B.2. d.** Bunting is not allowed. A bunted ball shall be ruled a foul ball.
- 6.05 B.2. e.** A pitched ball that hits the batter is a pitch.
- 6.05 B.2. f.** A hit must travel past the 8-foot circle to be fair and in play. If it does not, it is a foul ball.

***TEEBALL and TEEBALL/COACH PITCH:***

- 6.05 B.3.** A fair ball has not been hit after five (5) attempts;
- 6.05 B.3. a.** The batter is allowed five (5) full swings to hit a fair ball from a tee.
- 6.05 B.3. b.** [TCP] If the coach-pitcher option is used, the batter is allowed five (5) pitches, regardless of the number of balls and strikes accrued to hit a fair ball.
- 6.05 B.3. c.** Foul balls count as attempts.
- 6.05 B.3. d.** A foul ball on the fifth swing or pitch is an out.
- 6.05 B.3. e.** Bunting is not allowed. The batter must take a full swing. A bunted ball shall be ruled a foul ball.
- 6.05 B.3. f.** A swing on which the tee is hit and the ball is not hit but is flung or rolls out of the eight foot circle is a foul ball.
- 6.05 B.3. g.** A hit must travel past the 8-foot circle to be fair and in play. If it does not, it is a foul ball.

- 6.05 C.** [13U through 18U] A third strike is not caught by the catcher when first base is occupied before two are out;
- 6.05 D.** [Machine Pitch 2 through 18U] He bunts foul on third strike;
- 6.05 E.** [11U through 18U] An infield fly is declared;
- 6.05 F.** [Machine Pitch 2 through 18U] He attempts to hit a third strike and is touched by the ball.
- 6.05 G.** His fair ball touches him before touching a fielder;
- 6.05 H.** After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If he drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- 6.05 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;
- 6.05 J.** After hitting a fair ball, he or first base is tagged before he touches first base;
- 6.05 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;
- 6.05 L.** [11U through 18U] 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.
- 6.05 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.
- 6.05 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.

**6.06** A batter is out for illegal action when:

- 6.06 A.** Hitting a ball with one or both feet on the ground entirely outside the batter's box.
- 6.06 B.** Stepping from one batter's box to the other while the pitcher is in position to pitch; (Baseball Only)
- 6.06 C.** Interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.
- EXCEPTION:** The 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.
- 6.06 D.** The batter throws the bat. The ball is dead.

***TEEBALL through MACHINE PITCH 1:***

**6.06 D.1.** A bat which travels more than eight (8) feet from home plate is an out regardless of where the ball travels. The intent of this rule is to avoid the danger of a thrown bat and shall be strictly enforced. Note: If any part of the bat remains inside of or on the 8-foot circle, it shall not be ruled a thrown bat.

**6.07 Batting out of turn.**

- 6.07 A.** batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- 6.07 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:
- 6.07 B.1.** Declare the proper batter out; and
- 6.07 B.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.
- 6.07 B.3.** If the improper batter is put out, the out stands.
- NOTE:** If a runner advances, while the improper batter is at bat, on a stolen base, wild pitch, or passed ball, such advance is legal.
- 6.07 C.** When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.
- 6.07 D.** When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.
- 6.07 E.** 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.
- APPROVED RULINGS:** To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows: Abel, Baker, Charles, Daniel, Edward, Frank, George, Henry, Irwin.

**PLAY 1:** Baker bats, with the count 2 balls and 1 strike:

1. The offensive team discovers the error, or
2. The defensive team appeals.

**RULING:** In either case, Abel replaces Baker, with the count 2 balls and 1 strike.

**PLAY 2:** Baker bats and doubles, the defensive team appeals:

1. Immediately, or
2. After a pitch to Charles.

**RULING 1:** Abel is called out, Baker is the proper batter.

**RULING 2:** Baker stays on second base, 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:

1. Immediately, or
2. After a pitch to Daniel.

**RULING 1:** 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 the advance to third resulted from the improper batter batting a ball. Daniel is called out, Edward is the proper batter.

**RULING 2:** Abel's run counts, Charles stays on third, and the proper batter is Frank.

**PLAY 4:** With the bases full and two out, Henry bats in Frank's turn and triples, scoring three runs. The defensive team appeals:

1. Immediately, or
2. After a pitch to George.

**RULING 1:** Frank is called out, no runs score, and George is the proper batter to lead off the second inning.

**RULING 2:** Henry stays on third base, three runs score, and Irwin is the proper batter.

**PLAY 5:** After PLAY 4 above, George continues to bat:

1. Henry is picked off third base for the third out, or
2. George flies out, and no appeal is made. Who is the proper lead off batter in the second inning?

