



BASEBALL

CATHOLIC YOUTH APOSTOLATE CYC SPORTS

ARCHDIOCESE OF ST. LOUIS, MISSOURI
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MATT MAHER	ST. CHARLES	JEFF WILLMANN
TIM PROBST	WEST COUNTY	VACANT

BASEBALL AND SOFTBALL NOTES FOR COACHES AND UMPIRES

FOR CROSS DISTRICT GAMES 5TH-8TH GRADE

1. **ROSTERS & ID CARDS** - are required at ALL games. Umpires should check these before the meeting with coaches takes place. Electronic copies are allowed in regular season league games.
2. **GAME CARDS**- Home team coach and Visiting team coach should both have a CYC Official Game Card to fill out their roster of those present for the game and have the visitor fill it out with their roster of those present. The umpires should keep both copies and use it to keep the score by inning during the game. Both will be turned into the field manager who will turn them into the district.
3. **PLAYING TIME** - Teams will use roster batting. All players present must play two (2) innings in the field. One of these innings must be in the first three (3) innings played.
4. **PITCHING** - In both Baseball and Softball, the coach's second visit to the mound to a pitcher will result in that pitcher being removed from the pitching position.
 - a. **Baseball** - If a pitcher is removed before reaching the pitch count limit, they are not allowed to enter the game again as a pitcher.
 - i. The pitch may finish the at bat if the pitch count is reached during an at bat.
 - b. **Softball** - unlimited innings for pitchers in all age groups.
 - i. If a pitcher is removed in the middle of an inning, and put at another position on the field, they can return to pitch in that inning, after a minimum of one batter has completed her time at bat. If the pitcher is removed and put on the bench she cannot reenter to pitch in that inning but is allowed to reenter and pitch in subsequent innings
5. **RULES MEETING** - In all games a meeting of the two managers and the umpires should take place 5 minutes before the official starting time of the scheduled game. The clock to start the 80 minutes for Softball or 90 minutes for Baseball starts at the conclusion of this meeting. Please note this is different than previous rules where the time started on the first pitch.
6. **TIME** - For all regular season games, no new inning in Softball will start after 80 minutes and no new inning in Baseball after 90 minutes.
 - a. Due to the time limit for the games, the umpires and coaches should work to keep the game moving between innings.
 - b. **Warm up pitches** - For the starting pitcher or a new pitcher who enters the game, they get 7 warm up pitches. For a pitcher continuing in the game, he/she gets 5 pitches to start a new inning. The umpires should be ready to start play at this time.
7. **RUN LIMIT** - All games will use a 5 run per inning rule. For any game played in Archdiocesan Playoff Games, there will also be a 5 run rule per inning.
8. **MERCY RULE** - 15 after 3 innings, 12 after 4 innings, and 10 after 5 innings. This will also apply in any regular season or Archdiocesan Playoff game.
9. **STEALING** - of all bases, including home, is allowed in both Baseball and Softball in all age groups
10. **WEATHER or DARKNESS** - If a game is called for inclement weather or darkness, it is considered a complete game after 50 minutes or 3 complete innings.
11. If one or both teams are short the required 8 players the game is scored as a forfeit, but teams should play the game. Umpires are required to work the game. You can pull players from another team at your parish or the opposing team, but all participants must be on CYC roster and have a CYC ID card for liability reasons. The game may be shortened if both coaches agree.

(FOR FURTHER INFORMATION ON THIS SITUATION, SEE ITEM 5 OF CYC SPORTS BASEBALL SPECIAL NOTES, IN THIS DOCUMENT)

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CYC rules are highlighted. These rules apply to all divisions unless noted otherwise. If any individual and/or team fails to follow these rules, it may result in an ejection and/or forfeiture of the game, unless the individual and/or team has an excuse satisfactory to the District Baseball Chairperson and/or Committee.

CYC SPORTS BASEBALL SPECIAL NOTES

It is the responsibility of all participants to know the content of this rule book and all matters contained in the CYC

Constitution.

1. To be eligible to participate all teams are required to have present at each game played: an official CYC receipted roster and a valid CYC ID Card for each participating player, manager and coach. Electronic copies of rosters and ID Cards are acceptable for league play only. An electronic copy is a reproduction on paper or a copy that can be viewed on an electronic device. ALL Coaches/Managers (head coaches and assistant coaches) are required to have attended/taken the CYC Training Program and have a valid CYC Coaches ID Card which is a Picture CYC ID Card. Coach's ID number must appear on the roster for all coaches indicating the coach has completed the CYC Coaches Training.

