

OMAHA LEAGUE

7TH, 8TH & 9TH GRADES

OFFICIAL REGULATIONS & PLAYING RULES



SUMMIT, N.J. JUNIOR BASEBALL LEAGUE, INC.
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Table of Contents

QUICK REFERENCE GUIDE--REGULATIONS	3
QUICK REFERENCE GUIDE—OFFICIAL PLAYING RULES	4
REGULATIONS	5
I. THE LEAGUE	5
II. THE TEAMS	5
III. PLAYERS	5
IV. SELECTION OF PLAYERS	7
V. PITCHERS	7
VI. SCHEDULES	10
VII. PLAYOFF and CHAMPIONSHIP GAMES/PRE & POST SEASON GAMES	10
VIII. PARTICIPATION IN OTHER BASEBALL LEAGUES & PROGRAMS	10
IX. FIELD DECORUM	10
X. USE OF LEAGUE UNIFORM AND EMBLEM	11
XI. POST GAME PROCEDURES	11
OFFICIAL PLAYING RULES	12
1.00 THE PLAYING FIELD	12
2.00 GAME UNIFORMS AND EQUIPMENT	16
3.00 - GAME PRELIMINARIES	20
4.00 - GENERAL GAME RULES	21
5.00 - STARTING & PLAYING THE GAME	26
6.00 - THE BATTER	29
7.00 - THE RUNNER	35
8.00 - THE PITCHER	42
9.00 – INTERFERENCE & OBSTRUCTION	47
10.00 - DEFINITION OF TERMS	49
11.00 - THE UMPIRE	56
12.00 - GROUND RULES	59

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)
- Subject to the timing of the tryouts for the Summit High School Baseball team and the Omaha League draft, no player who makes a Summit High School Baseball team can register for the Omaha League
- Upon coach recommendation, player may be removed from a team for not attending 75% of practices and 2 consecutive games, or a total of 3 games
- 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:

- Pitch Count:
Age/Grade:

12 –15 Years old / 7th, 8th & 9th Grades

	Opening Day	
Pitch Limit per Day and per Game ("Maximum Pitch Count"):	<u>Thru Spring Break</u>	<u>Rest of Season</u>
Pitch Limit per Week:	70 Pitches	85 Pitches
Day(s) Rest Limit:	140 Pitches	170 Pitches
1-26 Pitches thrown in a day:	0 Day(s) Recovery	
27-40 Pitches thrown in a day:	1 Day(s) Recovery	
41-53 Pitches thrown in a day:	2 Day(s) Recovery	
54-69 Pitches thrown in a day:	3 Day(s) Recovery	
70-85 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 their 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 the 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:

Day(s) Rest Limit	Last Batter Declaration	
	No Later Than Just After Pitch #	Day(s) Recovery
26	23	0
40	37	1
53	50	2
69	66	3
85	82	4

Quick Reference Guide – Regulations

Refer to Official Playing Rules Section for Complete Explanations

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 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).
- 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 90 feet apart
- **Pitching plate:** is 60 feet from the home plate side of the rubber to the apex at the rear of home plate.
- **Batter's box:** is 4 feet by 6 feet and 6 inches from home plate.

Rule 2.00 Game Uniforms and Equipment:

- **Bat Specifications:** The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. **Only composite barrel bats certified and marked BBCOR .50 will be allowed.**
- Jewelry of any kind cannot be worn by any player during a practice or a game.
- Use of a NOCSAE-approved helmet by the batter, on deck batter, and all base runners is mandatory during practice, as well as during games.

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. If the eligible coaches are unable to reach a joint decision to postpone in the allotted time, the plate umpire shall make the decision.
- Once a game starts the decision to postpone rests solely with the plate umpire.
- 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:

4.01 –

- 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 1 game in applicable league standings.

4.03 – Regulation Games are defined for the Omaha League.

4.06 – Point System for wins, losses and ties is defined.

4.07 – Forfeits are addressed and consequences are outlined.

4.09 – Protesting Game – Can only file a protest due to a violation of a playing rule (not a violation of a League Regulation).

4.12 – Mercy Rule

Rule 6.00 The Batter:

6.05 – Infield Fly Rule

6.06 – A batter is out for use of an illegal bat (see additional penalty provisions for use of an illegal bat under this rule)

6.09 – Dropped Third Strike rule

Rule 7.00 The Runner:

7.07 –

- A runner is out and shall be ejected if he/she maliciously runs into a fielder who has the ball.
- A runner is out if attempting a head first slide except while returning to a base to avoid a pick-off.
- No player is allowed to attempt a straight steal of home. The runner on third is not allowed to attempt to steal home from the point the pitcher begins his/her windup until the ball reaches home plate. The runner on third is allowed to attempt to score at any other time permitted under the rules of baseball including on any passed ball or wild pitch, on any return throw from catcher to pitcher or on any other throw from any player to any base. Note that attempting a "suicide squeeze" is still permitted.

Rule 8.00 The Pitcher:

6.02 – Pitcher Restrictions addressed

6.06 – Balks are defined

Rule 10.00 Definition of Terms:

Quick Reference Guide – Playing Rules

Refer to Official Playing Rules Section for Complete Explanations

- The Home Team will occupy the first base dugout.

Summit N.J. Junior Baseball League, Incorporated

Omaha 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.
 - 3) 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 age, grade and 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 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 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 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).

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

- 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:** Omaha League: 7th, 8th & 9th Grades
- 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 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 his/her sole discretion upon a showing of good cause. Such sanction or penalty shall be final, except that a penalty that removes a

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

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

- a) A draft system as approved by the League Board of Directors shall be used to select players for each team in the Omaha League. The League Director shall oversee the draft. The Coaches shall be invited to attend and participate in their respective League draft.
- b) The draft shall be held well in advance of the start of each season. The draft procedure may vary from year to year but shall incorporate the requirements of [Section II \(a\)](#).
- c) 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 League Director.
- d) 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.
- e) The only regular exception other than that stated in (e) 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.
- f) The League Director shall be responsible for identifying coaches and assistant coaches for each team prior to the start of the Regular Season. The League Director 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.
- g) 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.

V. PITCHERS

Pitch Count:

Age/Grade: 12 – 15 Years old / 7th, 8th, & 9th Grades

	<u>Opening Day</u>	<u>Rest of Season</u>
	<u>Thru Spring Break</u>	
Pitch Limit per Day and Game (“Maximum Pitch Count”):	70 Pitches	85 Pitches
Pitch Limit per Week:	140 Pitches	170 Pitches

Day(s) Rest Limit:

1-26 Pitches thrown in a day: 0 Day(s) Recovery

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

27-40 Pitches thrown in a day:	1 Day(s) Recovery
41-53 Pitches thrown in a day	2 Day(s) Recovery
54-69 Pitches thrown in a day	3 Day(s) Recovery
70-85 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:

Day(s) Rest Limit	Last Batter Declaration No Later Than Just After Pitch #	Day(s) Recover y
26	23	0
40	37	1
53	50	2
69	66	3
85	82	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 pitcher who throws 50 pitches on Saturday is not eligible to pitch until Wednesday even though the league pitching week begins again on Sunday.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

- 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 in a particular age level, the head travel coaches will be limited to three (3) Designated Travel Pitchers.
- 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. In other words, DTP's 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 4th & 5th ranked DTP's who may see less pitching time on their travel teams.

