

# MINOR LEAGUE

3<sup>RD</sup> & 4<sup>TH</sup> GRADES

**OFFICIAL REGULATIONS & PLAYING RULES**



SUMMIT, N.J. JUNIOR BASEBALL LEAGUE, INC.  
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# Quick Reference Guide – Regulations

## Refer to Official Playing Rules Section for Complete Explanations

### QUICK REFERENCE GUIDE--REGULATIONS

#### III. Players:

- Only Summit residents can register for League (However, exceptions are outlined in this regulation)
- SJBS will apply a multi-kid discount with considerations beginning at 3+ registrants
- Automatic forfeiture of game(s) for using illegal player
- Player, Coach and Parent Codes of Conduct: Failure to follow code may result in removal from game or League

#### IV. Selection of Players:

- Draft explained
- 2 child/coach options allowed per year per team

#### V. Pitchers:

##### • 3<sup>rd</sup> Grade Pitch Count:

Age/Grade:	8– 9 Years old / 3 <sup>rd</sup> Grade	
	<b>Opening Day</b>	
Pitch Limit per Day and per Game	<b><u>Thru Spring Break</u></b>	<b><u>Rest of Season</u></b>
("Maximum Pitch Count"):	50 Pitches	50 Pitches
Pitch Limit per Week:	50 Pitches	100 Pitches
Day(s) Rest Limit:		
1-19 Pitches thrown in a day:	0 Day(s) Recovery	
20-29 Pitches thrown in a day:	1 Day(s) Recovery	
30-36 Pitches thrown in a day:	2 Day(s) Recovery	
37-44 Pitches thrown in a day:	3 Day(s) Recovery	
45-50 Pitches thrown in a day:	4 Day(s) Recovery	

##### • 4<sup>th</sup> Grade Pitch Count:

Age/Grade:	9– 10 Years old / 4 <sup>th</sup> Grade	
	<b>Opening Day</b>	
Pitch Limit per Day and per Game	<b><u>Thru Spring Break</u></b>	<b><u>Rest of Season</u></b>
("Maximum Pitch Count"):	50 Pitches	65 Pitches
Pitch Limit per Week:	100 Pitches	130 Pitches
Day(s) Rest Limit:		
1-21 Pitches thrown in a day:	0 Day(s) Recovery	
22-36 Pitches thrown in a day:	1 Day(s) Recovery	
37-45 Pitches thrown in a day:	2 Day(s) Recovery	
46-54 Pitches thrown in a day:	3 Day(s) Recovery	
55-65 Pitches thrown in a day:	4 Day(s) Recovery	

- A pitcher cannot start a new batter if the pitcher is within two pitches of their Maximum Pitch Count.
- If a pitcher reaches the Maximum Pitch Count in the middle of a batter, the pitcher must be removed unless "Last Batter" was called (see below).

If a pitcher is approaching a Day(s) Rest Limit with which the player's coach would like to preserve compliance, a coach may declare to opposing team, "*Last Batter*" and that pitcher may proceed to go over the Day(s) Rest Limit for that one batter without penalty of counting the extra pitches for pitch count purposes as long as the declaration is made at least 3 pitches before the Day(s) Rest Limit is reached. For clarity:

# Quick Reference Guide – Regulations

Refer to Official Playing Rules Section for Complete Explanations

## 3rd Grade

Last Batter Declaration		
Day(s) Rest Limit	No Later Than Just After Pitch #	Day(s) Recovery
19	16	0
29	26	1
36	33	2
44	41	3
50	47	4

## 4th Grade

Last Batter Declaration		
Day(s) Rest Limit	No Later Than Just After Pitch #	Day(s) Recover y
21	18	0
36	33	1
45	42	2
54	51	3
65	62	4

i) Once “Last Batter” has been declared, that is the last batter the pitcher may face regardless of the number of pitches required to complete the at bat (i.e., if the batter is retired in one pitch, the pitcher must be removed from the game despite having 2 pitches remaining under the Day(s) Rest Limit).

ii) “Last Batter” may be called at the beginning or during an at bat.

iii) There shall be no retroactive declarations of “Last Batter”.

iv) For purposes of recording pitch counts, the Day(s) Rest Limit will be recorded in the instance the “Last Batter” procedures were followed appropriately.

- The coach’s responsibility for monitoring, reporting and abiding by pitch count regulations are addressed.
- The league pitching week (for the purpose of calculating the per-week pitch limits and associated pitcher recovery days) shall run from Sunday through Saturday.
- The spring season head travel coaches will be required to designate five (5) pitchers for their travel teams. Each of these so designated pitchers will be defined as a [Designated Travel Pitcher](#) (DTP). In the event there are multiple spring travel teams, the head travel coaches will be limited to three (3) Designated Travel Pitchers.
- Any pitcher hitting 3 batters in any game shall be removed as a pitcher from that game. The player shall be eligible to play another position in that game

### IX. Field Decorum:

- Player may be suspended for damage to League property or to League-used fields

# Quick Reference Guide – Playing Rules

## Refer to Official Playing Rules Section for Complete Explanations

### QUICK REFERENCE GUIDE—OFFICIAL PLAYING RULES

#### Rule 1.00 The Playing Fields:

- **Bases:** The bases are 60 feet apart
- **Pitching plate:** is 46 feet from the home plate side of the rubber to the apex at the rear of home plate.
- **Batter's box:** is 3 feet by 6 feet and 4 inches from home plate.

#### Rule 2.00 Game Uniforms and Equipment:

- Max Bat Length / Max Bat Diameter: 32" / 2 5/8"
- Non-wood bats must be marked BPF 1.0
- Jewelry of any kind cannot be worn by any player during a practice or a game.
- Use of a NOCSAE-approved helmet and helmet mounted faceguard by the batter, on deck batter, and all base runners is mandatory during practice, as well as during games.
- Helmets - cage required in 3rd grade; cage or chin guard required in 4th grade
  - a) Penalty for not wearing proper helmet: warning to the entire team; second time is an automatic out
  - b) SJBS will continue to provide cages on SJBS helmets to 4th grade teams. 4th grade players must wear a cage if they do not have a chin guard.

#### Rule 3.02 Inclement Weather Conditions and/or Wet Grounds:

- League can cancel game up to 15 minutes before start time.
- Coaches with requisite number of players at the field can jointly decide to call game from between 15 minutes before to 15 minutes after official start time. The team coaches shall be responsible for making the final decision to postpone the game unless a carded umpire is present and assigned to call the game.
- Coaches cannot reschedule games by mutual agreement; only League Director has this authority. Coaches can only postpone games due to weather related conditions as per this rule.
- Lightning/Thunder rule explained

#### Rule 4.0 General Game Rules:

- The Infield Fly Rule is not applicable.
- There are no penalties for Balks.
- 3<sup>rd</sup> GRADE MINOR LEAGUE ONLY:  
No Bunting  
There will be ten (10) defensive players on the field. The tenth player shall be an extra outfielder.
- 4<sup>th</sup> GRADE MINOR LEAGUE ONLY: There will be nine (9) defensive players on the field.
- All players are inserted into the lineup for hitting.
- Every player must play half of the innings played in each game, including practice games, and rescheduled games. An inning is defined as being officially inserted into the batting and fielding lineup. Each player must play the entirety (start to finish) of at least three (3) official length games during the regular season.  
*Note: Violation of this rule will result in forfeiture of one (1) game in applicable league standings.*

**4.08** – Regulation Games are defined for the Minor League.

**4.10** – Saturday Games shall not start a new inning within ten (10) minutes of the start of the next scheduled game. Innings in progress at this time shall be played to completion. For all evening games, league games shall not start a new inning within [ten (10)] minutes of i) the official sundown for that day as determined by the home plate umpire OR ii) the Jefferson Field Curfew.

**4.11** – Mercy Rule – When a team is ahead by 12 or more runs at the end of 4 innings or 10 or more runs at the end of 5 innings, the team leading will be declared the winner. The game will be declared over and complete. Please note if the home team is down, they still get a chance to hit in the bottom half of the inning to try to close the gap and come back.

#### Rule 7.0 The Runner:

- No Leading - base runners shall not leave their bases until the ball has been delivered and reached the batter.
- Stealing: A runner may attempt to steal a base subject to limitations on leading noted above as follows:  
3<sup>rd</sup> GRADE: A base runner on second base may attempt to steal third. If the throw to third base is misplayed, the runner may not advance to home. A runner on first base may not steal second base.

# Quick Reference Guide – Playing Rules

## Refer to Official Playing Rules Section for Complete Explanations

4<sup>th</sup> GRADE: A runner on first base may attempt to steal second base. If the ball is misplayed on the throw to second base, the runner, at his own risk, can attempt to advance to third base. A runner on first base may attempt to steal second base on a misplayed throw from the catcher to the pitcher. A runner on second base may attempt to steal third base. If the throw to third base is misplayed, the runner cannot advance to home.

### **Rule 8.0 The Pitcher:**

- 3<sup>rd</sup> GRADE MINOR LEAGUE ONLY: If a pitcher allows four (4) consecutive walks in any one inning, the pitcher shall be removed as pitcher for the remainder of the game.

### **Rule 9.00 Definition of Terms:**

- The Home Team will occupy the first base dugout.

# Summit N.J. Junior Baseball League, Incorporated

## Minor League - REGULATIONS

### REGULATIONS

These regulations govern the conduct and operation of the Summit, N.J. Junior Baseball League, Inc. (hereinafter referred to as the "League").

#### I. THE LEAGUE

- a) The League is the only unit of organization.
- b) The League shall be governed by the Board of Directors as elected by the membership or appointed by the President in accordance with the League's Bylaws.
- c) All the League's administrative regulations will be governed by the League's Bylaws. The Bylaws shall control if there are any inconsistent terms between this document and the Bylaws.
- d) The League shall:
  - 1) Provide all players with uniforms.
  - 2) Provide accident insurance coverage for all players, coaches and umpires.
- e) The Minor League shall consist of two separate leagues: the 3<sup>rd</sup> Grade League and the 4<sup>th</sup> Grade League, each with its own League Director.
- f) The League Director shall be appointed by the Executive Board and shall oversee the day to day operations of each league. The League Director shall not be a parent/guardian of any children that are players in the league of which he or she oversees.