All coaches need to have also completed the Archdiocesan requirements in Prevent and Protect. Check with your parish/organization for information on these.

2. Each CYC District's Executive Board Member or their representatives reserves the right to require a mandatory review of rosters and ID cards prior to each game of normal league play.

3. In all Archdiocesan and all District Playoff games, CYC ID cards and official CYC Receipted Roster must be presented prior to the start of each game to the appointed official, and on request, to the opposing manager.

4. In all contests where ID and Roster checks are required or requested, the appointed game officials or site official must verify each player visually with ID card and official roster. The opposing manager is allowed to observe the verification process. Late players, prior to entering the game, must display their ID card to the appointed official.

5. Roster and ID Cards (for players, managers and coaches) need to be presented prior to the start of the game. If unable to present, that person should not participate.

The grace period for the start of the game as stated in this rulebook or by your district, is also the time available to present the required materials.

If a paper or electronic copy of an Official CYC Roster is not presented prior to the game, then the game will be declared a forfeit and not played.

A coach/manager cannot participate in the game until their CYC Picture ID is presented or an electronic copy of it is presented. If there are no rostered coach (or coaches waived by the district for the game) meeting this requirement, then the game will be declared a forfeit and not played.

A player cannot participate in the game until a CYC Picture ID is presented or an electronic copy of it is presented.

If there are not enough players to start the game, players from other CYC teams can be used as long as they are on a current CYC roster and a CYC picture ID is provided. (Electronic copies can be used.)

In this situation, the game should be played, but is declared a forfeit.

6. 2022 ARCHDIOCESAN CHAMPIONSHIPS ARE SCHEDULED FOR:

- a. Softball: June 24 / rainout date June 25
- b. Baseball: June 26- 3

Check the CYC website for additional information...www.playcyc.org/sports/baseball

Pre-Playoff Meeting: All teams entering the Archdiocesan Playoffs must have a representative at the Pre-Playoff Meeting on Monday, June 20, 2022 at 6:30 PM on Zoom. Districts are encouraged to hold their own Pre-Playoff Meeting prior to the Archdiocesan Pre-Playoff Meeting.

Official receipted rosters and ID cards should be reviewed for accuracy prior to this meeting. If a problem is found, cards and roster should be presented at this meeting.

POTENTIAL CONFLICTS

Any team that has a chance to advance from their district and qualify for the Archdiocesan Championships that might have a potential religious or school conflict at any time during the dates of playoffs should notify the CYC Office immediately of such potential conflict. Coaches coaching two CYC Teams in the Archdiocesan Playoffs is a conflict and should be submitted. Please provide the nature of your conflict and the time of the conflict. Please be advised that if the conflict is for an entire weekend day or weekend that we will most likely **not** be able to schedule around your conflict.

Conflicts received after June 15, 2022 may not be able to be accommodated.

***** If a conflict is Parish/School related, please send a letter from your parish/school to verify the date and time of the event.***

*****ANY conflict brought forth after June 15, 2022 will have a \$50.00 fee. This includes religious or school conflicts.***

***** Do not wait until you have received your bracket to notify us of the conflict. If you have an event during this time, it is a POTENTIAL conflict. (Will also attempt to consider other conflicts if submitted by the indicated date.) Conflicts should be emailed to Championshipconflicts@archstl.org. Championship Conflict Form can be found on the CYC Baseball web page, <http://www.playcyc.org/sports/baseball>.***

***** Any team forfeiting or dropping out of the Archdiocesan Championships after the playoff meeting on **June 20, 2022** will be assessed the forfeiture fee of \$250.00.***

It is a protestable item for any team not complying with the above conditions and may result in forfeiture.

7. *Coaches and players should be aware that according to Rule X of the CYC Constitution they could be disciplined for their conduct at tournaments.*

8. MINIMUM PLAYING REQUIREMENT

All eligible players on the bench must participate in each game. Failure to do so may result in forfeiture. Archdiocesan Official, District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager.

All players present must play two (2) innings in the field. One of these inning must be in the first three (3) innings played. Failure to comply with the spirit of this recommendation may result in disciplinary action by the Parish, District and/or CYC Office.

THE MINIMUM PLAYING TIME WILL BE MANDATORY DURING ALL DISTRICT AND ARCHDIOCESAN PLAYOFF GAMES AND FAILURE TO COMPLY MAY RESULT IN FORFEITURE OF GAME AND FURTHER DISCIPLINARY ACTIONS.