**RULING 1:** Irwin became the proper batter as soon as the first pitch to George legalized Henry's triple.

**RULING 2:** Henry. When no appeal was made, the first pitch to the lead off batter of the opposing team legalized George's time at bat.

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

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

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

**6.08 A.** [11U through 18U] Four balls have been called by the umpire;

**6.08 B.** [11U through 18U] The batter is touched by a pitched ball which the batter 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;

**NOTE:** If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if 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.

**6.08 C.** The catcher or any fielder, interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election 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.

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

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

**6.09** The batter becomes a runner when:

**6.09 A.** A fair ball is hit.

**6.09 B.** [13U through 18U] The third strike called by the umpire is not caught, providing:

1. First base is unoccupied, or
2. First base is occupied with two outs.

**NOTE:** When a batter becomes a 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 or dugout steps, he may not then attempt to go to first base and shall be out.

**6.09 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.

**6.09 D.** A fair fly ball passes over a fence or into the stands. Such hit entitles the batter to a home run when all bases have been legally touched.

**6.09 E.** A fair fly 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 runners shall be entitled to advance two bases.

**6.09 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 all runners shall be entitled to two bases.

**6.09 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.

**6.09 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.

TEEBALL through MACHINE PITCH 1:

**6.10** Ending a team's turn at bat in an inning.

**6.10 A.** Each time a team is at bat and the seventh (7th) batter of the inning has completed his turn at bat, the manager of the offensive team shall inform the umpire that the eighth (8th) batter is the next batter. A team with less than eight players in attendance is restricted to batting through the lineup only once per inning.

**6.10 B.** The umpire shall announce "last batter" to the defensive team.

**RULING:** If the offensive team fails to announce the last batter prior to such batter hitting a fair ball, the last batter shall be declared out and no runners may advance on the fair hit. If the offensive team fails to announce the last batter and such failure remains unannounced to the umpire before a subsequent batter swings at a ball, such subsequent batter becomes the last batter and is declared out; no runners advance, but the consequences of all previous batters shall stand.

**7.00 THE RUNNER**

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

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

**7.03** Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base, except in the case of a force play when the following runner is entitled to the base.

**7.04** Each runner, other than the batter, may, without liability to be put out, advance one base when:

**7.04 A.** [15U and 18U only] There is a balk;

**7.04 B.** The batter's advance without liability to be put out forces the runner to vacate a 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;

**7.04 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.

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

**7.05** Each runner including the batter-runner may, without liability to be put out, advance:

**7.05 A.** To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel.

**7.05 B.** Three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril.

**7.05 C.** Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home plate at that batter's own peril.

**7.05 D.** Two bases, if a fielder deliberately touches a thrown ball with a cap, mask, or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play.

**7.05 E.** Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play.

**7.05 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.

**EXCEPTION:** For games at the Dads Club Fields #5 and #6 only: If the last batter of any half inning hits a fair ball which travels through or under the field fence, it shall be declared a home run.

**7.05 G.** [Machine Pitch 2 through 18U] 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 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.

**7.05 H.** [Machine Pitch 2 through 18U] One base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner, goes into a stand or bench, or over or through a field fence or backstop. The ball is dead.

**7.05 I.** [11U through 18U] One base, if the batter becomes a runner on ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

**NOTE:** If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

TEEBALL through MACHINE PITCH 1:

**7.05 J.** One base beyond the last base legally touched prior to the throw, if the ball leaves the field of play. The ball is dead.

**NOTE:** The intent of this rule (limiting advancement) is to encourage players to attempt to make outs by throwing the ball.

**7.06** When obstruction occurs, the umpire shall call or signal Obstruction.

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

**7.06 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 the umpire's judgment will nullify the act of obstruction.

**7.07** Runners may advance at risk as long as the ball is live and in play.

**7.08** Any runner is out when:

**7.08 A.** The runner:

**7.08 A.1.** Runs more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or

**7.08 A.2.** After touching first base, leaves the baseline, obviously abandoning all effort to touch the next base; or

**7.08 A.3.** Does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

**7.08 B.** The runner intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball.

**7.08 C.** The runner is tagged while off base when the ball is live.

EXCEPTION: The batter-runner cannot be tagged out after overrunning or oversliding first base if he returns to first base without making an attempt to advance to second base.

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

APPROVED RULING 2: If a base is dislodged 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 either the dislodged base or the point marked by the dislodged base.

**7.08 D.** Failing to retouch the base, after a fair or foul fly ball is legally caught, before the runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play.