#### II. THE TEAMS

- a) The Board of Directors shall establish the number of players on each team and make an effort to fairly balance player abilities across teams by skill level.
- b) No more than the number of players established by the Board of Directors under Regulation II (a) may be in uniform during any game.
- c) If a coach loses one or more of the players on his roster during the Regular Season he must notify the appropriate League Director within three (3) days. Upon confirmation the League Director, in consultation with the League President, will determine whether the player must be replaced. If so the League Director will promptly replace the lost player(s) in the manner set forth as follows (the playing ability of the player shall NOT be considered a justifiable reason for replacement):
  - 1) As available from the appropriate league waiting list.
  - 2) If there is no waiting list, a player may be reassigned from another team in the same league that has extra players upon approval of the League Director in consultation with the coach of the team that will lose the player(s). Transfer player(s) shall be chosen based first, if at all possible, on similar skill level as the player being replaced. Any transfer of a player shall be subject to prior approval of the player's parent or guardian.

#### III. PLAYERS

- a) Only players who are Summit residents or planning to become Summit residents during the League Regular Season and who meet the grade level requirements shall be eligible to register and play in the League. However, SJBS may elect to sponsor a team(s)/program where it would be advantageous to include players from outside the City of Summit. In

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## Minor League - REGULATIONS

these instances, upon the approval of the Board of Directors, players from outside the City of Summit may register for specific SJBS sponsored team(s)/program(s).

- b) Players may pitch on other Summit Junior Baseball teams as long as their pitch count does not go over the current weekly limit and they have the proper rest as outlined in **Regulation V**.
- c) Each new player must present acceptable proof of age to the League President or Registrar if requested.
- d) Upon recommendation of the player's coach, a player may be dismissed from the League by the League Board of Directors for failing to attend seventy-five per cent (75%) of the team practice sessions and two (2) consecutive games, or a total of any three (3) games. A coach electing to invoke this rule must do so through his respective League Director. The League Director will contact the player's parents to determine the circumstances and level of the player's interest and will report his/her findings to the League Board of Directors. The League Board of Directors shall then promptly act on the request.
- e) A player who moves from the City of Summit after the start of the session will be permitted to complete the current season.
- f) **ELIGIBILITY BY LEAGUE:** Minor Leagues: 3rd Grade and 4th Grade
- g) All players are required to pay the League registration fee to be eligible to play. The League will provide scholarships in accordance with the League Scholarship Policy for players who may be financially unable to pay.
- h) SJBS will apply a multi-kid discount with considerations beginning at 3+ kids
- i) A player must have a completed registration form with a signed parental or guardian authorization on file with the Registrar to be eligible to participate in any League practice or game.
- j) The Registrar will maintain the official team roster. The use of a player not on the official roster is illegal and will result in the automatic forfeiture of any game(s) in which the ineligible player participated. The alleged violation must be brought to the attention of the appropriate League Director. Upon receiving notice of the alleged violation the League Director shall promptly investigate and bring the facts and circumstances to the League Board of Directors at its next meeting, who shall make a final determination as to whether a violation occurred. Allegations alleging a violation of this regulation may be made at any time after the alleged violation occurred but prior to the conclusion of the Regular Season unless the violation occurred at the end of the season or in a playoff game. Allegations of the use of an illegal player in a playoff game must be brought to the attention of the League Director within 12 hours of the end of the game in which the alleged violation occurred. The alleged violation must be resolved no later than 6 hours before the start of the next playoff game. If a Board meeting cannot occur in a timely manner the League Director in concert with the League President and one other Board member shall make the final determination as to whether a violation occurred. There is no appeal from any decision made under this section.
- k) **PLAYER/COACH/PARENT CODE OF CONDUCT:** All players, coaches and parents shall conduct themselves in a proper and ethical manner, demonstrating respect for their teammates, fellow players, coaches, umpires and game spectators. Failure to conduct themselves in this way may subject them to removal from the game, team or League, or result in such other sanction or penalty as may be determined by the League President in



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his/her sole discretion upon a showing of good cause. Such sanction or penalty shall be final, except that a penalty that removes a player, coach, parent from the League may be appealed within twenty-four (24) hours of the decision to the League Board of Directors. If appealed its implementation shall be postponed until the League Board of Directors rules on the decision. The League President shall not be eligible to vote on any such appeal.

#### IV. SELECTION OF PLAYERS

- b) A draft system as approved by the League Board of Directors shall be used to select players for each team in the Minor Leagues. Each League Director shall oversee the draft for his particular League. Coaches shall be invited to attend and participate in their respective League draft.
- c) The draft shall be held well in advance of the start of each season. The draft procedure may vary from year to year and from League to League but shall incorporate the requirements of [Section II \(a\)](#).
- d) It is mandatory that all players abide by team draft assignments. Any exception to assigning a player to a team in accordance with the draft system as approved by the League Board of Directors may be approved and implemented by the League President after consulting with the appropriate League Director.
- e) In each draft year no more than two (2) parent-coach/child options may be exercised per team allowing that coach and their child to be assigned to the same team.
- f) The only regular exception other than that stated in (d) above to assigning players to a team is that children in the same League within the same family shall be assigned to the same team absent a request from their parent or guardian not to do so.
- g) League Directors shall be responsible for identifying coaches and assistant coaches for each team prior to the start of the Regular Season. League Directors may assign new coaches or assistant coaches if their assignment is judged necessary for coaching needs after the start of the Regular Season. All coaching assignments made after the start of the season shall be made in accordance with League policy and are subject to prior approval of the League President.
- h) Players may be assigned to a team in a lower non-grade appropriate League only upon parental/guardian request and/or approval and only with the approval of the League President and only where the League Directors of the two Leagues involved have determined that the player's skill level, as determined by the players' ratings, skill evaluation and prior year's coaches' recommendation, if applicable, clearly demonstrates that the player's participation in the grade appropriate League will raise very clear and unacceptable personal safety or other concerns for that player.

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### V. PITCHERS

#### 3<sup>rd</sup> Grade Pitch Count:

<u>Age/Grade:</u>	8– 9 Years old / 3 <sup>rd</sup> Grade	
	<b>Opening Day</b>	
<b>Last Batter</b>	<b>Thru Spring Break</b>	<b>Rest of Season</b>
<u>Pitch Limit per Day and</u> <u>Day(s) Rest (“Maximum Pitch</u>	<u>Day(s)</u>	
<u>Count”):</u>	50 Pitches	50 Pitches
<u>Pitch Limit per Week:</u>	50 Pitches	100 Pitches
<u>Day(s) Rest Limit:</u>		
<20 Pitches thrown in a day:	0 Day(s) Recovery	
20-29 Pitches thrown in a day:	1 Day(s) Recovery	
30-36 Pitches thrown in a day:	2 Day(s) Recovery	
37-44 Pitches thrown in a day:	3 Day(s) Recovery	
45 Pitches thrown in a day:	4 Day(s) Recovery	

#### 4<sup>th</sup> Grade Pitch Count:

<u>Age/Grade:</u>	9– 10 Years old / 4 <sup>th</sup> Grade	
	<b>Opening Day</b>	
<b>Pitch Limit per Day</b>	<b>Thru Spring Break</b>	<b>Rest of Season</b>
<u>(“Maximum Pitch Count”):</u>	<u>Day(s)</u>	
50 Pitches	50 Pitches	65 Pitches
<u>Pitch Limit per Week:</u>	100 Pitches	130 Pitches
<u>Day(s) Rest Limit:</u>		
<22 Pitches thrown in a day:	0 Day(s) Recovery	
22-36 Pitches thrown in a day:	1 Day(s) Recovery	
37-45 Pitches thrown in a day:	2 Day(s) Recovery	
46-54 Pitches thrown in a day:	3 Day(s) Recovery	
55 Pitches thrown in a day:	4 Day(s) Recovery	

- a) A pitcher cannot start a new batter if the pitcher is within two pitches of their maximum pitch count.
- b) If a pitcher reaches their Maximum Pitch Count in the middle of a batter, the pitcher may finish the batter.
- c) If a pitcher is approaching a Day(s) Rest Limit with which the player’s coach would like to preserve compliance, a coach may declare to opposing team, “*Last Batter*” and that pitcher may proceed to go over the Day(s) Rest Limit for that one batter without penalty of counting the extra pitches for pitch count purposes as long as the declaration is made at least 3 pitches before the Day(s) Rest Limit is reached. For clarity:

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Limit	Just After Pitch #	Recover y
19	16	0
29	26	1
36	33	2
44	41	3
50	47	4

### 4th Grade

Day(s) Rest Limit	Last Batter Declaration No Later Than Just After Pitch #	Day(s) Recovery
21	18	0
36	33	1
45	42	2
54	51	3
65	62	4

- i) Once “Last Batter” has been declared, that is the last batter the pitcher may face regardless of the number of pitches required to complete the at bat (i.e., if the batter is retired in one pitch, the pitcher must be removed from the game despite having 2 pitches remaining under the Day(s) Rest Limit).
  - ii) “Last Batter” may be called at the beginning or during an at bat.
  - iii) There shall be no retroactive declarations of “Last Batter”.
  - iv) For purposes of recording pitch counts, the Day(s) Rest Limit will be recorded in the instance the “Last Batter” procedures were followed appropriately.
- d) Absent highly unusual circumstances (e.g. travel game rainouts that cannot be made up on a Sunday under any circumstances), all travel games must be played only on Sunday.
- e) The league pitching week (for the purpose of calculating the per week pitch limits and associated pitcher recovery days) shall run from Sunday through Saturday.  
*NOTE: Pitching Recovery Days carry over from one week to the next. As an example, a 4<sup>th</sup> Grade pitcher who throws 50 pitches on Saturday is not eligible to pitch until Wednesday even though the league pitching week begins again on Sunday.*
- f) The spring season head travel coaches will be required to designate five (5) pitchers for their travel teams. Each of these so designated pitchers will be defined as a [Designated Travel Pitcher](#) (DTP). In the event there are multiple spring travel teams, the head travel coaches will be limited to three (3) Designated Travel Pitchers.