- h) If a DTP, on any Sunday, exceeds the number of pitches that requires a minimum of four (4) days rest, such DTP may not pitch on the following Sunday and may be used as a pitcher by his recreation coach in a manner that is otherwise consistent with these guidelines and the prescribed pitch count limits set forth above.
- 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:

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

- 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.
- 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:
 - i) A pitcher that pitches 41 or more pitches cannot catch in the same game
Note: "Last Batter" pitches do not count toward this total
 - ii) 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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

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 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 printed 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 an Omaha 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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - REGULATIONS

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 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 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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

OFFICIAL PLAYING RULES

1.00 THE PLAYING FIELD

1.01 – The field shall be laid out according to the instructions below, supplemented by Diagrams No. 1, No. 2 and No. 3 on adjoining pages.

The infield shall be a 90-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be 250 feet or more. A minimum distance of 250 feet or more along the foul lines, and 300 feet or more to center field is preferable. The infield shall be graded so that the base lines and home plate are level. The pitcher's plate shall be 10 inches above the level of home plate. The degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot, and such degree of slope shall be uniform. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

It is desirable that the line from home base through the pitchers plate to second base shall run East- Northeast. It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 60 feet or more. See Diagram 1.

When location of home base is determined, with a steel tape measure 127 feet, 3 3/8 inches in desired direction to establish second base; from home base, measure 90 feet toward first base; from second base, measure 90 feet toward first base; the intersection of these lines establishes first base. From home base, measure 90 feet toward third base; from second base, measure 90 feet toward third base; the intersection of these lines establishes third base. The distance between first base and third base is 127 feet, 3 3/8 inches. All measurements from home base shall be taken from the point where the first and third base lines intersect.

The catcher's box, the batters' boxes, the coaches' boxes, the three-foot first base lines and the next batter's boxes shall be laid out as shown in Diagrams 1 and 2.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with paint or non-toxic and non-burning chalk or other white material.

The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory and SJBS shall determine the size and shape of the grassed and bare areas of its playing field.

1.02 - Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8½ inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate, and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface. (See drawing D in Diagram 2.)

1.03 - First, second and third bases shall be marked by white canvas or rubber-covered bags, securely attached to the ground as indicated in Diagram 2. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags shall be 15 inches square, not less than three nor more than five inches thick, and filled with soft material.

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Omaha League - OFFICIAL PLAYING RULES

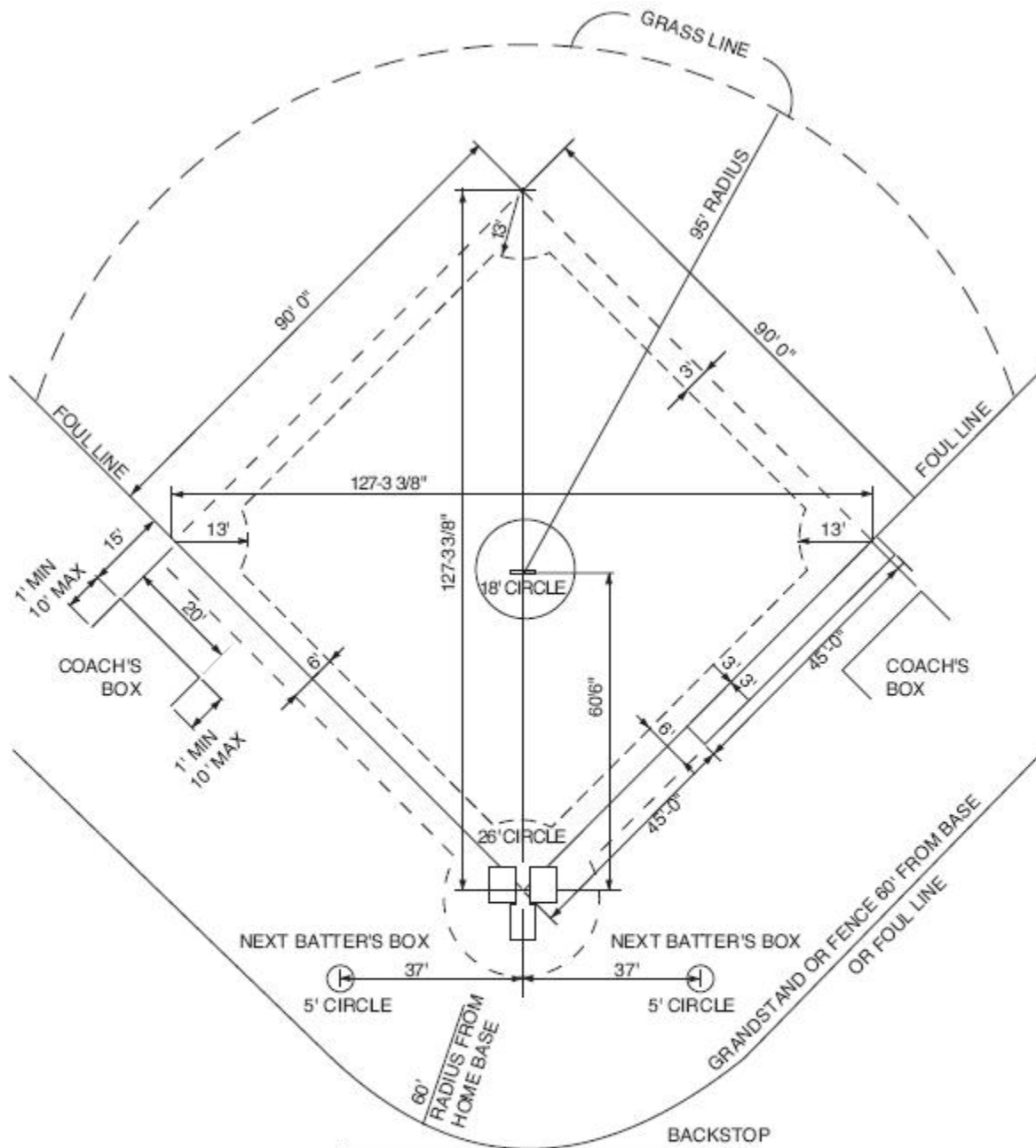


DIAGRAM NO. 1

LEGEND

- BATTER'S BOX, CATCHER'S BOX, FOUL LINE, PITCHER'S PLATE, COACH'S BOX
- NEXT BATTER'S BOX
- - - - BASE LINES
- - - - GRASS LINES