9. *The game official and opposing coach/manager must be notified prior to the start of the game of non-participation of a player due to injury or disciplinary reasons if said player is to be seated on the bench.*

10. ***SUSPENSIONS MAY CARRY OVER TO NEXT SPORT COACHED OR PLAYED.***

11. *The Home Team is responsible for leading the Pre-Game Prayer.*

12. *Any rule not specifically covered in the CYC Rulebook defaults to the MLB rulebook.*

CYC BASEBALL RULES

RULE 1. - OBJECTIVES OF THE GAME

Rule 1, Sec. 1. – BASEBALL:

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

Rule 1, Sec. 2. – THE OBJECTIVE:

For each team to try and win by scoring more runs than its opponent.

Rule 1, Sec. 3. – THE WINNER:

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

Rule 1, Sec. 4. – PLAYING FIELD: (Pages 45 & 46)

Refer to Diagrams 1 and 2.

<u>Division</u>	<u>Base A (feet)</u>	<u>Pitching (feet)</u>
3rd Grade	65	46
4th Grade	65	46
5th Grade	70	50
6th Grade	70	50
7th Grade	80	54
8th Grade Rec	85	57
8th Grade Comp	90	60.6

NOTE: 1.) If the field has a permanent or portable mound placed at the proper distance, the mound will be used. Mounds will not be used for Archdiocesan playoff games.

NOTE: 2.) Fields will do their best to set the bases to the proper distance as stated above. This is not always possible at some fields. As long as the distance is within reason the game shall be played and this will not be a protestable offense.

NOTE: 3.) The three-foot line is defined as a parallel line 3 feet outside the foul line that begins half way between home plate and first base.

Rule 1, Sec. 5. – HOME BASE:

Shall be marked by a white five-sided slab. It shall be a 17 inch square with two of the corners filled in so that one edge is 17 inches long, two are 8½ inches and two are 12 inches. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17 inch edge facing the pitcher's plate, and the two 12 inch edges coinciding with the first and third base lines. The top edges of the home base shall be beveled and the base shall be fixed in the ground level with the ground surface.

Rule 1, Sec. 6. – FIRST, SECOND and THIRD BASES:

Shall be marked by white canvas bags securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base shall be centered on second base. The base bags shall be 15 inches square, not less than three nor more than five inches thick and filled with soft material.

Rule 1, Sec. 7. – OFFICIAL BALL:

Each District will determine the official ball for its own play. The CYC Executive Committee will determine the Official CYC Ball that will be used in Archdiocesan Championships.

Rule 1, Sec. 8. – BATS:

Wood Bats are acceptable for all divisions; may be constructed of solid or laminated wood. The bat must be a smooth rounded stick not more than 2 ¾ inches in diameter at its thickest part or more than 42 inches in length. There must be a direct line from the center of the knob of the center of the large end. Any material to improve the grip may be used for a distance not to exceed 18 inches from the end of the handle. An indentation in the end of the bat up to 1 inch in depth is permitted (cupped bats).

Non-Wood Bats:

A.) The entire bat must be round with a constant radius at any point and the finish of the hitting area must be smooth.

B.) There must be a direct line from the center of the knob to the center of the large end.

C.) The maximum length is 36 inches and the maximum diameter is 2 ¾ inches.

D.) The knob and end plug (if applicable) must be firmly attached.

E.) Shall have a safety grip of cork, tape (not smooth plastic tape) or composition material. The safety grip shall be not less than 10 inches long and shall not extend more than 15 inches from the small end of the bat. A molded finger-formed grip made by the manufacturer, if used, must be permanently attached to the bat with safety tape. Resin, pine tar or spray substances placed on the grip to enhance the grip are permissible on the grip only.

NOTE: Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It cannot exceed two layers. Taping of the bat less than the required length is considered illegal.