**7.08 E.** Failing to reach the next base before a fielder tags said runner 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 the runner is forced to advance, and, if oversliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner may again be put out if the defense tags the base to which the runner is forced.

**7.08 F.** Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance.

EXCEPTION: If a runner is touching a base when touched by a fly ball, he is not out.

NOTE: If a runner is touched by a fly ball when not touching a base, the runner is out.

**7.08 G.** [Machine Pitch 2 through 18U] Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts.

**7.08 H.** Passes a preceding runner before such runner is out.

**7.08 I.** After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out.

**7.08 J.** Failing to return at once to first base after over-running or over-sliding that base. If attempting to run to second, the runner is out when tagged. If, after over-running or over-sliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, he is out on appeal, when said runner or the base is tagged.

EXCEPTION: [Teeball through Machine Pitch 1] if, after over-running or over-sliding first base, the runner shall be at risk of a put-out only when clearly making an attempt to reach second base. Otherwise, the runner shall be returned safely to the base.

**7.08 K.** In running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision.

**7.09** It is interference by a batter or a runner when:

**7.09 A.** [11U through 18U] After a third strike the batter hinders the catcher in an attempt to field the ball;

**7.09 B.** After hitting or bunting a fair ball, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and 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.

**7.09 C.** The batter intentionally deflects the course of a foul ball in any manner.

**7.09 D.** [11U through 18U] 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.

**7.09 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 teammate or teammates.

**7.09 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 out for interference of a teammate.

**7.09 G.** If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event shall bases be run or runs be scored because of such action by a runner.

**7.09 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.

**7.09 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.

Note: Immediate assistance may be given an injured player, but the ball will be dead.

**7.09 J.** With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder.

**7.09 K.** In running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball.

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

**7.09 M.** A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such 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, if, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.

PENALTY FOR INTERFERENCE: Runner is out and ball is dead.

**7.10** Any runner shall be called out on appeal when:

**7.10 A.** After a fly ball is caught, he fails to retouch his original base before he or the base is tagged.

NOTE: "Retouch" means to tag up and start from a contact with the base after the ball is caught.

**7.10 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.

APPROVED RULING 2: When the ball is dead no runner may return to touch a missed base or one abandoned after he has advanced to and touched a base beyond the missed base.

**7.10 C.** The runner over-runs or over-slides first base and fails to return to the base immediately, and he or the base is tagged.

**7.10 D.** The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.

NOTE 1: The manager/coach or player making the appeal shall request time out, and then state the appeal to the umpire. If it is granted, appropriate action shall apply without the necessity of tagging bases, players, etc.

NOTE 2: 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.

NOTE 3: For the purposes of this rule, the defensive team has "left the field" when all players have left fair territory on their way to the bench or dugout.

NOTE 4: [Machine Pitch 2 through 18U] 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.

**7.11** The players, coaches, or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

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

**7.12** [Machine Pitch 2 through 18U] 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 the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

**7.13** Lead-offs and base stealing:

**7.13 A.** Lead-offs are permitted only in the 15U and 18U Divisions.

#### 11U and 13U:

**7.13 B.** When all runners have ceased their forward progress and the pitcher and catcher are in position for the delivery of a pitch, the ball is dead and runners shall immediately return to their bases and may not leave their bases until the ball has been delivered and has reached the batter.

PENALTY: Runners who leave the base too soon will be called out (no warnings). The umpire should quickly indicate that the runner is out. If the runner who is called out, is the **3rd out**, it is the same as if a batter had struck out or was forced out at 1st. That is, **dead ball, no runners score.**

**7.13 C.** When a pitched ball has reached the batter, runners may steal bases but may not delay the game by stopping, "dancing" or "stutter-stepping" between bases in an attempt to draw a throw; and having ceased forward motion, may not advance on the return throw from the catcher unless the ball travels past the pitcher.

PENALTY: Umpire shall call "time out". Repeated instances may be ruled as delaying tactics and unsportsmanlike conduct.

#### MACHINE PITCH 2 & 3:

**7.13 D.** When the ball is dead, runners shall not leave their bases until the ball has been delivered and has reached the batter.

PENALTY: See 7.13 B above

**7.13 E.** Runners must return immediately to their base when the pitcher goes to his position and the catcher is in position to receive the ball.

**7.13 F.** Runners may steal second or third base.

**7.13 G.** A runner on third base may advance at risk only on a batted ball or, if unchecked, on the same play on which he arrived at third base. On all other plays, a runner on third base may not advance and must return to third base without risk. Any other runners who must return to a preceding base because the runner on third base cannot advance, may do so without risk.