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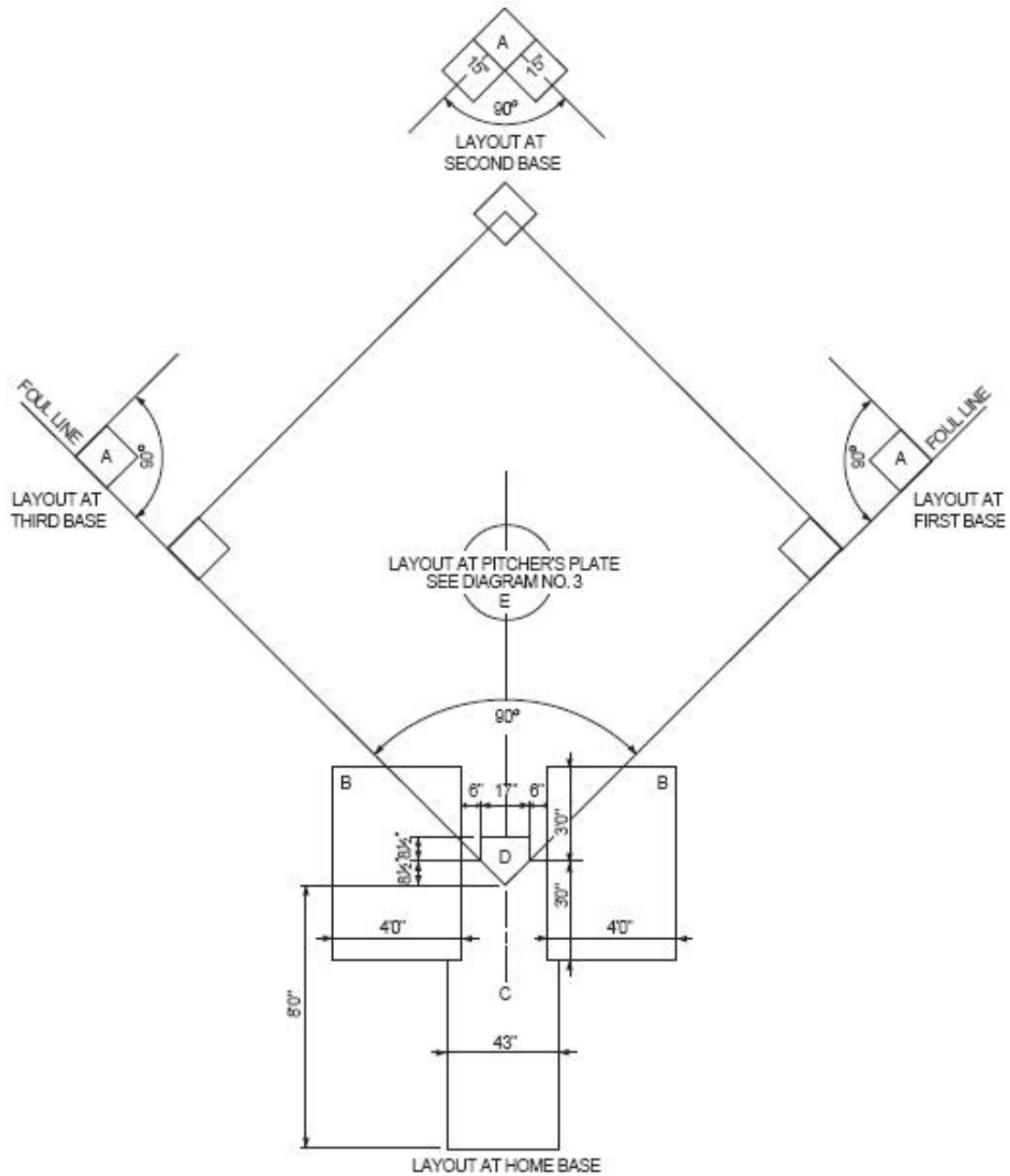


DIAGRAM NO. 2

LEGEND

- A 1st, 2nd, 3rd BASES
- B BATTER'S BOX
- C CATCHER'S BOX
- D HOME BASE
- E PITCHER'S PLATE

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Suggested Layout of Pitching Mound

This Diagram No. 3 supplements and, in cases of difference, supersedes Diagram No. 2.

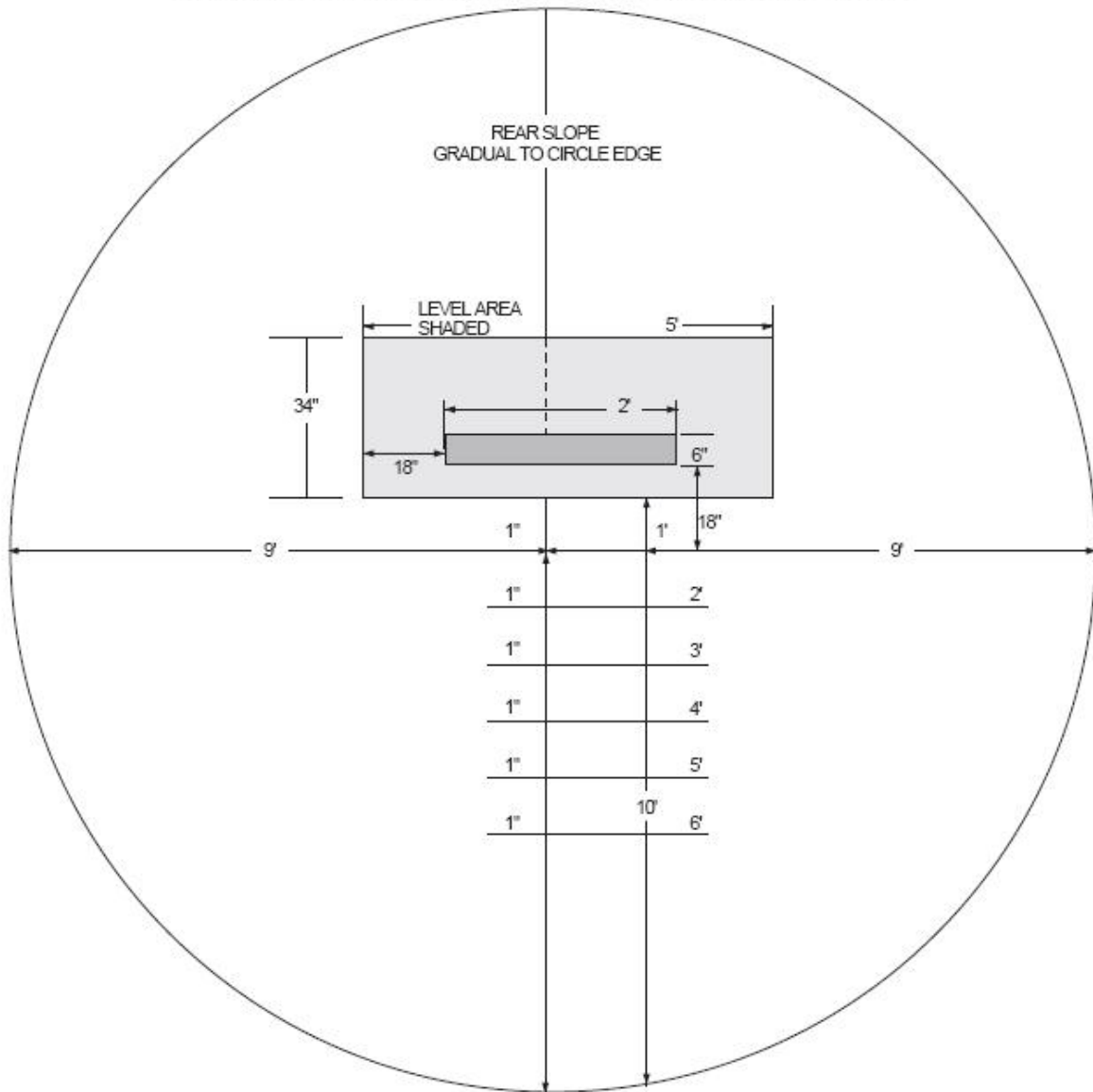


DIAGRAM NO. 3

Pitching Mound: An 18' diameter circle, center of which is 59' from back of home plate.

Locate front edge of rubber 18" behind center of mound.

Front edge of rubber to back point of home plate, 60'6".

Slope starts 6" from front edge of rubber.

The degree of slope from a starting point 6" in front of the pitcher's plate to a point 6" toward home plate shall be 1" to 1', and such degree of slope shall be uniform.

Level area surrounding rubber should be 6" in front of rubber, 18" to each side and 22" to rear of rubber. Total level area 5' x 34".

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

1.04 - The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown in Diagrams 1 and 2, so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 60 feet, 6 inches.

1.05 - The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two strips of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five, nor more than 5¼ ounces avoirdupois and measure not less than nine, nor more than 9¼ inches in circumference.

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. An Illegal Bat is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard as set forth in this rule 2.02 for the Omaha League. An illegal bat must be removed. Any bat that has been altered shall be removed from play. Penalty – See [Rule – 6.06 \(d\)](#). The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. **Only composite barrel bats certified and marked BBCOR .50 will be allowed.**

Wood barrel bats conforming to the following specifications are allowed.