Recommended Bat length/weight ratios

A. Bat length/weight ratio for 1st & 2nd Grade and 3rd & 4th Grade Divisions should not exceed negative thirteen (-13).

B. Bat length/weight ratio for 5th & 6th Grade Divisions should not exceed negative nine (-9).

C. Bat length/weight ratio for 7th & 8th Grade Divisions should not exceed negative five (-5).

Rule 1, Sec. 9. – THE CATCHER:

May wear a leather mitt not more than thirty-eight inches in circumference, or 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. 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. Web may be either a lacing or lacing through leather tunnel or a centerpiece 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. *The catcher may wear a first baseman's mitt or fielder's glove.*

Rule 1, Sec. 10. – THE FIRST BASEMAN:

May wear a leather glove or mitt not more than twelve inches long from top to bottom and not more than eight inches 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 four inches at the top of the mitt and three and one half inches 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 whatsoever. The web of the mitt shall measure not more than five inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnel, 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. *The first baseman may wear a fielder's glove.*

Rule 1, Sec. 11. – EACH FIELDER:

Other than the first baseman or catcher, may use or wear a leather glove.

****NOTE:** Only the catcher and first baseman are allowed to wear a mitt. All other players must wear a fielder's glove.

Rule 1, Sec. 12. – THE PITCHER'S GLOVE:

A.) Shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.

B.) No pitcher shall attach to his glove any foreign material of a color different from the color of the glove.

Rule 1, Sec. 13. – SHOES:

No metal, hard plastic or polyurethane spikes similar to metal sole and heel plate or shoes with detachable cleats are allowed in any of the other divisions. All-purpose shoes with more than seven cleats are acceptable if they are not made from the above materials.

Rule 1, Sec. 14. – UNIFORMS:

All teams are required to wear uniforms; shirts of a similar color with a permanently attached number and pants. Shorts are not part of the uniform and may not be worn. The size and placement of the number will be left to the discretion of the district. Players without numbers or with duplicate numbers will not be allowed to participate after their teams first scheduled league game.

Rule 1, Sec. 15. – THE CATCHER:

Must wear a mask, shin guards, chest and throat protectors and a protective cup. A catcher's helmet with earflaps is mandatory.

Note: The ice hockey goalie style facemask is approved for usage by catchers. If the umpire feels that there is not adequate throat protection built onto the mask, a throat attachment must be added to the mask before using. Face masks, face guards or helmets that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use.

Rule 1, Sec. 16. – BATTING HELMETS (Grades 3 thru 12):

It is mandatory that helmets have a full cage mask that will not allow a ball to pass through the dividers and earflaps while batting. *The batting helmet facemask must be securely attached to the helmet. C-flap helmets are not legal.* Umpires are instructed to eliminate unsafe helmets. Base runners are required to wear flapped helmet or regular helmets. Intentional removal of the helmet during a live ball results in an automatic out of batter or base runner. Any on deck batter, in the field of play, must wear a helmet. **We strongly recommend that all base coaches while on the field in a live ball situation wear a helmet on their head with a minimum of one flap facing the batter. Players that are used as coaches must have a full**

caged helmet on while in the coach's box

Offensive players (including on-deck batter) must properly wear batting helmets when in the field of play. Players acting as coaches in the coaches' box (es) must wear a batting helmet. All helmets must be approved by NOCSAE.

Penalty: Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be ejected from the game. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play and seen by the umpire as a deliberate act shall cause the violator to be declared out immediately. The ball remains alive.

Note: Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

Defense: Any defensive player may wear an approved helmet.

Note: No equipment shall be left lying on the field either in fair or foul territory. (See Rule 8 Sec. 6g).

Rule 1, Sec. 17. – JEWELRY:

Exposed jewelry such as wristwatches, bracelets, any type earrings, neck chains, or any other item judged dangerous by an umpire, may not be worn during the game. Earrings are not allowed even if covered by tape. Medical alert bracelets, necklaces or religious medallions are not considered jewelry, but if worn, must be completely covered with clear athletic tape. Seniors "may" wear flat wedding bands. Only soft pliable hair accessories are permissible.

NOTE: *Players must be asked to remove jewelry and if they fail to do so, will be ejected from the game.*

Rule 1, Sec. 18. – CASTS:

Casts are not legal. A cast is plaster, metal or other hard substance in its final form. Any exposed metal on finger or knee may be considered legal if securely covered with at least ½" of closed-cell, slow recovery rubber or other material of the same thickness and having similar physical properties.

NOTE: *For any infringement on Sections 13, 14, 15, 16, 17, or 18 of these rules, the player at fault shall be instructed to leave the field of play by the umpire, to adjust his equipment or obtain any missing equipment. A player who is instructed to leave the field to adjust his equipment or obtain missing equipment shall not return without first reporting to the umpire, who shall satisfy him/herself that the player's equipment is in order. A player who has been prevented from taking part in a game or who has been sent off because of an infringement of this rule, and who enters or re-enters the game to join or re-join his team, in breach of the above conditions may be ejected and the team may forfeit the game.*

RULE 2. - DEFINITION OF TERMS**Rule 2, Sec. 1. – ADJUDGED:**

Is a judgment by the umpire?