APPROVED RULING: With third base unoccupied, a runner legally attempts to steal second or third base and the ball is overthrown. The runner may continue toward home plate at his own risk.

**7.13 H.** Runners may only steal on a machine-pitched ball that is declared a called or swinging strike.

NOTE: A pitched ball hitting in front of or on home plate is a valid pitch, but cannot be a "called" strike.

#### TEEBALL through MACHINE PITCH 1:

**7.13 I.** Lead-offs and base stealing are not permitted.

**7.13 J.** There will be no base stealing, but runners may advance if a play is made on them by the defense.

**7.13 K.** A runner cannot leave base before the batter hits the ball. When a runner violates this rule, "no play" will be declared and the play will not count. Runners will be returned to the base occupied at the start of the play.

### **8.00 THE PITCHER (11U through 18U Baseball)**

**8.01** There are two legal pitching positions, the Windup Position and the Set Position. Either position may be used at any time.

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

**8.01 A.** The Windup Position. The pitcher shall stand facing the batter, the entire pivot foot on, or in front of, and touching, and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot.

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

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

NOTE 1: 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 without interruption and in one continuous motion.

NOTE 2: Following his stretch, the pitcher must hold the ball in both hands and come to a complete stop.

EXCEPTION: The pitcher need not come to a complete stop in the 11U and 13U Divisions.

**8.01 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.

**8.01 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.

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

**8.02** The pitcher shall not:

**8.02 A.**

1. Bring the pitching hand in contact with the mouth or lips while on the pitcher's mound;

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

2. Apply a foreign substance of any kind to the ball;

3. Expectorate on the ball, either hand, or the glove;

4. Rub the ball on the glove, person, or clothing;

5. Deface the ball in any manner;

6. Deliver what is called the "shine" ball, "spit" ball, "mud" ball, or "emery" ball. The pitcher, of course, is allowed to rub the ball between the bare hands;

7. Deliver a "quick" return pitch;

**PENALTY 1:** For violation of any part of this rule 8.02 A.2. thru A.7., the umpire shall call the pitch a ball and warn the pitcher. If a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at end of play.)

**PENALTY 2:** For a second violation, the pitcher shall be replaced and not allowed to pitch again in that game. (The replaced pitcher may play any other position.)

**8.02 B.** Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner;

**PENALTY:** If, after warning by the umpire, such delaying action continues, the pitcher maybe removed from the game.

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

**NOTE:** If a pitcher is removed for an illegal pitch, the umpire must report the incident to the League's Umpire Coordinator.

**8.03** When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed six (6) preparatory pitches to the catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one (1) minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher ten (10) pitches.

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

**NOTE:** The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.

#### 15U & 18U:

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

**8.05 A.** The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;

**8.05 B.** The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;

**8.05 C.** The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;

**8.05 D.** The pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play ;

**8.05 E.** The pitcher makes an illegal pitch;

**8.05 F.** The pitcher delivers the ball to the batter while not facing the batter;

**8.05 G.** The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;

**8.05 H.** The pitcher unnecessarily delays the game;

**8.05 I.** The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, feints a pitch;

**8.05 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;

**8.05 K.** The pitcher, while touching the plate, accidentally or intentionally drops the ball;

**8.05 L.** The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

**8.05 M.** The catcher leaves the catcher's box or interferes with the batter in an attempt to catch a pitch before the ball has reached the strike zone or the vicinity of the plate where the batter would normally swing.

**EXCEPTION:** It is not a balk on an intentional walk, if the catcher is in the catcher's box when the pitcher releases the pitch, and does not interfere with the batter.

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

**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 they are entitled at their own risk.

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

**8.06** The following rules pertain to visits to the pitcher.

**8.06 A.** A manager or coach may visit a pitcher only once in each inning.

**8.06 B.** A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;

**8.06 C.** The manager or coach is prohibited from making a second visit while the same batter is at bat. **EXCEPTION:** A visit to the pitcher for injury is not counted.

**8.06 D.** Any conference between the pitcher and another player or players during an inning which requires "TIME" to be called shall be considered the same as a conference with the Manager. The intent of this rule is to reduce delays in the game.

**8.00' THE PITCHER (Teeball through Machine Pitch)**

## **8.01 TEEBALL 1 through TEEBALL/COACH PITCH:**

**8.01 A.** The pitcher must remain in the pitcher's box until the ball is batted.

**8.01 B.** At the start of a play, the pitcher must have at least one foot inside the pitcher's box. There is no constraint on the position of the other foot except that it cannot be in front of the pitcher's box.

**8.01 C.** A ball batted directly to the pitcher in the pitcher's box is live and in play until an overt action is taken to end the play as prescribed under rule 5.12..