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- g) In addition to pitch count limits (per game and per week) prescribed above, a travel coach may not use a Non-DTP in a manner that would preclude the Non-DTP from being able to throw the maximum number of pitches per game for that Non-DTP's recreation team. A recreation coach may agree to release a Non-DTP to that player's travel team if the recreation coach does not plan to pitch the Non-DTP during that pitcher's resulting Days of Recovery Period. However, in doing so, the recreation coach may not change his mind and pitch the Non-DTP during that pitcher's resulting Days of Recovery Period. This release is only allowable if the recreation coach notifies the League Director and the player's travel coach of this decision prior to the beginning of the travel baseball game in question.

*NOTE: This exception is designed to balance the pitching depth in the recreation league while also allowing greater pitching depth for the travel team in the event of unforeseen circumstances such as make-up games.*

- h) In addition to pitch count limits (per game and per week) prescribed above, a recreation league coach may not use a designated travel pitcher (DTP) in a manner that would preclude the DTP from being able to throw the maximum number of pitches per game at least every other Sunday for the travel team. In other words, DTPs must be able to throw the maximum number of pitches per game at least every other Sunday (in travel games). A travel coach may agree to release a DTP to that DTP's recreation team if the travel coach does not plan to pitch the DTP on the following Sunday. However, in doing so, the travel coach may not change their mind and pitch the DTP on the following Sunday. This release is only allowable if the travel coach notifies the League Director and the player's recreation coach of this decision prior to the beginning of the recreation baseball game in question. *NOTE: This exception is designed to maximize the pitching time for the 4<sup>th</sup> & 5<sup>th</sup> ranked DTP's who may see less pitching time on their travel teams.*
- i) Notwithstanding the pitch count limits (per game and per week) prescribed above, early in the season, all coaches should be mindful that many pitchers have not fully conditioned their arms and may be pitching regularly in cold weather. Accordingly, coaches should be extra careful to limit the number of pitches that such pitchers throw (per game and per week) early in the season.
- j) During games, scrimmages and practices, coaches should carefully instruct on and monitor the warm-up process of their pitchers in order to ensure that pitchers are not warming up excessively or too quickly.
- k) Recreation and travel team coaches must coordinate closely on the utilization of pitchers (including DTP's) that participate on their respective teams in order to ensure that the pitchers are:
- 1) Not overused, and
  - 2) Given ample opportunity to pitch in both travel and recreation league games.
- Coaches are expected to post / log-in pitch counts after every game in accordance with the procedures established by SJBS.
- l) Any pitcher hitting 3 batters in any game shall be removed as a pitcher from that game. The player shall be eligible to play another position in that game.
- m) Once a player is removed as a pitcher he/she may not re-enter that game as a pitcher.

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- n) The number of pitches thrown in games declared no contest or called on account of inclement weather or for any other reason shall be charged against that pitcher's eligibility for that week.
- o) A player is not considered a pitcher until that player directs a throw to home plate with time in.
- p) Pitch counts are the responsibility of both teams' head coaches. All pitchers' totals must be submitted by the end of the day upon each game's completion. In the event that a game is postponed after play has begun, the pitch counts for that portion of the game played, are required to be submitted by the end of the day as well.
- q) If a team has no pitchers available to pitch due to pitch count limitations at any point in the game, including the beginning of the game, the team forfeits the game
- r) In a game that is continued, pitch count rest rules overrule game resumption rules requiring the same facts and circumstances
  - 1. Example: Based on rest requirements, a player is not eligible to pitch until Wednesday. The player's team plays on Tuesday (the player rests) and that game is suspended and restarted on Wednesday. The player then becomes eligible to pitch in that same game because he has observed the proper rest.
- s) Pitching and catching in the same game:
  - 1. A player that pitches at or above the limitations listed below by grade level (which equate to the lowest number of pitches qualifying for a 2-day rest limit by grade), cannot play catcher in the same game
  - 2. Below are the limits by grade:
    - 1. A 3rd grade player that pitches 30 or more pitches cannot catch in the same game
    - 2. A 4th grade player that pitches 37 or more pitches cannot catch in the same game

*Note: "Last Batter" pitches do not count toward this total*

  - 3. A player can appear in a maximum of 3 innings if they intend to pitch or have already pitched in that game

The regulations outlined in Sections V (g) & (h) will be observed and enforced by the League Director or their respective designated volunteers responsible for tracking pitch counts.

Subject to the next paragraph, with the exception of Regulation V. b. above, in the event a player's pitch count exceeds applicable limits, the League Director will take such action as he or she deems necessary to ensure such limits are not exceeded in the future. In the event of a significant pitch count discrepancy between reporting coaches, the League Director will take such action to reconcile such discrepancy, including requiring both coaches to submit their pitch count sheets, and/or score books for review.

The League Director, upon consultation with the organization's Director of Personnel will determine the appropriate course of action for a first violation. In event of any subsequent violation(s), the League Director, upon consultation with the organization's Director of Personnel and President, will determine the appropriate course of action, which may include

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possible sanctions for repeat offenses, including possible suspension or removal from the coaching position.

### VI. SCHEDULES

Official Regular Season game schedules and any special game schedules shall be prepared by the League prior to the start of the Regular Season and schedules shall be distributed to coaches and players.

**VII. PLAYOFF and CHAMPIONSHIP GAMES/PRE & POST SEASON GAMES** The League Board of Directors shall determine any playoff system leading to a League specific championship game as described below.

- a) All levels (3rd-8th) set to double elimination brackets; 5th/6th and higher as “true” double elimination (in 3rd and 4th, a loss by the winners bracket team in the championship is the end of the tournament)
- b) Home field advantage - when a conflict, winners bracket team gets home field over higher seed (in other words, home field is set by seed only for initial round; otherwise, it is set by bracket position)

A championship game will be played to determine a Minor 3rd Grade and Minor 4th Grade League champion. A championship game is defined as the last post-season game played by two opposing teams in the same league, the result of which determines the league champion. All League Regulations and Official Playing Rules shall apply to playoff and championship games except as noted below.

If a playoff or championship game is called pursuant to [Rule 3.02](#) (Inclement Weather conditions and/or Wet Grounds) before the game is considered a regulation game pursuant to [Rule 4.08](#) (Regulation Games), that game shall be considered postponed and shall be resumed from the exact point where the game was called as if it was not postponed with the same lineups, players on base (if any), pitch count, outs and all other facts and circumstances being the same as of the time it was postponed and as if the game was being played without having been postponed.

- In a game that is continued, pitch count rest rules overrule game resumption rules requiring the same facts and circumstances  
Example: Based on rest requirements, a player is not eligible to pitch until Wednesday. The player’s team plays on Tuesday (the player rests) and that game is suspended and restarted on Wednesday. The player then becomes eligible to pitch in that same game because he has observed the proper rest
  - 1) Pre-season practice games may be played with teams outside of the League only with prior approval from the League President.
  - 2) Post-season games and tournaments must be approved by the League Board of Directors.

**VIII. PARTICIPATION IN OTHER BASEBALL LEAGUES & PROGRAMS** Subject to League Board of Directors approval, the League may sponsor a team’s or player’s participation in a non-League organized, or multi-town baseball league or program. Such participation may be subject to the playing rules of that league or program, except that the League’s rules and

# Summit N.J. Junior Baseball League, Incorporated

## Minor League - REGULATIONS

regulations shall govern the conduct of its sponsored teams and players to the extent they do not conflict with the written rules and regulations of the approved baseball league or program.

### **IX. FIELD DECORUM**

- a) The actions of players, coaches, umpires and League officials must be above reproach.
- b) Only uniformed players, coaches and umpires shall be permitted within the confines of the playing field just prior to and during games. Except for the batter, base runners, the player “on deck” and coaches at first and third bases, all players shall be on their benches, in their respective dugouts or in the bullpen when their team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen.
- c) Adult coaches and/or uniformed team members are permitted in the coaching boxes. Uniformed team members must wear a helmet when coaching a base.
- d) It is the responsibility of the team coaches to maintain team discipline and decorum during a game. The team coaches must remain in their team dugout during the game except when it is necessary to confer with one of his/her players, with an umpire, coach first or third base or when attempting to maintain proper decorum with any spectators.
- e) Damage caused to League equipment or League-used fields, (e.g., helmets, bats, dugout, etc.), is prohibited. If found liable following an investigation by the appropriate League Director, the offending player may be suspended from the League or be subject to such other sanctions as recommended by the League Director and approved by the League President. Any determination and subsequent sanction under this Section shall be final.

### **X. USE OF LEAGUE UNIFORM AND EMBLEM**

Use of the official League name is restricted to administrative and operational purposes of the League only and cannot be extended to any other individual or organization for any purpose whatever.

### **XI. POST GAME PROCEDURES**

- a) Following the final out of the game played on any given day, the coaches shall:
  - 1) Have the players police the grounds and secure any League equipment.
  - 2) Have the players, parents, and coaches collect and properly discard of all refuse or recyclable materials in and around their respective playing area.
  - 3) Rake and drag the field (coaches from both teams must do this).
- b) Following the last scheduled game of the day, the coaches shall also:
  - 1) Place any field maintenance equipment in the appropriate shed and secure and lock shed.
  - 2) Secure and lock storage lockers.

### **XII. JEFFERSON FIELD CURFEW**

- a) During the school year, Jefferson Field lights must be turned off no later than 9:00pm on Monday through Thursday and no later than 9:30pm on Friday through Saturday.
- b) When school is out for the summer, Jefferson Field lights must be turned off no later than 9:30pm Monday through Saturday.
- c) Jefferson Field lights are never allowed on Sundays.
- d) Jefferson Field sound system must always be turned off no later than 8:00pm.

## Summit N.J. Junior Baseball League, Incorporated Minor League - REGULATIONS

- e) No inning may start any later than ten (10) minutes prior to curfew. All games end at the curfew no matter what the status of the inning may be. In cases where a game is ended early by curfew, the winning team will be determined in accordance with league rules pursuant to [Rule 4.08](#) (Regulation Games), the results of the game will be determined pursuant to [Rule 4.11](#) (End of Game Play).



# Summit N.J. Junior Baseball League, Incorporated

## Minor League - OFFICIAL PLAYING RULES

### OFFICIAL PLAYING RULES

#### 1.00 THE PLAYING FIELDS

**1.01** – The distance between bases, including home base, shall be sixty (60) feet. The infield shall be sixty (60) feet square.