Rule 2, Sec. 2. – APPEAL:

Is the act of a fielder in claiming violation of the rules by the offensive team?

Rule 2, Sec. 3. – BALK:

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

Rule 2, Sec. 4. – BALL:

Is a pitch, which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball". If such a pitch touches the batter he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of (Rule 6. Sec 5C and Rule 6, Sec. 9B.) If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

Rule 2, Sec. 5. – BASE:

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.

Rule 2, Sec. 6. – BASE COACH:

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

Rule 2, Sec. 7. – BASE ON BALLS:

An award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

Rule 2, Sec. 8. – BATTER:

An offensive player who takes his position in the batter's box.

Rule 2, Sec. 9. – BATTER-RUNNER:

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

Rule 2, Sec.10. – BATTER'S BOX:

The area within which the batter shall stand during his time at bat.

Rule 2, Sec.11. – BATTERY:

The pitcher and catcher.

Rule 2, Sec.12. – BENCH OR DUGOUT:

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

Rule 2, Sec.13. – BUNT:

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

Rule 2, Sec.14. – CALLED GAME:

One which, for any reason, the umpire-in-chief terminates play.

Rule 2, Sec.15. – CATCH:

The act of a fielder getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket, or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout is "HELD UP" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

Rule 2, Sec. 16. – CATCHER:

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

Rule 2, Sec. 17. – CATCHER'S BOX:

That area within which the catcher shall stand until the pitcher delivers the ball.

Rule 2, Sec. 18. – COACH:

A team member appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

Rule 2, Sec. 19. – DEAD BALL:

A ball out of play because of a legally created temporary suspension of play.

Rule 2, Sec. 20. – DEFENSE (or DEFENSIVE):

The team or any player of the team, in the field.

Rule 2, Sec. 21. – DISTRICT:

Each CYC District, shall enforce the official rules, resolve any disputes involving rules, and determine any protested games. The District, at their discretion, may suspend any player, coach, manager or umpire for violation of these rules.

Rule 2, Sec. 22. – DOUBLE-HEADER:

Two regularly scheduled or rescheduled games played in immediate succession.

Rule 2, Sec. 23. – 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 put outs.

A.) A force double play is one in which both put outs are force plays.

B.) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out.

EXAMPLES OF REVERSE FORCE DOUBLE PLAYS:

- 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).
- 2.) Bases loaded, no outs; batter grounds to third baseman, who steps on third base (one out), then throws to catcher for the second out (a tag play).

Rule 2, Sec. 24. – DUGOUT: (see definition under **BENCH**)

Rule 2, Sec. 25. – FAIR BALL:

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

NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair ball. Clubs increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires to judge fair/foul balls more accurately.

Rule 2, Sec. 26. – FAIR TERRITORY:

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

Rule 2, Sec. 27. – FIELDER:

Any defensive player.

Rule 2, Sec. 28. – FIELDER'S CHOICE:

Act of a fielder who handles a fair grounder and instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner.

The term is also used by scorers (**A**) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe 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).

Rule 2, Sec. 29. – FLY BALL:

A batted ball that goes high in the air in flight.

Rule 2, Sec. 30. – FORCE PLAY:

A play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by remembering that frequently the "FORCE" situation is removed during the play.

EXAMPLE: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these scored before the tag-out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score.

EXAMPLE: NOT A FORCE OUT: one out; runner on first and third, batter flies out, two are out.

runner on third tags up and scores, runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out; three outs; If, in umpire's judgment the runner from third touched home base before the ball was held at first base, the run counts.

Rule 2, Sec. 31. – FORFEITED GAME:

A game declared ended by the umpire-in-chief in favor of the offended team by the score of 9-0, for violation of the rules.

Rule 2, Sec. 32. – FOUL BALL:

A batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory between home and first, or between home and third base is a foul ball.

Rule 2, Sec. 33. – FOUL TERRITORY:

That part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

Rule 2, Sec. 34. – FOUL TIP:

A batted ball that goes sharp and direct from the bat to the catcher's hand or glove 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.

Rule 2, Sec. 35. – GROUND BALL:

A batted ball that rolls or bounces close to the ground.