### **(TCP) TEEBALL/COACH PITCH:**

**8.01 D.** Any coach or the manager may pitch in any inning. However, the coach-pitcher who starts an inning, unless injured, must pitch the entire inning.

**8.01 E.** On any hit ball, the coach-pitcher should remain in, or move to, a location that will not interfere with defensive play.

**8.01 F.** The coach-pitcher may coach the batter at the plate, from behind the coach-pitcher line, only until the ball is pitched.

**8.01 G.** Any baserunner coached by coach-pitcher will be called out.

**8.01 H.** Each turn at bat, the player shall choose whether to hit from a tee or receive pitches from the coach-pitcher.

NOTE: Any time prior to the 5<sup>th</sup> pitch, the batter may choose to switch to the tee, but may never switch from the tee to coach-pitcher. The intent is to permit whatever is most likely to provide the most positive experience for the batter without delaying the game.

### **8.01 I. Pitching by Hand**

**8.01 I.1.** The coach-pitcher will be no closer to home plate than twenty (20) feet when delivering a pitch. Both feet must remain behind the coach-pitcher line.

PENALTY: If any part of either foot steps beyond the machine while delivering a pitch, the umpire shall declare the ball dead at the instant of release and call "No pitch".

**8.01 I.2.** The pitch may be underhand or overhand.

### **8.01 J. Using the Tee**

**8.01 J.1.** The home team will furnish the tee used for the game.

## **8.02 MACHINE PITCH 1, 2 & 3:**

**8.02 A.** The pitcher must have both feet behind the pitcher position mark (40') before each pitch. After the ball is released by the machine, the pitcher may move in any direction.

**8.02 B.** The electric pitching machine stored at the field will be used for the game

**8.02 C.** Both managers will position and set the speed of the machine prior to the beginning of the game. The machine will be adjusted so that the ball will cross home plate

approximately thirty-two (32) inches high; twenty-eight (28) inches for MP1. The speed dial setting for the pitching machine shall be 25mph for Machine Pitch 1, 33mph for Machine Pitch 2 and 37 mph for Machine Pitch 3.

**8.02 D.** If the managers cannot agree on any of the above points, the umpire will make the final decision.

**8.02 E.** The set positions of the machine may not be changed in any way during the game other than as prescribed by rule 8.03 F (below); in Machine Pitch 2 & 3, the game will continue under protest.

**8.02 F.** There will be no walks. If the machine pitches four (4) balls out of the strike zone to the same batter, not swung at, the machine will be repositioned to put the ball back in the strike zone. The strike count will be reset to zero (0).

**8.02 G.** If a batted ball hits the machine or operator, the batter shall be awarded first base and all runners shall advance one base beyond their location when the ball was pitched.

**8.02 H.** If a batted ball is deflected off the pitcher when the pitcher is making a play on the ball and the ball hits the machine or operator, play will be stopped and an error ruled. The batter will be safe at first base. If a runner has left base before the ball is deflected into the machine or operator, the runner will be safe at the next base. If the runner was stationary on base, the runner will remain there and play will continue.

**8.02 I.** If a fielder is making a play on a runner and his throw hits the machine or operator, play will be stopped and the runner will be safe on the base he was attempting to gain, and an error ruled. If other runners have left their bases before the throw hits the machine or operator, they are safe at the base they are attempting to gain. If a runner is stationary on his base, he will remain there and play will continue.

**8.02 J.** If the coach-operator intentionally interferes with a batted ball or with a fielder, or attempts to gain advantage for the batter or runners on a ball in play by coaching, or touches a ball in play, the batter will be out and runners will not advance.

**8.02 J.1.** The coach-pitcher may coach the batter at the plate, from behind the machine, only until the ball is pitched.

**8.02 J.2.** Any baserunner coached by the coach-pitcher will be called out.

**8.02 K.** The electric pitching machine power cord lying on the ground is considered to be part of the field. Any ball striking the power cord will be judged by where it goes as though it had struck nothing but the field.

**8.02 L.** [Machine Pitch 1] A ball batted directly to the pitcher in the pitcher's box is live and in play until an overt action is taken to end the play as prescribed under rule 5.12.

## **9.00 THE UMPIRE**

### **9.01**

**9.01 A.** The League shall designate one or more umpires to officiate at each League game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

The plate umpire must wear mask and chest protector.

**9.01 B.** Each umpire is the representative of the League and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager, or League Officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.