*NOTE: All bases and home plate are within the infield and within fair territory. The distance from home to first and third bases is measured from the apex at the rear of home plate, to the outfield side of first and third bases. However, the line from first to second and third to second goes from the outfield/foul-line corner of the bases to the center of second base. More simply stated; after you mark the 60 foot square; you place home, first and third inside within the square and place the center of second base on the point where the lines from first and third meet.*

**1.02** - The distance from the front of the pitching plate to the point at home base, where the first and third base lines intersect, shall be forty-six (46) feet.

*NOTE: It is a 4" by 18" slab that is set 6" above the level of home plate. The slope starts at a point 4" toward home on the home plate side of the rubber. The drop of the slope is 1" down for each 12" toward home plate.*

**1.03** - The coach's boxes shall be clearly marked and shall not be closer than six feet from the foul lines where practicable.

**1.04** - The batter's box shall be rectangular, approximately 6 feet by 3 feet. The batter's box shall be separated from home plate by 4 inches. The batter's box shall be clearly marked at the beginning of the game.

#### 2.00 GAME UNIFORMS AND EQUIPMENT

**2.01** - The official or approved League baseball, supplied by the League, must be used.

**2.02** - Wood or non-wood bats may be used by a player. Any bat altered from its original issued state, such as being painted or weighted, is an illegal bat and shall be removed from the game. Only 2 5/8" barrel non-wood bats marked BPF 1.0 will be allowed. Wood 2 5/8" barrel bats are allowed. The maximum bat lengths and diameters allowed are as follows:

Max Length Max Diameter: 32" / 2 5/8"

- All bats must have the official USA Baseball stamp

**2.03** (a) Each player is responsible for the upkeep and repair of the uniform provided to him or her. During a game, shirts of all players shall be neatly tucked in. No player shall wear jewelry of any kind during a game or practice, attach to their uniform any foreign material, or wear ragged, frayed, or slit sleeves or undershirts other than a solid color when exposed to view. (b) Shoes with metal spikes or cleats are not permitted. Rubber cleats are permissible. Nothing may be attached to the heel or toe other than a toe plate.

**2.04** - Catchers must wear a League-approved catcher's mitt (of any shape, size or weight consistent with protecting the hand), chest protector, helmet, protective cup, shin guard and mask with throat protector. Any player warming up a pitcher (on the field or in the bull pen) must wear a mask.

**2.05** - The first baseman may wear a glove or mitt not more than 14" from top to bottom and not more than 8" inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the glove.

# Summit N.J. Junior Baseball League, Incorporated

## Minor League - OFFICIAL PLAYING RULES

**2.06** - Each fielder, other than the first baseman, may wear a glove not more than 12” inches long or more than 8” inches wide, measured from the base of the thumb crotch to the outer edge of the glove.

**2.07** - (a) The pitcher’s glove shall be uniform in color including all stitching, lacing and webbing. (b) The pitcher’s glove may not be white or gray. (c) A pitcher shall not attach any foreign material to his/her glove. (d) No pitcher shall wear sweatbands or watches on the wrists or a batting glove under the fielder’s glove.

**2.08** - Use of a [NOCSAE](#) -approved helmet and helmet mounted faceguard by the batter, on deck batter, and all base runners is mandatory during practice, as well as during games.

- Helmets - cage required in 3rd grade; cage or chin guard required in 4th grade
  - a) Penalty for not wearing proper helmet: warning to the entire team; second time is an automatic out
  - b) SJBS will continue to provide cages on SJBS helmets to 4th grade teams. 4th grade players must wear a cage if they do not have a chin guard.

### **3.00 - GAME PRELIMINARIES**

**3.01** - Coaches and players should arrive at the field thirty minutes before game time. Before the game begins:

- a) The coaches shall:
  - 1) Line the base paths, batter’s box and coach’s box.
  - 2) Ensure the playing field is ready for play - inspect pitcher’s mound and batter’s box and general area of play.
  - 3) Secure bases.
  - 4) Exchange line-ups with the opposing coach.
  - 5) Home and visiting team coaches supply the umpire with a new baseball.
  - 6) Secure equipment locker/shed before game starts.
- b) The umpire shall:
  - 1) Arrive at the field 15 minutes before game time.
  - 2) Ensure the field is ready to play.
  - 3) Receive baseballs from coaches.
  - 4) Review ground rules with coaches.
  - 5) Ensure opposing coaches have exchanged lineups.

**3.02** Inclement Weather Conditions and/or wet grounds.

- a) Coach/Umpire Authorized Cancellations
  - 1) Games may be postponed or rescheduled by the coaches of the teams involved because of poor playing field conditions or bad weather only if the coaches reach a joint decision.
  - 2) Only a coach who has 8 or more players at the field who are ready and eligible to play at the time the decision is to be made is eligible to participate in the decision to postpone.
  - 3) The eligible coaches can delay a decision to postpone for whatever reason until no later than 15 minutes after the officially scheduled start time of the game.

# Summit N.J. Junior Baseball League, Incorporated

## Minor League - OFFICIAL PLAYING RULES

- 4) The team coaches shall continue to be responsible for making the final decision to postpone the game unless a carded umpire is present and assigned to call the game.
  - 5) Once a game starts the joint decision to postpone rests with the coaches unless a carded umpire is present to call the game. If a carded umpire is present to call the game, the decision to postpone rests with the plate umpire.
  - 6) The appropriate League Director must be notified within 24 hours of a decision to cancel a game due to unplayable conditions or inclement weather. Failure to do so will result in an automatic double forfeit.
- b) League-Authorized Cancellations
- 1) The League President and/or the Director of Field Operations, or in their absence, the appropriate League Director, may postpone and cause a game to be rescheduled due to inclement weather, if in his/her opinion the field is deemed unplayable. That decision can be made at any time prior to 15 minutes before the scheduled start time.
  - 2) No games may be rescheduled by agreement of the coaches other than as noted above.
- c) Thunder / Lightning Postponement and/or Cancellations
- 1) Once Thunder / Lightning has been recognized, all personnel, athletes and spectators will evacuate the playing field to seek shelter in sturdy buildings or vehicles. Personnel, athletes and spectators should not use the dugouts or other field structures as shelter.
  - 2) Recognition of Thunder / Lightning will be defined as the sound of thunder, the sight of lightning, or the triggering of any lightning alarm if active at the field. Once a game starts the decision to postpone or terminate play rests solely with the plate umpire.
  - 3) **Thirty-minute rule** – Game play will be postponed for at least 30 minutes after the last flash of lightning is witnessed or thunder is heard. Any subsequent lightning or thunder after the beginning of the 30-minute count should reset the clock and another count should begin.
  - 4) If game play is terminated by the umpire before the game is considered a regulation game pursuant to [Rule 4.08](#) (Regulation Games), the game shall be considered postponed and shall be resumed from the exact point where the game was called as if it was not postponed with the same lineups, players on base (if any), pitch count, outs and all other facts and circumstances being the same as of the time it was postponed and as if the game was being played without having been postponed.

*NOTE: Pitch count limitations per game shall remain in effect. For example if a pitcher in the 3<sup>rd</sup> Grade League pitches 50 pitches before the game is suspended and the game is resumed five days later, the pitcher is NOT eligible, despite having had the chance to fulfill rest requirements.*

- 5) If game play is terminated by the umpire after the game is considered a regulation game pursuant to [Rule 4.08](#) (Regulation Games), the results of the game will be determined pursuant to [Rule 4.11](#) (End of Game Play).

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## Minor League - OFFICIAL PLAYING RULES

**NOTE:** *In the event that a game is canceled due to unplayable grounds and there are games scheduled following that cancelled game, the coaches of the cancelled game should make every attempt to ready the field so that the game(s) following may be played.*

### 4.00 - GENERAL GAME RULES

**4.01** - No player shall intentionally damage or discolor the ball.

**4.02** - A pitcher that is removed may not re-enter the game as a pitcher.

**4.03** – The Infield Fly Rule is not applicable.

**4.04** – There are no penalties for [Balks](#).

**4.05** - 3<sup>rd</sup> GRADE MINOR LEAGUE ONLY: No Bunting

### 4.06 - PLAYER PARTICIPATION

- a) Every player in attendance at a game shall be inserted in the batting order at the start of the game (e.g., players 1 through 15). A player arriving after the start of a game shall be inserted as the last batter in the lineup, regardless of whether all other batters have already batted.
- b) 3<sup>rd</sup> GRADE MINOR LEAGUE ONLY: There will be ten (10) defensive players on the field. The tenth player shall be an extra outfielder.
- c) 4<sup>th</sup> GRADE MINOR LEAGUE ONLY: There will be nine (9) defensive players on the field.
- d) All players in attendance should play a minimum number of innings in each game, including practice games, rescheduled games, playoffs and championships (an inning is defined as being officially inserted into the batting order and fielding lineup: more specifically, the lesser of 3 innings or 50% of the innings – if not, team forfeits.  
**NOTE:** *The only exceptions are the last half inning not played when the home team wins the game or the game is called pursuant to Rule 3.02 (Inclement Weather and/or Wet Grounds). Coaches shall rotate their playing order so that no player(s) are repeatedly penalized by this half inning not played.*
- e) Each player must play the entirety (start to finish) of at least three (3) official length games during the regular season.  
**NOTE:** *Practice games do not count towards this requirement.*
- f) Coaches are expected to anticipate games shortened by darkness, especially during the early part of the season.
- g) Should a coach wish to play a player less than half of the innings played, authorization must be obtained in advance from the League Director.
- h) A player's participation must be accurately recorded in the scorebook. The home and visitor's pitchers name, pitch count and innings pitched must also be recorded in the scorebook for each game played.