(a) The bat shall be a smooth, round stick not more than 2 5/8" in diameter at the thickest part and not more than 34 inches in length. The bat shall be one piece of solid wood.

(b) Cupped Bats. An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be free of right angles and may not contain any foreign substance.

(c) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance that extends past the 18-inch limitation shall cause the bat to be removed from the game.

NOTE: If pine tar extends past the 18-inch limitation, then the umpire, on his own initiative or if alerted by the opposing team, shall order the batter to use a different bat. The batter may use the bat later in the game only if the excess substance is removed. If no objections are raised prior to a bat's use, then a violation of (c) above on that play does not nullify any action or play on the field and no protests of such play shall be allowed.

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 – The catcher may wear a leather mitt not more than thirty-eight inches in circumference, nor more than fifteen and one-half inches from top to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

The space between the thumb section and the finger section of the mitt shall not exceed six inches at the top of the mitt and four inches at the base of the thumb crotch. The web shall measure not more than seven inches across the top or more than six inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a center piece of leather which may be an extension of the palm, connected to the mitt with lacing and constructed so that it will not exceed any of the above mentioned measurements.

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 leather glove or mitt not more than 14" long from top to bottom and not more than 8" wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed 4" at the top of the mitt and 3 ½" at the base of the thumb crotch. The mitt shall be constructed so that this space is permanently fixed and cannot be enlarged, extended, widened, or deepened by the use of any materials or process whatever. The web of the mitt shall measure not more than 5" from its top to the base of the thumb crotch. The web may be either a lacing, lacing through leather tunnels, or a center piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed the above mentioned measurements. The webbing shall not be constructed of wound or wrapped lacing or deepened to make a net type of trap. The glove may be of any weight.

2.06 – Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The measurements covering size of glove shall be made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of item being measured and follow all contours in the process. The glove shall not measure more than 12" from the tip of any one of the 4 fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than 7¾" wide, measured from the inside seam at base of first finger, along base of other fingers, to the outside edge of little finger edge of glove. The space or area between the thumb and first finger, called crotch, may be filled with leather webbing or back stop. The webbing may be constructed of two plies of standard leather to close the crotch area entirely, or it may be constructed of a series of tunnels made of leather, or a series of panels of leather, or of lacing leather thongs. The webbing may not be constructed of wound or wrapped lacing to make a net type of trap. When webbing is made to cover entire crotch area, the webbing can be constructed so as to be flexible. When constructed of a series of sections, they must be joined together. These sections may not be so constructed to allow depression to be developed by curvatures in the section sides. The webbing shall be made to control the size of the crotch opening. The crotch opening shall measure not more than 4½" at the top, not more than 5¾" deep, and shall be 3½" wide at its bottom. The opening of crotch shall not be more than 4½" at any point below its top. The webbing shall be secured at each side, and at top and bottom of crotch. The attachment is to be made with leather lacing, these connections to be secured. If they stretch or become loose, they shall be adjusted to their proper condition. The glove can be of any weight. See Diagram No. 4.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

2.07 - (a) The pitcher's glove may not, exclusive of piping, be white, gray, nor, in the judgment of an umpire, distracting in any manner. (b) No pitcher shall attach to his glove any foreign material of a color different from the glove. (c) The plate umpire shall cause a glove that violates Rules 2.07(a) or 2.07(b) to be removed from the game either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing coach that the plate umpire agrees has merit. (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 by the batter, on deck batter, and all base runners is mandatory during practice, as well as during games.

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 Omaha League - OFFICIAL PLAYING RULES

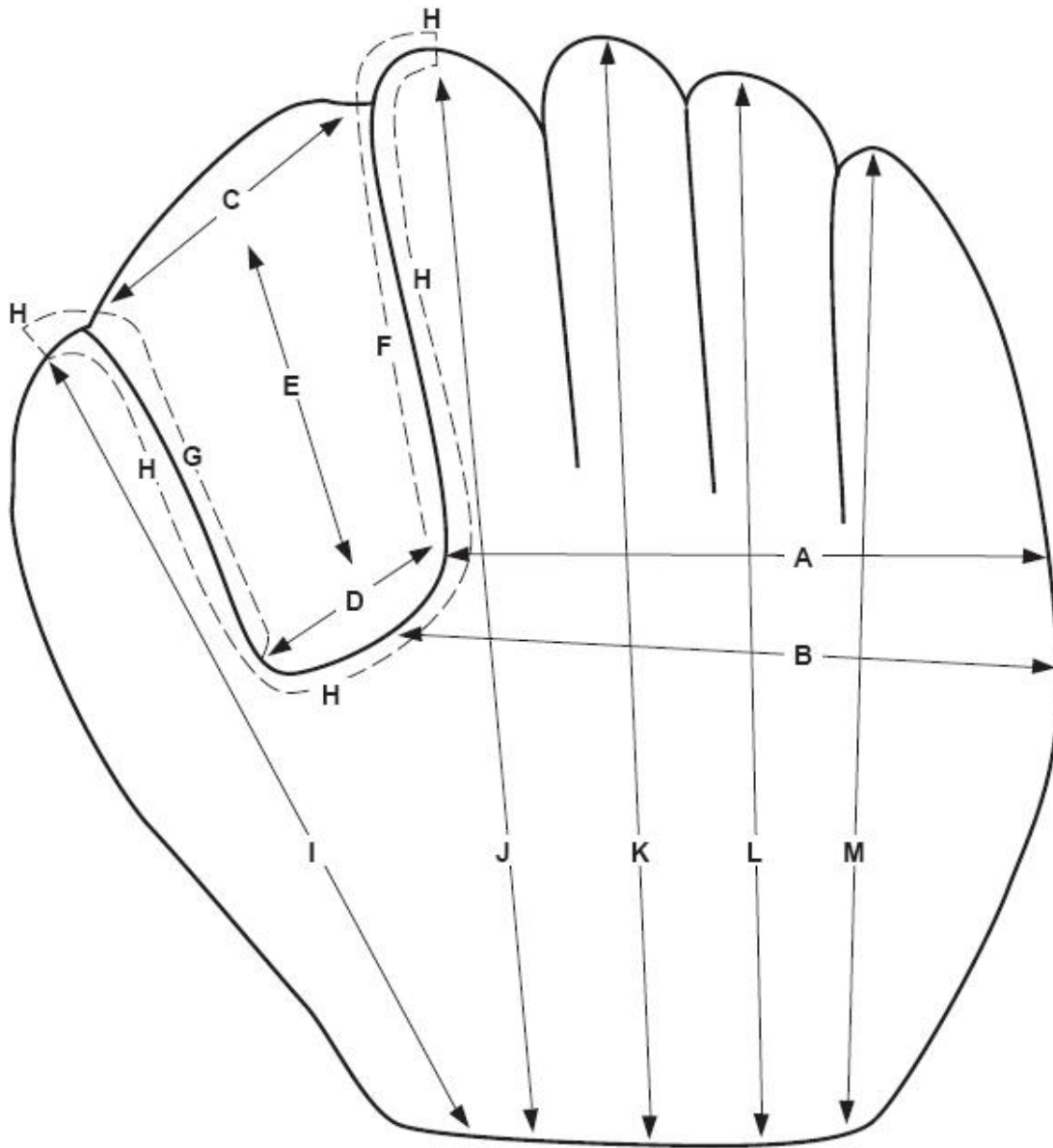


DIAGRAM NO. 4

- | | |
|---|--|
| (A) Palm width— $7\frac{3}{4}$ " | (H) Crotch seam— $13\frac{3}{4}$ " |
| (B) Palm width—8" | (I) Thumb top to bottom edge— $7\frac{3}{4}$ " |
| (C) Top opening of web— $4\frac{1}{2}$ "
(webbing not to be wider
than $4\frac{1}{2}$ " at any point) | (J) 1st finger top to bottom edge—12" |
| (D) Bottom opening of web— $3\frac{1}{2}$ " | (K) 2nd finger top to bottom edge— $11\frac{3}{4}$ " |
| (E) Web top to bottom— $5\frac{3}{4}$ " | (L) 3rd finger top to bottom edge— $10\frac{3}{4}$ " |
| (F) 1st finger crotch seam— $5\frac{1}{2}$ " | (M) 4th finger to bottom edge—9" |
| (G) Thumb crotch seam— $5\frac{1}{2}$ " | |