**9.01 C.** Each umpire has authority to rule on any point not specifically covered in these rules.

**9.01 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.

**9.01 E.** All umpires have authority at their discretion to eject from the playing field:

**9.01 E.1.** Any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc., and

**9.01 E.2.** Any spectator or other person not authorized to be on the playing field.

### **9.02**

**9.02 A.** Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.

**9.02 B.** If there is reasonable doubt that any umpire's decisions 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.

**9.02 C.** If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No



umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless asked to do so by the umpire making it.

**9.02 D.** Umpires may be replaced during a game at the discretion of the umpire association.

### **9.03**

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

**9.03 B.** If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

**9.04** The umpire-in-chief shall stand behind the catcher. This umpire usually is called the plate umpire. The umpire-in-chief's duties shall be to:

**9.04 A.1.** Take full charge of, and be responsible for, the proper conduct of the game;

**9.04 A.2.** Call and count balls and strikes;

**9.04 A.3.** Call and declare fair balls and fouls except those commonly called by field umpires;

**9.04 A.4.** Make all decisions on the batter;

**9.04 A.5.** Make all decisions except those commonly reserved for the field umpires;

**9.04 A.6.** Decide when a game shall be forfeited;

**9.04 A.7.** Reserved.

**9.04 A.8.** Announce any special ground rules.

**9.04 B.** A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:

**9.04 B.1.** Make all decisions on the bases except those specifically reserved to the umpire-in-chief;

**9.04 B.2.** Take concurrent jurisdiction with the umpire-in-chief in calling "Time", balks, illegal pitches, or defacement or discoloration of the ball by any player;

**9.04 B.3.** 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.

**9.04 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 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**

**9.05 A.** The umpire shall report to the League within 24 hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons therefore.

**9.05 B.** When any 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, manager, coach, or player, the umpire shall forward full particulars to the League within 24 hours after the end of the game.

**9.05 C.** After receiving the umpire's report that a manager, coach, or player has been disqualified, the League shall require such manager, coach, or player to appear before at least three members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

**9.06** Umpires shall not wear shoes with metal spikes or cleats.

**9.07** The plate umpire shall be responsible for game timing. The game time begins when the plate umpire instructs the scorekeepers of the start time.

**9.08** In the event that both plate and field umpires are recruited from available parents, each team should furnish one umpire. The position of these umpires should be alternated each inning between plate and field. The home team umpire shall assume the plate position for odd numbered innings. The visiting team umpire shall assume the plate position for even numbered innings.

#### MACHINE PITCH:

**9.09** The umpire will call players for leaving base before the ball reaches the batter.

#### TEEBALL through MACHINE PITCH 1:

**9.10** The umpire will call players for leaving base before the ball is hit.

**9.11** The umpire should note the positions of runners between the bases at the ending of a play.

**9.12** The umpire will determine when a play has ended and give an appropriate signal.

## **10.00 SCOREKEEPING**

### **10.01**

#### TEEBALL through MACHINE PITCH 1:

One run shall be scored each time a runner legally advances to and touches first, second, third, and home bases before the ball is declared dead after the last batter of each half of the inning.

#### MACHINE PITCH 2 and Older:

One run shall be scored each time a runner legally advances to and touches first, second, third, and home bases before three players are put out in that half of the inning.

### **10.02**

A runner must touch home plate prior to the third out for the run to count. However, the run will not score if the third out is the result of:

**10.02 A.** The batter being put out before legally touching 1st base.

**10.02 B.** A runner being forced out by the batter becoming a runner.

**10.03** Each team shall have a scorekeeper at every game to record the team's performance on a score sheet. Each team is only responsible for keeping its own records, but must provide the opposing team with a lineup on a score sheet prior to the start of the game. After the game, managers shall check each others score sheets for accuracy and completeness, and deposit their team's score sheet in the place designated by the League.

**10.03 A.** The score sheets shall provide the following information. Refer to Figures IV-1, IV-2, and IV-3 for examples.

**10.03 A.1.** "Date" of the game.

**10.03 A.2.** Game "Start" and "End" times.

**10.03 A.3.** Name of team's "Scorekeeper".

**10.03 A.4.** Names of "Plate" and "Field" umpires.

**10.03 A.5.** Name of "Team" for which the score sheet is being kept.

**10.03 A.6.** "Division" of BATB to which the team belongs.

**10.03 A.7.** Each Player's "Number" and "Name" (even if absent).

**10.03 A.8.** Each Player's Defensive Positions and Innings Played. Numbers are used to represent the various defensive positions shown in Figure IV-1.