The penalty for violation of Section a), d), or e) of this rule shall be the forfeiture of that game in the applicable league standings. The violation must be alleged and brought to the attention of the appropriate League Director by a coach in the same league as the team who allegedly violated this rule, or the parent/guardian of the player who may have been the subject of the violation. Upon receiving notice of the alleged violation the League Director shall promptly investigate and bring the facts and circumstances to the League Board of Directors at its next meeting, who shall make a final determination as to whether a violation

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## Minor League - OFFICIAL PLAYING RULES

occurred. Allegations alleging a violation of this rule may be made at any time after the alleged violation occurred but prior to the conclusion of the Regular Season unless the violation occurred at the end of the season or in a playoff game. Allegations of violations of this rule in a playoff game must be brought to the attention of the League Director within 12 hours of the end of the game in which the alleged violation occurred. The alleged violation must be resolved no later than 6 hours before the start of the next playoff game. If a Board meeting cannot occur in a timely manner the League Director in concert with the League President and one other Board member shall make the final determination as to whether a violation occurred. There is no appeal from any decision made under this section.

**4.07** - Adult coaches may warm up a pitcher at home plate between innings.

### **4.08** - REGULATION GAMES

- a) A regulation game consists of six (6) innings, unless extended because of a tie score, or shortened:
  - 1) Because the home team needs none of its half of the sixth inning or only a fraction of it, or
  - 2) Because the umpire calls the game.
- b) If the score is tied after six (6) completed innings play shall continue until:
  - 1) The visiting team has scored more total runs than the home team at the end of a completed inning, or
  - 2) The home team scores the winning run in an uncompleted inning.
- c) If a game is called, it is a regulation game:
  - 1) If three (3) full innings have been completed;
  - 2) If the home team has scored more runs than the visiting team in two and a half (2½) innings; or
  - 3) If the home team ties the game in the bottom of the third (3rd) inning.

**NOTE:** For score keeping purposes, all batting, fielding and pitching records shall be disregarded in an uncompleted game. However, the pitcher shall be charged with the number of pitches thrown in the game for the current League week.

### **4.09** - Point system for standings

- a) The score of a regulation game is the number of runs scored by each team at the moment the game ends, with the winning team being awarded three (3) points and the losing team being awarded one (1) point.
- b) A regulation game that is tied after three (3) or more completed innings and halted by the umpire, shall be deemed a completed game, and shall result in each team being awarded two (2) points.
- c) Teams shall be ranked in the standings from most number of points to least number of points. In the event that two or more teams have the same number of points, the following tiebreakers will be implemented in the order listed until the tie is broken. In the event three or more teams are tied, once one criteria breaks the tie for one team and if the other teams remain tied, the remaining teams will revert to the beginning of the list to break the remaining tie.
  - i) Head to head results
  - ii) Run differential of the head to head games (maximum of 10 runs in any given game)

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## Minor League - OFFICIAL PLAYING RULES

- iii) Overall average run differential per game (maximum of 10 runs in any given game)
- iv) Overall average runs against per game
- v) Coin flip

### 4.10 - Game time limitations:

- a) On Saturdays, league games shall not start a new inning within ten (10) minutes of the start of the next scheduled game. Innings in progress at this time shall be played to completion.
- b) For all evening games, league games shall not start a new inning within [ten (10)] minutes of i) the official sundown for that day as determined by the home plate umpire OR ii) the Jefferson Field Curfew (see Regulation XII) if playing at Jefferson Field.
- c) The next inning begins when the final out is recorded in the prior complete inning.

### 4.11 – END OF GAME PLAY

- a) A called game ends at the moment the umpire terminates play.

#### **EXCEPTIONS:**

- 1) If the game is called during an uncompleted inning, the game ends at the end of the last previous completed inning, unless the home team has tied the game or gone ahead in the uncompleted inning.
- 2) If the game is called in accordance with [Regulation VII](#), it shall be restarted in accordance with that Regulation.

- b) **MERCY RULE:**

- 1) Five (5) run maximum per inning, except the last inning which is unlimited. If the last inning comes before the 6<sup>th</sup> inning, the home plate umpire must declare “Last Inning” at the beginning of such inning and tell both head coaches directly to avoid any confusion.
- 2) When a team is ahead by 12 or more runs at the end of 4 innings or 10 or more runs at the end of 5 innings, the team leading will be declared the winner. The game will be declared over and complete. Please note if the home team is down, they still get a chance to hit in the bottom half of the inning to try to close the gap and come back.

### 4.12 - FORFEITS

- a) A game may be forfeited to the opposing team when a team:
  - 1) Being upon the field, refuses to start play within ten (10) minutes after the appointed time for beginning the game, unless such delay in the umpire’s judgment is unavoidable;
  - 2) Refuses to continue play, unless the umpire has terminated the game;
  - 3) Fails to resume play after the game was halted by the umpire within one (1) minute after the umpire has called “play”;
  - 4) Fails to obey within a reasonable time the umpire’s order to remove a player or coach from the game;
  - 5) After a warning by the umpire willfully and persistently violates any rules of the game;
  - 6) In the umpires discretion employs tactics designed to delay or shorten the game; or
  - 7) The coach of a team fails to maintain control over his/her side of the field, which shall include dugouts and spectators.

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## Minor League - OFFICIAL PLAYING RULES

- b) If a game cannot be played because of the inability of either team to place eight (8) players on the field at the time the game is officially scheduled to begin, it shall be an automatic forfeit. If both teams are unable to place eight (8) players on the field at the time the game is officially scheduled to begin, both teams shall be charged with forfeited losses.
- c) Violation of [Regulation III – PLAYERS](#), shall be grounds for an automatic forfeit in accordance with that Regulation.
- d) Violation of [Rule 4.06](#) (PLAYER PARTICIPATION) shall be grounds for an automatic forfeit in accordance with that Rule.
- e) A game in progress shall be automatically forfeited to the opposing team when either team is unable or refuses to place eight (8) players on the field.
- f) The use of an ineligible player shall be grounds for forfeit in accordance with [Regulation III](#).
- g) The coaching eligibility of a coach whose team forfeited two (2) or more games in a season shall be reviewed by the League Director and League President prior to that coach being given another coaching assignment in the League.

### 4.13 – BORROWING PLAYERS FROM OTHER RECREATION TEAMS:

In an effort to reduce the number of forfeited games and to ease the rescheduling pressures associated with postponements, SJBS has established a protocol for borrowing eligible replacement players to be drawn upon from other recreation teams in the same grade or one grade lower; however, 3<sup>rd</sup> Grade League may not draw from a 2<sup>nd</sup> Grade roster.

DISCUSSION AROUND CALL UP...CAN 4<sup>TH</sup> CALLUP FROM SAME GRADE OR MUST THEY GO ONE GRADE LOWER?

Should a coach require a replacement player or players, the coach is responsible for contacting the appropriate Minor League Director and the opposing coach to obtain approval to use a replacement player. If the appropriate League Director has a player who is participating in the game, the decision regarding the selection/approval of the eligible replacement player will be elevated to the Director of Personnel. In the event that an agreement cannot be reached with the opposing coach, the team that cannot field 8 players will forfeit the game subject to Rule 4.12.

The participation rules for borrowing eligible Minor League replacement players are as follows:

- a) The eligible replacement player will become a full member of the team for the purpose of participation in the game and should be provided a team hat and jersey for use during the game.
- b) No more than two (2) replacement players are eligible to play for a team in a single game.
- c) A replacement player is ineligible to compete in a Minor League game if that game conflicts with his/her minor league team's practice or game.
- d) The replacement player must bat at the end of the lineup.
- e) The replacement player is ineligible to pitch or play any infield position for any reason.
- f) If a player on the team's original roster comes to the game and is physically able to participate, that player becomes eligible to play and must be substituted into the lineup

# Summit N.J. Junior Baseball League, Incorporated

## Minor League - OFFICIAL PLAYING RULES

only after the replacement player has played a minimum of three full innings and has had at least one plate appearance.

- g) This rule will only be allowed during the regular season and not during the playoffs or league championship.
- h) Failure by a coach to adhere to the approval process outlined in the 2<sup>nd</sup> paragraph above will result in forfeiture of the game.

### 4.14 - PROTESTING GAME

- a) Protests shall be considered only when based on the violation or interpretation of a playing rule. No protest shall be considered on a decision involving an umpire's judgment. Equipment not meeting League specifications must be removed from the game and shall not be the basis of a protest.
- b) Only the coaches of teams in the contest where the alleged violation occurs have the right to protest that game.
- c) Protest procedure is as follows:
  - 1) The protesting coach shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
  - 2) Following such notice, the umpire shall consult with the other umpires, if any. If the umpires decide that the issue to be decided is not due to a violation or interpretation of a playing rule or any other rule, they shall reverse that decision. If, however, after consultation, they are convinced that the decision is not in conflict with the rules, the umpire(s) shall announce that the game is being played under protest. Failure of the umpire(s) to make such an announcement shall not affect the validity of the protest.
  - 3) Protest made due to the use of an ineligible pitcher or ineligible player may be made at any time during the season in accordance with Regulations [III](#) or [V](#). Whenever it is found during a game that an ineligible pitcher or player is being used, said pitcher or player shall be removed from the game, and the game shall be played under protest or not, as the opposing coach decides.
  - 4) Protests challenging an umpire's interpretation must be submitted in writing by the protesting coach to the League President within 24 hours after completion of the game. The umpire being challenged must submit a written report to the League President within 24 hours of being notified of the protest.
  - 5) A protest committee, chaired by the League President, and consisting of the respective League Director and one other Board member shall hear and resolve any such protest. If the protest is allowed, the game shall be resumed from the exact point when the infraction occurred.

### **NOTES:**

- 1) *When a protest is noted to an umpire, the umpire should sign both opposing teams score books and indicate in writing in each score book the point at which the game would be resumed if the protest is allowed. Failure of the umpire to do this shall not affect the protest or the decision involving the protest.*
- 2) *This does not pertain to charges of infractions such as field decorum or actions of League personnel or spectators, which must be considered and resolved by the League Board of Directors.*
- 3) *All coaches are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately.*



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*Example: Should a coach discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play; the fact should be brought to the attention of the coach of the team involved. Such action should not be delayed until the infraction has occurred.*

### **4.15 - TIME LIMIT**

- a) For purposes herein, "Hard Stop" defined as official sundown or scheduled start time of the next game (for example: back-to-back Saturday games)
- b) No new inning within 15 minutes of Hard Stop
- c) If inning not completed by Hard Stop, game rolled back to prior inning
- d) Unlimited inning (3rd and 4th grades):
  - 1) Begin playing unlimited inning 30 minutes before Hard Stop
    - Example: if Hard Stop is 2:00pm. Inning ends at 1:25pm, next inning is NOT unlimited, but if inning ends at 1:31pm, then next inning is unlimited
  - 2) If unlimited inning ends with greater than 15 minutes before Hard Stop, begin another unlimited inning
- e. For 5th/6th and 7th/8th, all playoff games are required to be 6 innings (or mercy)
  - 1) This rule does NOT apply for 3rd/4th grade leagues

### **5.00 - STARTING & PLAYING THE GAME**

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

**5.02** - The offensive team shall station two (2) coaches on the field during its time at bat, one near first base and one near third base. The coaches shall:

- a) Remain within the coaches' boxes at all times.
- b) Talk to members of their team only. Any coach not exercising proper decorum shall be removed from the coaches' box by the umpire.