Rule 2, Sec. 36. – HOME TEAM:

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

Rule 2, Sec. 37. – ILLEGAL (or ILLEGALLY):

Is contrary to these rules.

Rule 2, Sec. 38. – ILLEGAL PITCH:

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

Rule 2, Sec. 39. – INFIELDER:

Fielder who occupies a position in the infield.

Rule 2, Sec. 40. – INFIELD FLY:

Is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be in Infield Fly the umpire shall immediately declare "INFIELD FLY" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "INFIELD FLY, IF FAIR". The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the Infield Fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder-not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also, that a ball is an Infield Fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The Infield Fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an Infield Fly rule is called, runners may advance at their own risk. If on an Infield Fly rule call, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of (Rule 6, Sec. 5 (L)) The Infield Fly rule takes precedence.

Rule 2, Sec. 41. – IN FLIGHT:

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

Rule 2, Sec. 42. – IN JEOPARDY:

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

Rule 2, Sec. 43. – INNING:

That portion of a game within which the teams alternate on offense and defense and in which there are three put outs for each team. Each team's time at bat is a half-inning.

Rule 2, Sec. 44. – INTERFERENCE:

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

B.) Defensive interference is an act by a fielder, which hinders/prevents a batter from hitting a pitch.

C.) Umpires interference occurs: **(1)** When a plate umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or **(2)** When a fair ball touches an umpire in 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.

Rule 2, Sec. 45. – LEAGUE:

A group of clubs whose teams play each other in a prearranged schedule under these rules for the league championship.

Rule 2, Sec. 46. – LEGAL (or LEGALLY): Is in accordance with these rules.**Rule 2, Sec. 47. – LIVE BALL:**

Ball, which is in play.

Rule 2, Sec. 48. – LINE DRIVE:

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

Rule 2, Sec. 49. – MANAGER:

A person appointed by the team 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.

Rule 2, Sec. 50. – OBSTRUCTION:

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:

EXAMPLE: 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 it, he can no longer be "IN THE ACT OF FIELDING THE BALL".

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

Rule 2, Sec. 51. – OFFENSE:

The team or any player of the team that is at bat.

Rule 2, Sec. 52. – OFFICIAL SCORER:

Is responsible for keeping the play by play score.

Rule 2, Sec. 53. – OUT:

One of the three required retirements of an offensive team during its time at bat.

Rule 2, Sec. 54. – OUTFIELDER:

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

Rule 2, Sec. 55. – OVERSLIDE (or OVERSLIDING):

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

Rule 2, Sec. 56. – PENALTY:

Application of these rules following an illegal act.

Rule 2, Sec. 57. – PERSON:

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

Rule 2, Sec. 58. – PITCH:

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

Rule 2, Sec. 59. – PITCHER:

Is the fielder designated to deliver the pitch to the batter. The pitcher's **Pivot Foot** is that foot which is in contact with the pitcher's plate as he delivers the pitch.

Rule 2, Sec. 60. – "PLAY":

The umpire's order to start the game or to resume action following a dead ball.

Rule 2, Sec. 61. – QUICK RETURN:

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

Rule 2, Sec. 62. – RETOUCH:

The act of a runner in returning to a base as legally required.

Rule 2, Sec. 63. – RUN (or SCORE):

Is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

Rule 2, Sec. 64. – RUN-DOWN:

The act of the defense in an attempt to put out a runner between bases.

Rule 2, Sec. 65. – RUNNER:

An offensive player who is advancing toward, or touching, or returning to any base.

Rule 2, Sec. 66. – "SAFE":

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

Rule 2, Sec. 67. – SET POSITION:

One of the two legal pitching positions.

Rule 2, Sec. 68. – SLIDE:

A.) A legal slide can be either feet or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, the runner must be within reach of the base with either a hand or a foot.

B.) A slide is illegal if:

1. The runner uses a rolling, cross-body or pop-up slide into the fielder.
2. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
3. The runner goes beyond the base and then makes contact with or alters the play of the fielder.
4. The runner slashes or kicks the fielder with either leg.
5. The runner tries to injure the fielder.
6. The runner, on a force play, does not slide on the ground and in a direct line between the two bases.

EXCEPTION: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder.

Rule 2, Sec. 69. – SQUEEZE PLAY:

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.