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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 9 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.
 - 4) If the eligible coaches are unable to reach a joint decision to postpone in the allotted time, the plate umpire shall make the decision.
 - 5) Once a game starts the decision to postpone rests solely with the plate umpire.
 - 6) If a coach and his/her team fails to show up at the field, and the other coach shows up and has at least 9 players at the field in the time noted above, that team shall be declared the winner by automatic forfeit. Should neither team have 9 eligible players at the field, both teams shall be charged with an automatic forfeit.
 - 7) The 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 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

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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 4.03](#) (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 the 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 pitches 85 pitches before the game is suspended and the games 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 4.03](#) (Regulation Games), the results of the game will be determined pursuant to [Rule 4.05](#).

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 - 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) There will be nine (9) defensive players on the field.
- c) 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.*

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- d) 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.
- e) Coaches are expected to anticipate games shortened by darkness, especially during the early part of the season.
- f) 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.
- g) 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), c), or d) 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 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 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.

4.02 – HOW A TEAM SCORES

- a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.
EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter-runner before he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because he failed to touch one of the bases.
- b) When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.
4.02(b) COMMENT: An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

PENALTY: *If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.*

APPROVED RULING 1: *No run shall score during a play in which the third out is made by the batter-runner before he touches first base. **EXAMPLE:** One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter-runner before he touched first base, Jones' run does not count.*

APPROVED RULING 2: *Following runners are not affected by an act of a preceding runner unless two are out. **EXAMPLE:** One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.*

APPROVED RULING 3: *Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.*

APPROVED RULING 4: *One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.*

APPROVED RULING 5: *Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts.*

Here is a general statement that covers:

When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

APPROVED RULING 6: *One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. Three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.*

4.03 - REGULATION GAMES

- a) A regulation game consists of seven (7) innings, unless extended because of a tie score, or shortened:
 - 1) Because the home team needs none of its half of the ninth inning or only a fraction of it, or
 - 2) Because the umpire calls the game.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- b) If the score is tied after seven (7) completed innings play shall continue until:
 - 1) The visiting team has scored more total runs than the home team at the end of a completed inning, or
 - 2) The home team scores the winning run in an uncompleted inning.
- c) If a game is called, it is a regulation game:
 - 1) If five (5) innings have been completed;
 - 2) If the home team has scored more runs than the visiting team in four and a half (4 ½) innings; or
 - 3) If the home team ties the game in the bottom of the fifth (5th) 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.

4.04 - SATURDAY GAME TIME LIMITATIONS

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. The next inning begins when the final out is recorded in the prior complete inning. For all evening games, league games shall not start a new inning within fifteen (15) minutes of the official sundown for that day as determined by the home plate umpire

NOTE: It is recommended that coaches confer with the plate umpire one-half hour before the start of the next scheduled game so that they may synchronize their watches with the official watch of the home plate umpire.

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

- a) The game ends when the visiting team completes its half of the seventh inning if the home team is ahead.
- b) The game ends when the seventh inning is completed, if the visiting team is ahead.
- c) If the home team scores the winning run in its half of the seventh inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored. **EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate. **APPROVED RULING:** The batter hits a home run out of the playing field to win the game in the last half of the seventh or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored, unless there are two out and the winning run has not yet reached home plate when the runner passes another, in which case the inning is over and only those runs that scored before the runner passes another shall count.
- d) A called game ends at the moment the umpire terminates play, unless it becomes a suspended game pursuant to [Regulation VII a](#)).

4.06 - 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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- b) A regulation game that is tied after three (3) or more completed innings and halted by the umpire, shall be deemed a complete game, and shall result in each team being awarded two (2) points.
- c) Teams shall be ranked in the standing from the most number of points to the least number of points. In the event that two or more teams have the same number of points, the following tiebreaker 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
 - ii) Run differential of the head-to-head games (maximum of 10 runs in any given game)
 - 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

4.07 - 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.
- b) If a game cannot be played because of the inability of either team to place nine (9) 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 nine (9) 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 4.01 a), c) and d) (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 nine (9) players on the field.
- f) The use of an ineligible player shall be grounds for forfeit in accordance with [Regulation III](#).

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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.

4.08 – 6th GRADE MAJOR LEAGUE PLAYER CALL-UP

In an effort to reduce the number of forfeited games and to ease the rescheduling pressures associated with postponements, SJBS has established a call-up system for eligible replacement players to be drawn upon from the 6th Grade Major League. A pool of eligible replacement players will be formed through nominations made by each of the Major League coaches. Once parental approval has been obtained, a call-up list of players will be formed and maintained by the Omaha League Director.

Should a coach require a replacement player or players, the coach is responsible for contacting the Omaha League Director to obtain the name and contact information of the player(s), which will be provided in sequential order. If the Omaha League Director has a player who is participating in the game, the decision regarding the selection of the eligible replacement player will be elevated to the Director of Personnel. Upon receipt of the contact information, the coach will be responsible to call the parents of the replacement player to make arrangements and discuss the rules regarding his or her participation. Coaches may not request specific players.

The participation rules for eligible 6th Grade Major League player call-up 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 Omaha League game if that game conflicts with his/her Major 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 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 only after the replacement player has played a minimum of three full innings and has had at least one plate appearance.
- g) The call-up system will only be used during the regular season and not during the playoffs or league championship.
- h) Failure by a coach to adhere to the call-up process outlined in the 2nd paragraph above will result in forfeiture of the game.

4.09 - 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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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.*

All coaches are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. 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.

4.10 - 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

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

d) For 5th/6th and 7th/8th, all playoff games are required to be 6 innings (or mercy)

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.

4.12 MERCY RULE: When a team is ahead by 12 or more runs at the end of 5 innings or 10 runs or more at the end of 6 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 will still get a chance to hit in the bottom half of the inning to try to close the gap and come back.

4.13 - A pitcher may not re-enter the game as a pitcher.

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

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 ball" 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.

Coaches shall:

- 1) Remain within the coaches' boxes at all times.
- 2) 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 – When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.

a) The catcher shall 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: *Balk.*

b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;

c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory.

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

5.05 -

a) No player or coach shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere –

- 1) Incite, or try to incite, by word or sign a demonstration by spectators;

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
 - 3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
 - 4) Make intentional contact with the umpire in any manner.
- b) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: *The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.*

5.06 - 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. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field).

COMMENT: *Should a ball come partially apart in a game, it is in play until the play is completed.*

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

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

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

5.10 - When a batter becomes a runner and touches all bases legally he shall score one run for his team.

COMMENT: *A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.*

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

- a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;
- b) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base or retire a runner on a pick-off play; runners may not advance.

NOTE: *The interference shall be disregarded if the catcher's throw retires the runner.*

COMMENT: *Umpire interference may also occur when an umpire interferes with a catcher returning the ball to the pitcher.*

- c) A balk is committed; runners advance; [See Rule 8.06](#).
- d) A ball is illegally batted; runners return;
- e) A foul ball is not caught, in which case runners return to their bases. The umpire shall not put the ball in play until all runners have retouched their bases;
- f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher; runners advance, if forced.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

If a fair ball goes through, or by, an infielder, no other infielder has a chance to make a play on the ball and the ball touches a runner immediately behind the infielder that the ball went through, or by, the ball is in play and the umpire shall not declare the runner out. If a fair ball touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out;

COMMENT: *If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play.*

- g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base;

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

If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first base, or touched with the ball for the out.