- 10.03 A.9. Record of each player's batting, baserunning, and scoring activities.
  - 10.03 A.10. Final Score.
  - 10.03 A.11. The Manager's rating of the umpires.
- NOTE: Information about protests and unsportsmanlike conduct may be entered on the back of the score sheet.
- 10.03 B. Game timing is the umpire's responsibility.
  - 10.03 C. If the scorekeepers disagree on the score during the game, they shall get together and resolve the differences.
  - 10.03 D. If a scorer's table is available, both scorekeepers must be seated at (or if wheelchair bound, next to) the table.
  - 10.04 Directors are the head scorekeepers for their divisions.
  - 10.05 A team's season record is used to determine position in all cases.
  - 10.05 A. To compute standings, wins count 1 point, ties count 1/2 point, and losses count 0 points.
  - 10.05 B. If a tie in the standings exists, the following items, in order, will be used to break the tie:
    - 10.05 B.1. Won-lost records for games between tied teams.
    - 10.05 B.2. Won-lost records for games within the sub-division (if there are subdivisions).
    - 10.05 B.3. Won-lost records for games against common opponents in other sub-divisions.
    - 10.05 B.4. Playoff game.

## SECTION V: DEFINITION OF TERMS

- **ADJUDGED** is a judgment decision by an umpire.
- An **ADULT** is a person 21 years of age or older.
- An **APPEAL** is an act of the defensive team claiming violation of the rules by the offensive team. An appeal is verbal. The manager/coach or player making the appeal shall request time out, and then state the appeal to the umpire. If it is granted, appropriate action shall apply without the necessity of tagging bases, players, etc.
- A **BACKSTOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.
- A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter.
- 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 rubber or canvas bags and the rubber plate which mark base points.
- A **BASE COACH** is the person who is stationed in the coach's box at first or third base to direct the batter and runners.
- A **BASE PATH** is the area between the two imaginary lines three feet to either side of a direct line between the bases.
- A **BASE ON BALLS** is an award of first base granted to batters who, during their time at bat receive four pitches outside the strike zone.
- A **BATTED BALL** is any ball that hits, or is hit by, the bat. Intention to hit the ball is not necessary, and the ball can land in either fair or foul territory.
- A **BATTER** is an offensive player who takes a position in the batter's box.
- A **BATTER-RUNNER** is a term that identifies the offensive player who has just finished a time at bat until that player is put out or until the play on which that player becomes a runner ends.
- The **BATTER'S BOX** is the area within which the batter must stand during a time at bat.
- The **BATTERY** is the pitcher and the catcher.
- The **BATTING ORDER** is the official listing of team players in the order in which they must come to bat.
- **BENCH** or **DUGOUT** is the seating facilities reserved for players, substitutes, manager, and coaches when they are not actively engaged on the playing field.  
The home team shall occupy the bench located on the first base side of the field and the visiting team shall occupy the bench located on the third base side of the field. Batboys and/or batgirls are not permitted.
- A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly.
- A **CALLED GAME** is one in which the umpire-in-chief terminates play.
- A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if the fielder 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 complete control of the ball and that release of the ball is voluntary and intentional.
- The **CATCHER** is the fielder who takes the position back of home base.
- The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.
- A **COACH** is appointed to perform such duties as the manager may designate.
- A **CONTINUATION PLAY** is a play in which the ball remains in play regardless of whether the baserunner continues his forward motion or not.
- 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 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 force double play is one in which both putouts are force plays. 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 was removed by reason of the first out.
- **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, 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.  
NOTE: A fair fly shall be adjudged 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 such fielder touches the ball.
- **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. Home plate, first base, and third base and 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 ground ball 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 scorekeepers to account for the advance of:  
The batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put out a preceding runner;  
A runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and  
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 the right to occupy a base by reason of the batter becoming a runner.
- A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6 to 0, for violation of the rules.

NOTE: A forfeited game is not a regulation game.

EXCEPTION: If a game is forfeited after the point at which it would have become a regulation game, it shall become a regulation game.

- 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.

NOTE: 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 fielder is on foul or fair territory at the time that the fielder touches the 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 when caught it is a strike, and the ball is in play. A rebound is not a catch unless the ball 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 which takes the field first at the start of the game. Adopted schedules will determine which team this will be.
- **ILLEGAL** or **ILLEGALLY** means contrary to these rules.
- An **ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.
- An **ILLEGAL PITCH** is:
  1. A pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate;
  2. When the pitcher delivers the pitch with a foreign substance applied to the ball. Rosin maybe applied to the hand;
  3. A quick return pitch.Penalty for 1. is a balk. For 2. and 3. check Rule 8.02(a).

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

- **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 stationed 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 baseline, 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.

NOTE: 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.