Rule 2, Sec. 70. – STRIKE:

A legal pitch when so called by the umpire, which:

- A.)** Is struck at by the batter and is missed;
- B.)** Is not struck at, if any part of the ball passes through any part of the strike zone;
- C.)** Is fouled by the batter when he has less than two strikes;
- D.)** Is bunted foul;
- E.)** Touches the batter as he strikes at it;
- F.)** Touches the batter in flight in the strike zone; or
- G.)** Becomes a foul tip.

Rule 2, Sec. 71. – STRIKE ZONE:

That area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top the uniform pants, and the lower level is a line *at the top of the knees*. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.

Rule 2, Sec. 72. – SUSPENDED GAME:

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

Rule 2, Sec. 73. – TAG:

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

Rule 2, Sec. 74. – THROW:

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

Rule 2, Sec. 75. – TIE GAME:

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

Rule 2, Sec. 76. – "TIME":

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

Rule 2, Sec. 77. – TOUCH:

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

Rule 2, Sec. 78. – TRIPLE PLAY:

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 put outs.

Rule 2, Sec. 79. – WILD PITCH:

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

Rule 2, Sec. 80. – WIND-UP POSITION:

One of the two legal pitching positions.

RULE 3. - GAME PRELIMINARIES

Rule 3, Sec. 1. – BEFORE THE GAME BEGINS:

The umpire shall require strict observance of all rules governing implements of play and equipment of players.

A.) EQUIPMENT:

- 1.) The designated home team, when not furnished by the park/field, must furnish and properly lay out a complete set of bases, pitching plate and home plate. Failure to provide equipment may result in disciplinary action by District Sport Chairperson or District Chairperson.
- 2.) Both teams must supply one playable ball at the start of the game. If additional baseballs are necessary to continue the game; teams will alternately furnish a playable baseball, starting with the home team. The umpire will determine if the ball is playable. This is not a protestable item.

B.) SCORE KEEPING:

- 1.) Home team is responsible for keeping the official play by play score when an official scorekeeper is not appointed by the CYC.
- 2.) The plate umpire will confirm the score of the game with the opposing managers following each half inning.

C.) START OF GAME:

- 1.) The time for playing all games shall be set by the District Baseball Committee.
- 2.) A team may start, continue and finish with eight players. This rule applies to all District and Archdiocesan Playoff Games.
- 3.) Teams not ready to start within 15 minutes after scheduled starting time shall forfeit unless the team has an excuse satisfactory to the District Baseball Committee.
- 4.) All warm up time prior to the scheduled starting time shall be divided equally between teams. No warm up time allowed after scheduled starting time.
- 5.) First team listed on schedule shall be home team. Once a team is designated as home team it will be considered home team in any replay of that game.
- 6.) District & Archdiocesan Playoffs a coin flip shall determine home team. Once a team is designated as home

team it will be considered home team in any replay of that game.

D.) LENGTH OF GAME

1.) Each District shall set time limits for games. No new full inning may start within 15 minutes of the next scheduled game or after the expiration of the districts' time limit. For all cross district games no new inning will start after 1 hour and 30 minutes from the conclusion of the managers meeting with the umpires.

E.) WEATHER

- 1.) In case of inclement weather all games are postponed either by groundskeeper in charge or the umpire in chief from the field of play. Managers, coaches and players are required to report to the field of play to receive official cancellation of game, unless notified by a CYC District or League Official.
- 2.) The CYC office is not able to give any official information in regard to playing games subject to postponement due to inclement weather.

PLEASE DO NOT TELEPHONE THE CYC OFFICE OR DISTRICT OFFICIALS

F.) POSTPONEMENT AND/OR REPLAY

- 1.) All postponed or tied games that have a bearing on the championship of the league shall be played during or at the conclusion of the regular season. Cross district games can end in a tie and NOT be played until there is a winner.
- 2.) For rules pertaining to postponements or suspended games please contact your District Sports Committee.

G.) DETERMINATION OF THE STANDINGS

CYC strictly uses the win/loss point system. In cross district games CYC will use a win/tie/loss point system. 2 points for a win, 1 for a tie and 0 for a loss. In the case of a tie, a one game league playoff will be scheduled. CYC does not use the head to head standing system, except in the Senior Division.

Rule 3, Sec. 2. – DISCOLORING OR DAMAGE TO THE BALL:

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand paper, emery paper or other foreign substance. **PENALTY-** the umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once and shall be suspended automatically, *length of suspension to be determined by the district.*

Rule 3, Sec. 3. - ROSTER BATTING:

IN ALL DIVISIONS, EXCEPT SENIOR DIVISION, THE ROSTER BATTING ORDER RULE WILL BE IN EFFECT. ALL ELIGIBLE PLAYERS ON ROSTER WHO ARE PRESENT MUST BE LISTED IN A BATTING ORDER.