If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

- h) Any legal pitch touches a runner trying to score; runners advance.

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

5.13 - 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 a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of [Rule 7.04 c\)](#) shall prevail.
- f) When the umpire orders a player or any other person removed from the playing field.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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

EXAMPLE: *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.*

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

6.00 - THE BATTER

6.01 –

- a) 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.*

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

6.02 –

- a) The batter shall take his/her position in the batter’s box promptly when it is his/her time at bat.
- b) 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 “Ball” or “Strike,” as the case may be.*

COMMENT: *The batter leaves the batter’s box at the risk of having a strike delivered and called, unless he/she requests the umpire to call “Time.” The batter is not at liberty to step in and out of the batter’s box at will.*

Once a batter has taken his/her position in the batter’s box, he/she shall not be permitted to step out of the batter’s box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception.

Umpires will not call “Time” at the request of the batter or any member of his/her team once the pitcher has started his/her windup or has come to a set position even though the batter claims “dust in his/her eyes,” “steamed glasses,” “didn’t get the sign” or for any other cause.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

Umpires may grant a hitter's request for "Time" once he/she is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched.

- c) If the batter refuses to take his/her position in the batter's box during his/her time at bat, the umpire shall call a STRIKE on the batter. The ball is dead, and no runners may advance. After the penalty, the batter may take his/her proper position and the regular ball and strike count shall continue. If the batter does not take his/her proper position before three strikes have been called, the batter shall be declared out.

COMMENT: The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after the umpire has called a strike pursuant to Rule 6.02(c) and before the umpire calls a successive strike pursuant to Rule 6.02(c).

- 6.03** – The batter's legal position shall be with both feet within the batter's box.

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

- 6.04** – A batter has legally completed his/her time at bat when he/she is put out or becomes a runner.

- 6.05** – A batter is out when:

- a) His/her fair or foul ball (other than a foul tip) is legally caught by a fielder.

NOTE 1: A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead. Status of runners shall be as described in Rule 7.04(c) Comment.

NOTE 2: 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/her 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/her body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his/her body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

- c) A third strike is not caught by the catcher when first base is occupied before two are out;
d) He/she bunts foul on third strike.
e) An Infield Fly is declared.
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. If the batter is in a legal position in the batter's box, see Rule 6.03, and, in the umpire's judgment, there was no

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball;

- h) 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 his/her bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play. If the batter is in a legal position in the batter's box, see Rule 6.03, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball;

NOTE: *If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of a broken bat in foul territory, it is a foul ball.*

If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.

In cases where the batting helmet is accidentally hit with a batted ball on or over fair territory or a thrown ball, the ball remains in play the same as if it has not hit the helmet.

If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead.

If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

- i) After hitting or bunting a ball that continues to move over foul territory, he/she intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- j) After a third strike or after he/she hits a fair ball, he/she or first base is tagged before he/she touches first base;
- k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he/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 in so doing interferes with the fielder taking the throw at first base, in which case the ball is dead; except that he/she may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

NOTE: *The lines marking the three-foot lane are a part of that lane and a batter-runner is required to have both feet within the three-foot lane or on the lines marking the lane.*

The batter-runner is permitted to exit the three-foot lane by means of a step, stride, reach or slide in the immediate vicinity of first base for the sole purpose of touching first base.

- l) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

APPROVED RULING: *In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.*

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

NOTE: *The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.*

- n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three." The batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

6.06 - A batter is out for illegal action when:

- a) He/she hits a ball with one or both feet on the ground entirely outside the batter's box.

NOTE: *If a batter hits a ball fair or foul while out of the batter's box, he/she shall be called out. Umpires should pay particular attention to the position of the batter's feet if he/she attempts to hit the ball while he/she is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.*

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

- c) 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, or if runner trying to score is called out for batter's interference.*

NOTE: *If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.*

If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out--not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called.

If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him/her on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

- d) The batter enters the batter's box with an illegal bat (see bat specifications Rule 2.02) or is discovered having used an illegal bat.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

NOTE: *If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat -*

- 1) The coach of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - 2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - 3) For the second violation, the coach of the team will be ejected from the game. Any subsequent violation will result in the newly designated coach being ejected.
- No advancement on the bases will be allowed and any out or outs made during a play shall stand.

6.07 - 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 payer in the lineup.

NOTE: *The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams.*

There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

6.08 - 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 which does not entitle him/her to first base, the ball is dead and no runner may advance.*

- c) The catcher or any fielder interferes with him/her. If a play follows the interference, the manager of the offense may advise the plate umpire that he/she 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.

***NOTE:** If catcher’s interference is called with a play in progress the umpire will allow the play to continue because the coach may elect to take the play. If the batter-runner missed first base, or a runner misses his/her next base, he/she shall be considered as having reached the base, as stated in [Rule 7.04 \(d\)](#).*

Examples of plays the coach might elect to take:

- 1) *Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher’s interference was called. The offensive coach may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.*
- 2) *Runner on second base. Catcher interferes with batter as he/she bunts ball fairly sending runner to third base. The coach may rather have runner on third base with an out on the play than have runners on second and first. If a runner is trying to score by a steal or squeeze from third base, note the additional penalty set forth in [Rule 7.06](#). If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08(c). In such cases, the umpire shall call “Time” and the pitcher and batter start over from “scratch.”*
- d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09 - The batter becomes a runner when:

- a) He/she hits a fair ball;
- b) The third strike called by the umpire is not caught, providing:
 - 1) *First base is unoccupied, or*
 - 2) *First base is occupied with two out;*

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Omaha League - OFFICIAL PLAYING RULES

***NOTE:** A batter who does not realize their situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once they leave the dirt circle surrounding home plate.*

- c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;
- d) A fair ball passes over a fence or into the stands at a distance from home base of 250 feet or more. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair fly ball that passes out of the playing field at a point less than 250 feet from home base shall entitle the batter to advance to second base only;
- e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
- f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- g) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.

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.

***NOTE:** If a runner legally acquires title to a base, and the pitcher assumes his/her pitching position, the runner may not return to a previously occupied base.*

7.02 – In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he/she shall retouch all bases in reverse order, unless the ball is dead under any provision of [Rule 5.13](#). In such cases, the runner may go directly to his original base.

7.03 –

- a) 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 and the preceding runner is entitled to the base, unless Rule 7.03(b) applies.
- b) If a runner is forced to advance by reason of the batter becoming a runner and two runners are touching a base to which the following runner is forced, the following runner is entitled to the base and the preceding runner shall be out when tagged or when a fielder possesses the ball and touches the base to which such preceding runner is forced.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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

- a) There is a balk.
- b) The batter's advance without liability to be put out forces the runner to vacate his/her 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.

***NOTE:** A runner forced to advance without liability to be put out may advance past the base to which he/she is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.*

***EXAMPLE:** Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.*

- c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field;

***NOTE:** If a fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one base, without liability to be put out, from his/her last legally touched base at the time the fielder fell into, or in, such out-of-play area.*

- d) While he/she is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

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

- e) A fielder deliberately touches a pitched ball with his cap, mask or any part of his/her uniform detached from its proper place on his/her person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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.

RULE 7.05(b) THROUGH 7.05(e) NOTE: *In applying (b-c-d-e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under (c-e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.*

- f) Two (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.