**5.03** - After the umpire calls "play" the ball is live and in play and remains live and in play until, for legal cause, or at the umpire's call of "time" suspending play, the ball becomes dead.

**5.04** - The ball becomes dead when an umpire calls "time." The umpire shall call "time":

- a) When in his/her judgment, weather, darkness, or similar conditions make immediate further play impossible.
- b) When an accident incapacitates a player or an umpire (if an accident to a runner is such as to prevent him/her from proceeding to a base to which he/she is entitled, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play).
- c) When a coach requests "Time" for a substitution or for a conference with one of his/her players. This will be granted at the discretion of the umpire.
- d) When the umpire wishes to examine the ball, to consult with either coach or for any similar cause.
- e) When the umpire orders a player or any other person removed from the playing field.
- f) The batter must ask for, and be granted "Time" by the umpire, before stepping out of the box when the pitcher is in contact with the pitcher plate with the ball in his possession and the catcher is in the catcher's box ready to receive delivery of the ball.

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- g) Except in the case stated in paragraph (b) of this rule, no umpire shall call "Time," while a play is in progress.

**EXAMPLE:** *4<sup>th</sup> GRADE MINOR LEAGUE ONLY: Batter receives a base on balls; he may proceed beyond first base at the risk of being thrown out. Play on a base on balls does not end until the batter-runner and base runners have ceased to advance. "Time" may NOT be called when a batter-runner is awarded a base on balls until he/she ceases any advance.*

**5.05** - The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base.

**NOTE:** *If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.*

### 6.00 - THE BATTER

**6.01** - Each player of the offensive team shall bat in the order that his/her name appears in the team's batting order.

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

**6.02** -

- a) The batter shall not leave his/her position in the batter's box after the pitcher comes to set position, or starts his/her windup. **PENALTY:** If the pitcher pitches, the umpire shall call a "STRIKE."
- b) If the batter refuses to take his/her position in the batter's box during the time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each such pitch. The batter may take the proper position after any such pitch and the regular ball and strike count shall continue. If the batter does not take the proper position before three strikes are called, the batter shall be declared out.

**6.03** - A batter is out when:

- a) His/her fair or foul ball (other than a foul tip) is legally caught.  
**NOTE:** *A foul tip must go DIRECTLY from the batter's bat into the catcher's glove or hand. If anything else is touched by the ball in between; e.g. ground, batter's leg, catcher's arm, backstop, etc., the ball is NOT considered a third strike.*
- b) A third strike is legally caught by the catcher.  
**NOTE:** *"Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.*
- c) A third strike is not caught (dropped) by the catcher.
- d) After a third strike or after a player hits a fair ball, the player or first base is tagged before the player touches first base;
- e) **4<sup>th</sup> GRADE MINOR LEAGUE ONLY:** Ball bunted foul on third strike.

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- f) Batter attempts to hit a third strike and is hit by the ball.
- g) Batter's fair ball touches him/her before touching a fielder.

**6.04** - A batter is out for illegal action when:

- a) He/she hits an illegally batted ball.
- b) He/she steps from one batter's box to the other while the pitcher is in position, ready to pitch.

### **6.05 - BATTING OUT OF TURN**

- a) A batter shall be called out, on appeal, when he/she fails to bat in the proper turn and another batter completes a time at bat in his/her place. The proper batter may take his/her place in the batter's box at any time before the improper batter becomes a runner or is put out. Any balls and strikes shall be counted in the proper batter's time at bat.
- b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or any attempted play, the umpire shall:

- 1) Declare the proper batter out; and
- 2) Nullify any advance or score made because of a ball batted by the improper batter, or by the improper batter's advance to first base on balls, a hit batter or otherwise.

*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.*

- c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter or either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his/her time at bat become legal.
- d) When the batter is called out because of a failure to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. 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.
- e) If a player leaves a game early for any reason (injury, another commitment, etc.) there shall be no automatic out when the player's place in the lineup comes up and the game shall continue with the next player in the lineup.

**6.06** - The batter becomes a runner and is entitled to first base without liability to be put out (provided he/she advances to and touches first base) when:

- a) Four (4) "balls" have been called by the umpire.
- b) The batter is touched by a pitched ball, which he/she 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 the batter makes no attempt to avoid being touched.*

*NOTE: When the batter is touched by a pitched ball the ball is dead and no runner may advance.*

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### 7.00 - THE RUNNER

**7.01** - The runner acquires the right to an unoccupied base when he/she touches it before being put out. The runner is entitled to the base unless he/she is put out, or forced to vacate it for another runner legally entitled to that base.

**7.02** - In advancing, a runner shall proceed to 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 9.07](#).

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

**7.04** - Each runner other than the batter, may without liability to be put out, advance one base when the batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair baseball 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.

**EXCEPTION:** *If a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd, or falls into a crowd when spectators are on a field, runners may advance at their own liability.*

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

- a) To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball, which in the umpires 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.
- b) Three (3) bases, if a fielder deliberately touches a fair ball with his/her cap, mask or any other part of their uniform detached from its proper place on his/her person. The ball is in play and the batter may advance to home plate at his/her peril.
- c) Three (3) bases, if a fielder deliberately throws his/her glove and touches a fair ball. The ball is in play and the batter may advance to home plate at his/her peril.
- d) Two (2) bases, if a fielder deliberately touches a thrown ball with his/her cap, mask or any other part of their uniform detached from its proper place on the person. The ball is in play.
- e) Two (2) bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play.
- f) Two (2) bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence; scoreboard, shrubbery, or vines.
- g) Two (2) 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 same 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.

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

- h) One (1) base, if a ball, pitched to the batter goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead.
- i) One (1) base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

**7.06** - Any runner is out when:

- a) He/She runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference with a fielder fielding a batted ball.
- b) He/She intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball.

**NOTE:** *A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.*

- c) He/She is tagged, when the ball is live, while off a base.

**EXCEPTION:** *A batter-runner cannot be tagged out after overrunning or over sliding first base if the runner returns immediately to the base. One (1) step in the direction of second base enables a fielder to tag out the runner on the overrun at first base.*

- 1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.
- 2) If a base is dislodged from its position during the play, any following runner on the same play shall be considered as touching or occupying the base, if in the umpire's judgment, the following runners touch or occupy the point marked by the dislodged bag.
- d) He/She fails to retouch the base after a fair or foul fly ball is legally caught, before that runner or the base is tagged by a fielder.
  - 1) In the 4<sup>th</sup> Grade League, runners may advance after properly "tagging up." Any runner shall be called out, on appeal when he/she fails to retouch his original base after a ball is legally caught.
  - 2) In the 3<sup>rd</sup> Grade League, "tagging up" is not allowed. If the ball is caught, no runner can advance and the ball is dead.
- e) He/She fails to reach the next base before a fielder tags the runner or the base, after the runner 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 as soon as the runner touches the base to which he/she is forced to advance. If the runner over slides or overruns the bag, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason the base he/she has last occupied, the force play is reinstated, and he/she can again be put out if the defense tags the base to which the runner is forced.
- f) He/She is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance.

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**NOTE:** *If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.*

- g) He/She attempts to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts.
- h) He/She passes a preceding runner before such runner is out.
- i) After he/she has acquired legal possession of a base, he/she 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.
- j) He/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.  
[NOTE: THIS IS A "SLIDE OR AVOID CONTACT" RULE; SHOULD BE ENFORCED AS SUCH]
- k) He/she maliciously runs into a fielder who has the ball. To avoid injury, the base runner should attempt to slide or avoid being tagged; but if he/she, upon seeing the catcher or another infielder who is waiting with the ball, remains on his/her feet and deliberately crashes into the defensive player hoping to jar the ball loose, the umpire shall declare the runner out and eject the runner from the game.
- l) With the ball in play, while advancing or returning to a base, he/she fails to touch each base in order before his/her base is tagged.

**NOTES:**

- 1) *No runner may return to touch a missed base after a following runner has scored.*
  - 2) *When the ball is dead no runner may return to touch a missed base, or once the runner left after he/she advanced to and touched a base beyond the missed base.*
  - m) In running or sliding for home base, he/she fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his/her hand when touching home base.
  - n) If attempting a Headfirst Slide into any base, except while returning back to a base.
- 7.07 - RUNNER LEAVING BASE TOO SOON:** When a pitcher is in contact with the pitcher's plate and the ball is in his/her possession and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and reached the batter. The violation by one base runner shall affect all other base runners.

- a) When a base runner leaves his/her base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If the runner reaches the next base safely, to which he/she is advancing, the umpire then calls "Time" and the runner must be returned to the base previously occupied before the pitch is made with no out resulting.
- b) When any base runner leaves his/her base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the umpire-in-chief shall:
  - 1) Determine the value of the hit ball and have the batter-runner occupy that base.
  - 2) Move any runner or runners back to the base they occupied before the batter-runner got on base. If the batter-runner is occupying the base held by a runner that runner

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must then occupy the base immediately beyond the batter-runner. EXAMPLE: If the batter-runner, in the judgment of the umpire, got on base with a clean single or double, the umpire shall back up the preceding runner or runners to the base or bases they occupied before the hit, or, if a base is now occupied by the batter-runner, the runner or runners shall occupy the base or bases immediately beyond the base occupied by the batter-runner.