- **IN FLIGHT** describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder than a fielder. If the pitch touches the ground and bounces through the strike zone, it is a "ball". If such a pitch touches the batter, that batter shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

- **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. It will be held that an inning starts the moment the third out is made completing the preceding inning. For TEEBALL through MACHINE PITCH 1, an inning starts the moment the play is ruled dead subsequent to the last batter of the inning completing his turn at bat.

**- INTERFERENCE:**

1. 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.

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

3. Umpire's interference occurs when an umpire hinders, impedes, or prevents a catcher's throw attempting to prevent a stolen base, or a fair ball touches an umpire on fair territory before passing a fielder.

4. Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.

5. On any interference the ball is dead.

- **LEAGUE:** The teams which comprise Bay Area Texas Baseball including all players, coaches, managers, parents, Directors, and Officers.

- **LEGAL** or **LEGALLY** is in accordance with these rules.

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

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

- The **MANAGER** is a person appointed by the League 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.

1. The manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.

2. If a manager leaves the field, he shall designate a coach as a substitute and such substitute manager shall have the duties, rights, and responsibilities of the 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 up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. **Exception: The catcher must have complete possession of a thrown ball prior to occupying the path of a runner from third base, even when "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** or **OFFENSIVE** is the team, or a player of the team, at bat.

- **OFFICIAL RULES:** The rules contained in this book.

- An **OUT** is the act of eliminating an OFFENSIVE batter or runner during one turn of the batter rotation. A batter or runner declared OUT is ineligible to score and must leave the field of play immediately.

- The **OUTFIELD** is that portion of the playing field in fair territory that lies between the outer fence and the base lines between first and second and third bases.

TEEBALL through MACHINE PITCH 1:

That portion of the playing field in fair territory that lies between the outer fence and the arc which starts at the foul line beyond first base and continues to the foul line beyond third base.

MACHINE PITCH 2 & 3:

That portion of the playing field in fair territory that lies between the outer fence and the outer arc of the skinned portion of the infield.

- An **OUTFIELDER** is a fielder who occupies a position in the outfield.

- **OVERSLIDE** or **OVERSLIDING** is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player 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 the body, clothing, or equipment.
- A **PITCH** is a ball delivered to the batter by the pitcher, coach, or machine.
- A **PITCHER** is the fielder designated to deliver the pitch to the batter. In these rules, the term "pitcher" refers to the player designated to play the pitching position.
- The Pitcher's **PIVOT FOOT** is that foot which is in contact with the pitcher's plate as the pitch is delivered.
- The **PLATE** is home base.
- "**PLAY**" is the umpire's order to start the game or to resume action following any dead ball.
- A **POP-FLY** is a high, short fly ball.
- A **PRACTICE** is a meeting involving a manager or coach and two or more players.
- **QUICK RETURN** is a pitch made with obvious intent to catch a batter off balance. See Rule 8.02(a)(7).
- **REGULATION GAME**: See SECTION IV: Rules 4.10 and 4.11.
- A **RETOUCH** is the act of a runner returning to a base as legally required.
- **AT RISK** is a runner advancing with liability of being put out.
- 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 **RUNDOWN** is the act of the defense in an attempt to put out a runner between bases.
- A **RUNNER** or **BASERUNNER** 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.
- **SCORE** refer to RUN.
- **SET POSITION** is one of the two legal pitching positions.
- **STEALING** is the act of a runner attempting to advance during a pitch to the batter.
- A **STRIKE** is a legal pitch which meets any of these conditions:
  1. Is struck at by the batter and is missed;
  2. Is not struck at, if any part of the ball passes through any part of the strike zone;
  3. Is fouled when there are less than two strikes;
  4. Is bunted foul (Batter is out and ball is dead, if bunted foul on third strike.);
  5. Touches the batter's person as the batter strikes at it (Dead ball.);
  6. Touches the batter in flight in the strike zone; or
  7. Becomes a foul tip. (Ball is live and in play.)

In Mini-Tee Ball and Tee Ball only, when the batter hits the Tee with the bat, whether or not the ball is dislodged.
- The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.
 

EXCEPTION: In 11U Baseball the strike zone is expanded and defined as the area from the top of the shoulders to mid-shin and one ball width inside and outside of home plate.
- A **SUSPENDED GAME** is a called game which is to be replayed.
- A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball, or with the hand or glove holding the ball.
- A **TAG UP** is the act of a runner retouching a base after any ball is caught by a fielder. The runner may then advance at risk. A runner in contact with a base at the instant a ball is caught is considered to be "tagged up". Runners must tag up following any caught ball or any foul ball before the next pitch is delivered. Failure to do so will cause the player to be out on appeal.
- 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 the 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 the player or umpire's body, clothing or 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, low, or 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.