NOTE 1: *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.*

NOTE 2: *In certain circumstances it is impossible to award a runner two bases.*

Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

APPROVED RULING: *Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base.*

The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands.

The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first base before the throw is a judgment call.

If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.)

EXAMPLE: *Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base. Ruling—Runner at second scores. (On this play, only if batter-runner is past first base when throw is made is he awarded third base.)*

- h) One (1) base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead.

APPROVED RULING: *When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead.*

If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.

- i) One (1) base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

NOTE: *The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter-runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was "awarded" second base.*

If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

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

7.07 - 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. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base he is attempting to reach safely;
- b) After touching first base, he/she leaves the baseline, obviously abandoning his/her effort to touch the next base;

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

NOTE: Any runner after reaching first base who leaves the baseline heading for his/her dugout or his/her position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his/her efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner.

This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter-runner circles bases. In this case, the base runner would be called out "for abandoning his/her effort to touch the next base" and batter-runner permitted to continue around bases to make his/her home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.

EXAMPLE: Runner believing he/she is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his/her actions that he/she is out, shall be declared out for abandoning the bases.

- c) He/She intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball.

NOTE 1: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.

If, however, the runner has contact with a legally occupied base when he/she hinders the fielder, he/she shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out.

If, in a run-down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he/she legally has reached the next succeeding base).

- d) 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

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

umpire's judgment, the following runners touch or occupy the point marked by the dislodged bag.

- e) 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. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play.

NOTE: *Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.*

- f) He/she or the next base is tagged before he/she touches the next base, after he/she has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he/she overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced.

EXAMPLE 1: *Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second he overslides or overruns that base. Catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.)*

EXAMPLE 2: *Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter-runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.*

- g) 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.

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

NOTE 1: *If a runner is touched by an Infield Fly, when not touching a base, both runner and batter are out.*

NOTE 2: *If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.*

- h) 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.

- i) He/She passes a preceding runner before such runner is out.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- j) 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.
NOTE: If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he/she last touched, he/she may be put out running back to that base, but if he/she reaches the previously occupied base safely he/she cannot be put out while in contact with that base.
- k) He/she fails to return at once to first base after overrunning or oversliding that base. If he/she attempts to run to second he/she is out when tagged. If, after overrunning or oversliding first base he/she starts toward the dugout, or toward his/her position, and fails to return to first base at once, he/she is out, on appeal, when he/she or the base is tagged;
NOTE: Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.02(a) “reached first base” and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return “at once,” as covered in Rule 7.08(j).
- l) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision.
NOTE: This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.
- m) 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 7.07 n), 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.*
- n) 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]
- o) 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.
- p) If attempting a Headfirst Slide into any base, except while returning back to a base to avoid a pick-off attempt.
- 7.08** - Any runner shall be called out, on appeal, when—
- a) After a fly ball is caught, he/she fails to retouch his original base before he/she or his/her original base is tagged;
NOTE: “Retouch,” in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- b) With the ball in play, while advancing or returning to a base, he/she fails to touch each base in order before he/she, or a missed base, is tagged.

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

EXAMPLE 1: Batter hits ball out of park or ground rule double and misses first base (ball is dead)—he/she may return to first base to correct his mistake before he/she touches second but if he/she touches second he/she may not return to first and if defensive team appeals he/she is declared out at first.

EXAMPLE 2: Batter hits ball to shortstop who throws wild into stand (ball is dead)—batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he/she proceeds to second base.

These are appeal plays.

- c) He/she overruns or overslides first base and fails to return to the base immediately, and he/she or the base is tagged;
- d) He/she fails to touch home base and makes no attempt to return to that base, and home base is tagged.

NOTE: Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field.

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

Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word “err” is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.)

Appeal plays may require an umpire to recognize an apparent “fourth out.” If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has “left the field” when the pitcher and all infielders have left fair territory on their way to the bench or dugout.

NOTE: *If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he/she shall be considered as having been put out before the second runner scored and being the third out. Second runner’s run shall not count, as provided in [Rule 7.09](#).*

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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

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

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 signs from the catcher while in contact with the pitcher's plate.

***NOTE:** Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.*

a) **THE WINDUP POSITION.** The pitcher shall stand facing the batter, his/her pivot foot in contact with the pitcher's plate and the other foot free. From this position any natural movement associated with his/her delivery of the ball to the batter commits him/her 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 his/her 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, he/she will be considered in the Windup Position. ***NOTE 1:** 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. From the Windup Position, the pitcher may:*

- 1) Deliver the ball to the batter, or*
 - 2) Step and throw to a base in an attempt to pick-off a runner, or*
 - 3) Disengage the rubber (if the pitcher does they must drop their hand to his/her sides).*
- NOTE 2:** In disengaging the rubber the pitcher must step off with his/her pivot foot and not his/her free foot first. He/she may not go into a set or stretch position—if he/she does it is a balk.*

b) **THE SET POSITION.** Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of, the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined in Rule 8.01(b) without interruption and in one continuous motion.

The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to “beat the rule” in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete “stop” called for in the rules, the umpire should immediately call a “Balk.”

NOTE: With no runners on base, the pitcher is not required to come to a complete stop when using the Set Position. If, however, in the umpire’s judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a [quick pitch](#), for which the penalty is a ball. See [Note following Rule 8.06 e](#)).

- c) At any time during the pitcher’s preliminary movements and until his/her natural pitching motion commits him/her to the pitch, he/she may throw to any base provided he/she steps directly toward such base before making the throw.

*NOTE – The pitcher shall step “ahead of the throw.” A snap throw followed by the step directly toward the base is a **balk**.*

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

NOTE: A ball which slips out of a pitcher’s hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with a runner on base.

- e) If the pitcher removes his/her pivot foot from contact with the pitcher’s plate by stepping backward with that foot, he/she thereby becomes an infielder and if he/she makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

NOTE: The pitcher, while off the rubber, may throw to any base. If he/she makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

- f) A pitcher must indicate visually to the plate umpire, the batter and any runners the hand with which he intends to pitch, which may be done by wearing his glove on the other hand while touching the pitcher’s plate. The pitcher is not permitted to pitch with the other hand until the batter is retired, the batter becomes a runner, the inning ends, the batter is substituted for by a pinch-hitter or the pitcher incurs an injury. In the event a pitcher switches pitching hands during an at-bat because he/she has suffered an injury, the pitcher may not, for the remainder of the game, pitch with the hand from which he/she has switched. The pitcher shall not be given the opportunity to throw any preparatory pitches after switching pitching hands. Any change of pitching hands must be indicated clearly to the plate umpire.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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

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

c) 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 – BALK.