- c) If the batter gets on base due to an error, in no event, under this Rule, can he/she occupy any base but first base.
- d) If the batter gets on base due to a clean single, or double, and advances an additional base or bases due to errors by the defensive team, the umpire shall place the batter-runner on the base he/she earned from the clean hit, not the base he/she ended up on due to defensive errors.

*NOTE: The key point of this rule in determining the placement of runners is that the batter, once reaching a base safely on a hit or an error, cannot be penalized for the act of a base runner. The batter-runner must be assigned the base he/she earned and all runners must be backed up to the base they occupied before the ball was hit, or, if that base is now occupied by the batter-runner, to the next immediate base.*

- e) In the event the batter hits a home run or triple all runners on base will be allowed to score.
- f) When any base runner leaves his/her base before the pitched ball has reached the batter and the batter BUNTS (4<sup>th</sup> Grade Minor League only) or hits a ball WITHIN THE INFIELD no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one he/she occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.
- g) If bases are full and any runner leaves too soon, and the batter receives a base on balls or is hit by a pitch, each runner will advance one base and a run will score.

**7.08 - STEALING BASES:** A runner may attempt to steal a base subject to limitations on leading noted above in section 7.07 as follows:

- a) Minor League 3rd Grade: A base runner on second base may attempt to steal third. If the throw to third base is misplayed, the runner may not advance to home. A runner on first base may not steal second base.
- b) Minor League 4th Grade: A runner on first base may attempt to steal second base. If the ball is misplayed on the throw to second base, the runner, at his own risk, can attempt to advance to third base. A runner on first base may attempt to steal second base on a misplayed throw from the catcher to the pitcher. A runner on second base may attempt to steal third base. If the throw to third base is misplayed, the runner cannot advance to home.

### **8.00 - THE PITCHER**

**8.01 - LEGAL PITCHING DELIVERY.** There are two (2) legal pitching Positions: the Windup Position and the Set Position. Either position may be used at any time. Pitchers shall take signals from the catcher while standing on the pitcher's plate.

- a) **THE WINDUP POSITION.** The pitcher shall stand facing the batter, any part of his/her pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the

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other foot free. From this position any natural movement associated with his/her delivery of the ball to the batter commits the pitcher to the pitch without interruption or alteration. He/she shall not raise either foot from the ground, except that in his/her actual delivery of the ball to the batter, he/she may take one step backward and one step forward with the free foot. When a pitcher holds the ball with both hands in front of his/her body, with his/her pivot foot in contact with the Pitcher's plate, and his/her other foot free, the pitcher will be considered in the Windup Position.

**NOTE:** *In the Windup Position, a pitcher is permitted to have his/her "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.*

- b) **THE SET POSITION.** Set positions shall be indicated by the pitcher by he/she standing facing the batter with any part of the pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, holding the ball with both hands in front of the body and coming to a complete stop. 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 his/her 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, he/she shall come to the Set Position before delivering the ball to the batter. After assuming Set position, any natural motion associated with the pitcher's delivery of the ball to the batter commits the pitcher to pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his/her side; from this position the pitcher shall go to his/her set position without interruption and in one continuous motion.

### **8.02 - PITCHER RESTRICTIONS:**

- a) The pitcher shall not:
- 1) Bring his/her pitching hand in contact with the lips.
  - 2) Apply a foreign substance of any kind to the ball.
  - 3) Expectorate on the ball, either hand or his/her glove.
  - 4) Rub the ball on his/her glove, person or clothing.
  - 5) Deface the ball in any manner.
  - 6) Deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course is allowed to rub the ball between his/her bare hands.
- PENALTY:** *For violation of this part of the rule the umpires shall immediately remove the ball from play 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.*
- b) The pitcher shall not deliver a "quick" return pitch. **PENALTY:** *Pitch called a ball.*
- c) The pitcher shall not throw any kind of breaking ball including but not limited to a curveball, slider, slurve, forkball, split finger, screwball, knuckle ball, and knuckle curve. **PENALTY:** *If a pitcher throws a breaking ball the pitch shall be called a ball no matter its location or if the batter swings and misses. If the batter swings and hits the ball, the ball is live and in play.*
- d) The pitcher shall not 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.



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

- e) The pitcher shall not intentionally pitch at the batter. **PENALTY:** *If, in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the coach 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.*

**8.03** - When a pitcher takes his/her position at the beginning of each inning, he/she shall be permitted up to eight (8) warm-up pitches to the catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow the new pitcher as many pitches as the umpire deems necessary.

**8.04** - When the bases are unoccupied, the pitcher shall deliver the ball to the batter within twenty (20) seconds after receiving 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 his/her position on the rubber promptly.*

**8.05** - Visit of the coach to the pitcher during game play will be subject to the following restriction:

- a) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal.
- b) The coach is prohibited from making a second (2nd) visit while the same batter is at bat.

**8.06** - 3<sup>rd</sup> GRADE MINOR LEAGUE ONLY: If a pitcher allows four (4) consecutive walks in any one inning the pitcher shall be removed as pitcher for the remainder of the game.

### 9.00 – INTERFERENCE AND OBSTRUCTION

#### 9.01 – INTERFERENCE

- a) OFFENSIVE INTERFERENCE is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or 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.
- b) DEFENSIVE INTERFERENCE is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- c) UMPIRE'S INTERFERENCE occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.
- d) SPECTATOR INTERFERENCE occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball. On any interference the ball is dead.

**9.02** - It is interference by a batter or runner when:

- a) After a third strike he/she hinders the catcher in his/her attempt to field the ball.
- b) After hitting or bunting a fair ball, his/her bat 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

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ball rolls against the bat in fair territory and, in the umpire's judgment, there was no attempt to interfere with the course of the ball, the ball is alive and in play.

- c) He/she intentionally deflects the course of the ball in any manner.
- d) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates.
- e) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his/her teammate.
- f) If, in the judgment of the umpire, a runner willfully interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious attempt 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 of where the double play may have been possible. In no event may bases be run or runs scored because of such action by the runner.
- g) If, in the judgment of the umpire, a batter-runner willfully interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious attempt 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 of where the double play may have been possible. In no event shall bases be run because of such interference.
- h) In the judgment of the umpire, the base coach at first or third base, by touching or holding the runner, physically assist him/her in returning to or leaving third base or first base.
- i) With a runner on third base, the base coach leaves his/her box and acts in any manner to draw a throw by a fielder.
- j) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he/she 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.
- k) He/she 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 ball.
- l) A fair ball touches him/her in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of him/her, or touches the runner after being 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 the ball passed through, or by, the infielder, and that no other infielder had the chance to make the play on the ball. If, in the judgment of the umpire, the runner deliberately or intentionally kicks such a batted ball on which the fielder has missed such a play, then the runner shall be called out for interference.

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**9.03** - Any runner is out when he/she intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball. Any runner is out if during a close play at a base the runner fails to slide and in so doing makes contact with the fielder causing the fielder to drop the ball. As per [Rule 7.06 k](#)), if in the umpire's judgment the runner intentionally runs into a fielder for the purpose of dislodging the ball, the runner shall be ejected from the game. **PENALTY:** *The runner is out and the ball is dead.*

**9.04** - A batter is out for illegal action when he/she interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. **EXCEPTION:** *Batter is not out if any runner attempting to advance is put out.*

**9.05** - The players, coaches or any member of an offensive team shall fail to 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.*

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

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

- a) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base (runners return).
- b) A fair ball touches a runner or umpire in fair territory before it touches an infielder including a pitcher, or touches an umpire before it has passed an infielder other than the pitcher (runner hit by fair batted ball is out).

**NOTE:** *If a fair ball goes through, or by, an infielder, and 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.*

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

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

**9.09** - The batter becomes a runner and is entitled to first base without liability to be put out (provided he/she advances to and touches first base) when:

- a) The catcher or any fielder, interferes with him. If a play follows the interference, the coach of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.
- b) A fair ball touches an umpire or a runner in fair territory before touching a fielder.

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

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**9.10 - 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.

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

**Rule 9.10(a) Comment:** *When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.*

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

**Rule 9.10(b) Comment:** *When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.*

**NOTE 1:** *If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.*

**NOTE 2:** *The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.*

**9.11 -** 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. The catcher shall be positioned directly in back of the plate. The catcher may leave his/her 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** (if a catcher violates the above provisions for an intentional base on balls):  
*Illegal pitch – ball called on the batter.*

**9.12 -** If there is a runner, or runners, it is an illegal pitch when:

- a) The pitcher makes a quick pitch;

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***NOTE:** Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box;*

- b) The pitcher delivers the ball to the batter while not facing the batter;
- c) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate; or
- d) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

***NOTE:** There is no balk in the Minor League. Illegal pitch – a ball called on the batter.*

**9.13** - If a pitcher makes an ILLEGAL PITCH with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, error, base on balls, hit batter or otherwise.

### 10.00 - DEFINITION OF TERMS

**ADJUDGED** is a judgment decision by the umpire.

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

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

**BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter.

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

**BASE COACH** is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners. ***NOTE:** A player may be a base coach in the Minor League, but must wear a helmet when in position.*

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

**BATTER** is an offensive player taking position in the batter box. **BATTER-RUNNER** is a term that identifies the offensive player who has just finished his/her time at bat until he/she is put out or until the play on which he/she became a runner ends.

**BATTER'S BOX** is the area within which the batter must stand during his/her time at bat.

**BATTERY** is the pitcher and catcher.

**BENCH OR DUGOUT** is the seating facilities reserved for players, substitutes and coaches when they are not actively engaged on the playing field.

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

**CALLED GAME** is one which, for any reason, the umpire terminates.

**CATCH** is the act of a fielder in getting secure possession in his/her hand or glove of a ball in flight and firmly holding it before it touches the ground, providing he/she does not use his/her cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his/her contact with the ball, the fielder collides with a player, or 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 is then caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he/she has

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complete control of the ball and that his/her release of the ball is voluntary and intentional.

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

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

**COACH** is a person appointed by the president to be responsible for the team's actions on the field and to represent the team in communications with the umpire and the opposing team.

- a) The coach shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.
- b) If a coach leaves the field, he/she shall designate an assistant coach as his/her substitute and such substitute coach shall have the duties, rights and responsibilities of the coach.

**DEAD BALL** is a ball out of play because of a legally created temporary suspension of play. **DEFENSE OR DEFENSIVE** is the team or player of the team in the field.

**DESIGNATED TRAVEL PITCHER (DTP)** is one of five pitchers that are designated as such by the Head SJBS Travel Coach for each grade beginning in third grade. A DTP is subject to the restrictions as outlined in REGULATION V. DTP's will be designated in advance of the Recreation League Player Draft and clearly identified as DTP's during each draft.

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

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

- a) A force double play is one in which both putouts are force plays.
- b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. ***EXAMPLE 1:** Runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play).*  
***EXAMPLE 2:** Bases loaded; none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).*

**FAIR BALL** is a batted ball that settles on fair ground between home and first/third base or that is on or over fair territory when bounding to the outfield past first or third base or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. ***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 he/she touches the ball.*

**FAIR TERRITORY** is that part of the playing field within, and including the first and third base lines, from home plate 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.

**FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit

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attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

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

**FORCE PLAY** is a play in which a runner legally loses his/her right to occupy a base by reason of the batter becoming a runner.

**FORFEITED GAME** is a game declared ended by the umpire in accordance with the League Rules or Regulations or subsequently by the League Board of Directors in favor of the offended team by a score of 1 to 0.

**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 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 he/she touches the ball.*

**FOUL TERRITORY** is that part of the playing field outside of the first and third base lines extending to the fence and perpendicular upwards.

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

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

**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. The Home Team will occupy the first base dugout.

**ILLEGAL OR ILLEGALLY** is contrary to these rules.

**ILLEGAL PITCH** is:

- 1) A pitch delivered to the batter when the pitcher does not have his/her pivot foot in contact with the pitcher's plate;
- 2) When the pitcher delivers the pitch with foreign substance applied to the ball. Rosin can be applied to the hand; or
- 3) A quick return pitch.

**ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

**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 who stations himself/herself in the infield on the play shall be considered infielders for the purpose of this rule.

- 1) 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 base lines, the umpire shall declare "Infield Fly If Fair."

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- 2) 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 1:** 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.*

***NOTE 2:** The Infield Fly Rule is not applicable in the Minor Leagues.*

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

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

**INNING** is that portion of a game within which the teams alternate on offense or defense and in which there are three outs 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.

**INTERFERENCE:** See [Rule 9.00](#).

**LEAGUE WEEK** shall start on Sunday and end on Saturday.

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

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

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

**NOCSAE – National Operating Committee on Standards for Athletic Equipment:**

Since its inception in 1969, NOCSAE has been a leading force in the effort to improve athletic equipment and as a result, reduce injuries. Some of the efforts of NOCSAE include the development of Test Standards for baseball/softball batting helmets, baseballs and softballs. NOCSAE research efforts have also led to a better understanding of the mechanism and tolerance of head and neck injuries and more knowledge concerning the design and structure of helmets and face masks. See <http://www.nocsae.org/index.html> for more information of NOCSAE standards.

**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. See [Rule 9.10](#). **OFFENSE** is the team or any player of the team, at bat. **OFFICIAL RULES** are the Official Playing Rules of the League.

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

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

**OVERSLIDE** is the act of an offensive player when his/her slide to a base, other than when advancing from home to first base, is with such momentum that the runner loses contact with the base.

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

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

**PITCH** is a ball delivered to the batter by the pitcher.

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

**DAY(S) REST LIMIT** is the number of days of required rest for any SJBS League sponsored recreation or travel league pitcher. The pitcher recovery day commences at



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12:01am on the day following the day the game when the pitches were thrown. The pitcher recovery day's duration is 24 hours.

**PIVOT FOOT** is the pitcher's foot that is in contact with the pitcher's plate as the pitch is delivered.

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

**QUICK RETURN / QUICK PITCH** is a pitch made with obvious intent to catch a batter off balance. See [Rule 8.02](#). PENALTY: The umpire shall declare the "Quick Pitch" a ball.

**REGULAR SEASON** shall be the period of time during which League officially scheduled or approved games are being played, except that it shall not include playoff or championship games unless specifically noted.

**REGULATION GAME.** See Rule [4.08](#).

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

**RUN** 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.

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

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

**"SAFE"** is a declaration by an umpire that the runner is entitled to the base for which he/she is trying.

**SET POSITION** is one of the two legal pitching positions.

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

**STRIKE** is a legal pitch that 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 by the batter when he/she has less than two (2) strikes.
- 4) Is bunted foul (batter is out and ball is dead if the batter bunts foul on a third strike).
- 5) Touches the batter's person as he/she strikes at it (dead ball).
- 6) Touches the bat in flight in the strike zone.
- 7) Becomes a foul tip (ball is alive and in play).

**STRIKE ZONE** is that space over home plate that is between the batter's arm pits 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 he/she swings at a pitch.

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

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

**TIE GAME** is when each team has the same number of runs. See Rules [4.08](#) and [4.09](#).

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

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

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**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.

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

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

### 11.00 - THE UMPIRE

#### 11.01 –

- a) The League shall appoint one or more umpires to officiate at each -Regular Season game. The League shall appoint one carded umpire to be the home plate umpire and, to the extent possible, a second field umpire (either carded or not carded) at each Playoff and Championship Game. The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.
- 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 or League officer to do or refrain from doing anything that affects the administering of these rules, and to enforce the prescribed penalties.
- c) Each umpire has authority to rule on any point not specifically covered by these rules.
- d) Each umpire has authority to disqualify any player, coach or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- e) Each umpire has authority at his/her discretion to eject from the playing field:
  - 1) Any person whose duties permit his/her presence on the field, such as photographer, newsmen, etc.
  - 2) Any spectator or other person not authorized to be on the playing field.

#### 11.02 –

- a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is four or fair, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. No player, coach or substitute shall object to any such judgment decisions.
- b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the coach may appeal the decision and ask for a review of the questioned interpretation. **SUCH APPEAL SHALL BE MADE ONLY TO THE UMPIRE WHO MADE THE PROTESTED DECISION.**
- c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. **NO UMPIRE SHALL CRITICIZE, SEEK TO REVERSE OR INTERFERE WITH ANOTHER UMPIRE'S DECISION UNLESS ASKED TO DO SO BY THE UMPIRE MAKING IT.**

**NOTE:** *This rule does not apply where an adult umpire is teamed with a child umpire. In that case the adult umpire may overrule the child umpire.*

- d) No umpire may be replaced during a game unless injured or becomes ill.
- e) Once an umpire begins a game behind home base, that umpire should complete the game in that position and not switch off with another umpire to the base calling position.

**11.03** - If there is only one umpire, he/she shall have complete jurisdiction in administering the rules. He/she may take any position on the playing field that will best enable discharging

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his/her duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

### **11.04 –**

- a) The plate umpire shall stand behind the catcher. His/her duties shall be to:
  - 1) Take full charge of, and be responsible for, the proper conduct of the game.
  - 2) Call and count balls and strikes.
  - 3) Call and declare fair balls and fouls except those commonly called by field umpires.
  - 4) Make all decisions on the batter.
  - 5) Make all decisions except for those commonly reserved for the field umpire.
  - 6) Decide when a game shall be forfeited.
  - 7) If a time limit has been set, announce the fact and the time set before the game starts, all other regularly scheduled games with time limitations shall be in accord with [Rule 4.10](#). The plate umpire's time piece is the official time for purposes of any game.
  - 8) Go over the ground rules with coaches before the start of any game. Announce any special ground rules, at his/her discretion.
- b) A field umpire may take any position on the playing field he/she thinks best suited to make impending decisions on the bases. His/her duties shall be to:
  - 1) Make all the decisions on the bases except those specifically reserved to the home plate umpire.
  - 2) Take concurrent jurisdiction with the plate umpire in calling "Time", illegal pitches, or defacement or discoloration of the ball by any player.
  - 3) Aid the home plate umpire in every manner in enforcing the rules, and except for the power to forfeit the game, shall have equal authority with the plate umpire in administering and enforcing the rules and maintaining discipline.
- c) If different decisions are made on one play by different umpires, the adult umpire shall call all the umpires into consultation with no coach or player present. In consultation, the adult umpire shall determine which umpire was in the best position to make the call and determine the proper call. Among adult umpires, the home plate umpire shall determine the proper call.

### **11.05 –**

- a) The umpire shall report to the League President within twenty-four (24) hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any coach, or player, and the reason therefore.
- b) When any 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 President within twenty-four hours after the end of the game.
- c) After receiving the umpire's report that a coach or player has been disqualified, the League President shall require such coach or player to appear before at least three (3) members of the Board of Directors to explain his/her conduct. In the case of a player, his/her coach shall appear with him/her in the capacity of an advisor. The members of the League Board of Directors present at the meeting shall impose such penalty as they feel is justified. The decision is final and there shall be no appeal regarding any decision made.

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**11.06** - Either umpire shall call the game when in his/her judgment weather, darkness, or similar conditions make immediate further play impossible.

### **12.00 - GROUND RULES**

#### **12.01** –

a) All FIELDS: Any pitched ball that gets caught under or goes through the backstop is a dead ball and there will be no advancement on the bases.

*NOTE: A throw in from outfield for a play at the plate would result in runner advancing to home plate being safe and all other base runners advancing one base from the last base touched when the ball became dead.*

b) Any ball that is hit or thrown outside the white lines that extend from the dugout fences or the backstop is a dead ball. A fielder may reach over these out-of bounds lines to make a catch but both feet must be inside (not on) such lines to be considered a legal catch.

*NOTE: The absence of a visible line does not void this rule. The umpire's judgment as to the location of the line shall be the determining factor.*

c) On overthrows to first or third, the runners are awarded the base they were running to plus one additional base provided the ball in being overthrown goes out of bounds.

d) Under no circumstances shall a batter-runner advance beyond second base on a ball thrown out-of-bounds.

**12.02 - OTHER GROUND RULES:** Unless otherwise noted, ground rules shall be determined by the plate umpire prior to the start of a game. It is recommended that the plate umpire cover the ground rules prior to the start of the game. Failure of the plate umpire to review ground rules does not void any subsequent ground rule decision he/she might make unless it is contrary to established League rules.