If there is a runner, or runners on base, it is a [balk](#) when:

- a) The pitcher, while touching the plate, makes any motion naturally associated with his/her pitch and fails to make such delivery;

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

NOTE: *If a left-handed or right-handed pitcher swings his/her free foot past the back edge of the pitcher's rubber, the pitcher is required to pitch to the batter except to throw to second base on a pick-off play.*

- b) The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- c) The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;

NOTE: *Requires the pitcher, while touching the plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his/her free foot without actually stepping or if the pitcher turns his/her body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require the pitcher to throw (except to first base only) because he/she steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.*

- d) The pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- e) The pitcher makes an illegal pitch;

NOTE: *A [quick pitch](#) is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.*

- f) The pitcher delivers the ball to the batter while the pitcher is not facing the batter;
- g) The pitcher makes any motion naturally associated with his/her pitch while the pitcher is not touching the pitcher's plate;
- h) The pitcher unnecessarily delays the game;

NOTE: *Rule 8.06(h) shall not apply when a warning is given pursuant to Rule 8.02(c) (which prohibits intentional delay of a game by throwing to fielders not in an attempt to put a runner out). If a pitcher is ejected pursuant to Rule 8.02(c) for continuing to delay the game, the penalty in Rule 8.06(h) shall also apply. Rule 8.04 (which sets a time limit for a pitcher to deliver the ball when the bases are unoccupied) applies only when there are no runners on base.*

- i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he/she feints a pitch;
- j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- k) The pitcher, while touching the plate, accidentally or intentionally drops the ball;
- l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- m) The pitcher delivers the pitch from Set Position without coming to a stop.
PENALTY: *The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.*
APPROVED RULING: *In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which the runner is entitled at their own risk.*
APPROVED RULING: *A runner who misses the first base to which the runner is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.*
NOTE 1: *There is one warning per pitcher in a game for balks followed by enforcement of the Balk Rule for subsequent infractions.*
NOTE 2: *Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:*
- a) *Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.*
 - b) *With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.*

9.00 – INTERFERENCE & 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) He/she intentionally deflects the course of a foul ball in any manner;
- c) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;
- 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/her teammate or teammates;

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- e) Any batter or runner who has just been put out, or any runner who has just scored, hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his/her teammate;
NOTE: If the batter or a runner continues to advance after he/she has been put out, he/she shall not by that act alone be considered as confusing, hindering or impeding the fielders.
- f) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his/her teammate. In no event may bases be run or runs scored because of such action by a runner.
- g) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.
- h) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.
- i) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;
- j) 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 a ball;
NOTE: When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him/her the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.
- k) A fair ball touches him/her on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him/her, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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

9.03 - 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.*

9.04 - 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.

9.05 - 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.*

9.06 - 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 9.06(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 9.06(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*

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

*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.*

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. [See Rule 8.06](#)

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:** Omaha League rules permit a player to be a base coach.*

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.

BBCOR is the Batted Ball Coefficient of Restitution performance standard. Instead of measuring the speed of the ball after it is batted, BBCOR measures the "bounciness" of the ball and bat, or the "trampoline" effect. When a bat hits a ball, the ball actually compresses / deforms by nearly a third at high pitch velocities.

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

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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."
- 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:** 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.*

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 9.06](#). **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.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

DAY(S) REST LIMIT is the number of days of required rest for any SJBS League sponsored recreation or travel league pitcher. The pitcher's recovery day commences at 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" 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 notes following [Rule 8.01 b\)](#) and [8.05 e\)](#).*

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 [4.03](#).

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.

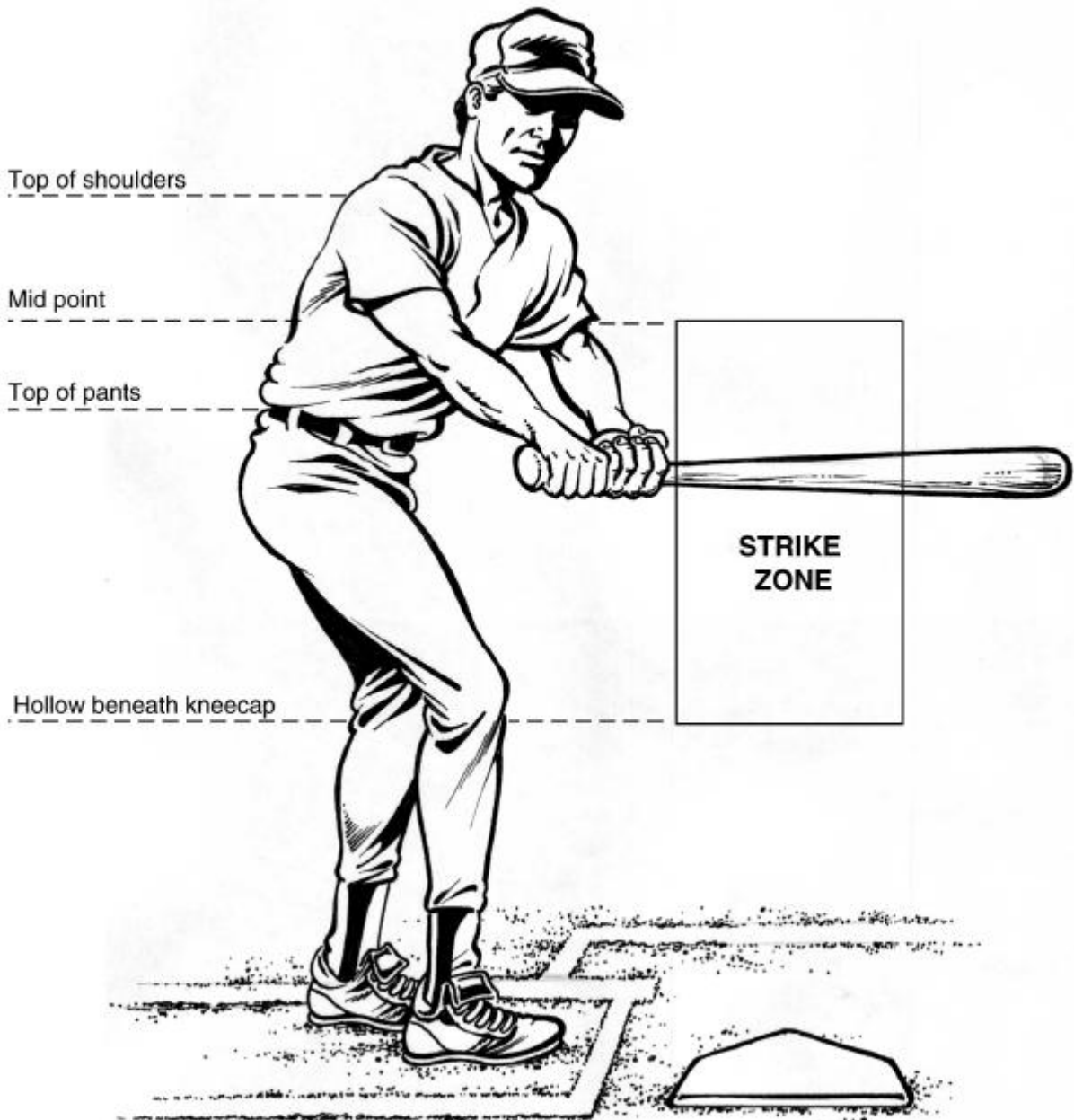
SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

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.

Summit N.J. Junior Baseball League, Incorporated Omaha League - OFFICIAL PLAYING RULES



Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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.

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

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

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 carded umpires to officiate at each League 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.
***NOTE:** Players leaving their position in the field or on base or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.*

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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. If the umpires consult after a play and change a call that had been made, then they have the authority to take all steps that they may deem necessary, in their discretion, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call, disregarding interference or obstruction that may have occurred on the play; failures of runners to tag up based upon the initial call on the field; runners passing other runners or missing bases; etc., all in the discretion of the umpires. No player, manager or coach shall be permitted to argue the exercise of the umpires' discretion in resolving the play and any person so arguing shall be subject to ejection.

***NOTE:** A coach is permitted to ask the umpires for an explanation of the play and how the umpires have exercised their discretion to eliminate the results and consequences of the earlier call that the umpires are reversing. Once the umpires explain the result of the play, however, no one is permitted to argue that the umpires should have exercised their discretion in a different manner.*

The coach or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The coach may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing.

Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail.

Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire.

The ball is in play on appeal on a half swing.

On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

- 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 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 4.04](#). 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", balks, 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 plate umpire shall call all the umpires into consultation with no coach or player present. After consultation, the plate umpire shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

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, 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,

Summit N.J. Junior Baseball League, Incorporated

Omaha League - OFFICIAL PLAYING RULES

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.

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.