NOTE: A player arriving after the start of the game shall be placed at the bottom of the batting order if their assigned place in the batting order has been passed.

Rule 3, Sec. 4. – SUBSTITUTIONS:

A.) All DIVISIONS (except Seniors)

1.) There is free substitution in all divisions. A player may enter and leave the game as many times as the team desires.

NOTE: Substitution must occur at the time the team is taking the field for defensive position except for the pitcher, (pitcher can remain on the field and replace another defender), and any injured player.

2.) In all divisions, all eligible players on the bench must be allowed to play two full innings in the field during regulation seven innings, one of which must be played during the first three innings, the other within the first six innings. Failure to do so may result in forfeiture. The District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager. A player who is not on the field for all three (3) outs of an inning shall not receive credit for an inning played on defense.

3.) A player, who leaves the game for any reason, including the batter, the player who made the "LAST OUT" shall play for the injured player. If no "LAST OUT" then last person in the batting order shall run; if batting, will assume the batters count. If there is not a count on the batter, he is skipped in the batting order and cannot return to the game. The players team will not be penalized an out.

4.) If a player, coach or official is bleeding, or any blood is found on a uniform, equipment or field, play must be stopped.

- If the blood is on the player, coach/manager or official, that person should be given the appropriate treatment to stop the bleeding and cover the wound. The player must come out of the game/match for treatment. If the bleeding cannot be stopped, they may not continue in the game/match.

- If blood is on the uniform, it must be completely cleaned or the uniform changed before the person can participate in the game/match. In this situation the uniform does not have to match, it can be a t-shirt with a number. If this is a number change, no penalty for changing numbers.

- If the blood is on equipment or the field/court it must be cleaned before play can continue. If a ball cannot be cleaned, it should be replaced.

5.) If an official or a coach determines a player to be unconscious or apparently unconscious that player shall be removed from the game and not allowed to return to play in that game.

Rule 3, Sec. 5. – NON-PARTICIPATION DUE TO INJURY OR DISCIPLINARY REASONS:

The game official and opposing coach/manager must be notified prior to the start of the game of non-participation of a player due to injury or disciplinary reasons if said player is to be seated on the bench.

Rule 3, Sec. 6. – SUBSTITUTE FOR PLAYER OF THAN THE PITCHER:

Any player other than a pitcher substituted for an injured player shall be allowed five warm-up throws. (See Rule 8 Sec. 6 for pitchers.)

Rule 3, Sec. 7. – COURTESY RUNNER:

COURTESY RUNNER, at the managers' option, may at any time be utilized for the catcher and pitcher should he reach any base. The courtesy runner shall be the last batted out of the inning or the previous inning. If no outs have been recorded the courtesy runner would be the last batter in the lineup.

NOTE: This rule will be used in Archdiocesan Playoffs.

Rule 3, Sec. 8. – THE PITCHER NAMED IN THE BATTING ORDER:

A.) The pitcher named in the batting order handed the umpire-in-chief shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

B.) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness, which in the umpire-in-chief's judgment, incapacitates him for further play as a pitcher.

C.) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out.

NOTE: If a manager attempts to remove a pitcher in violation of (Rule 3, Sec. 8(C)) the umpire shall notify the manager of the offending club that it cannot be done. If, by chance, the umpire-in-chief has, through oversight, announced the incoming improper pitcher, he should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch he becomes the proper pitcher.

Rule 3, Sec. 9. – SUSPENSION OF PLAY DUE TO WEATHER OR FIELD CONDITIONS:

A.) The umpire-in-chief shall be the judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when a game shall be terminated after such suspension. He may continue the suspension as long as he believes there is any chance to resume play.

Rule 3, Sec. 10. – UMPIRE CALLING "TIME":

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

Rule 3, Sec. 11. – SPECIAL GROUND RULES:

The umpire-in-chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.

Rule 3, Sec. 12. – EQUIPMENT ON FIELD:

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

Rule 3, Sec. 13. – PERSONS ON FIELD:

No person shall be allowed on the playing field during a game except players, coaches, managers and umpires. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

NOTE: See (Rule 7, Sec. 11) for individuals excepted above, also see (Rule 7, Sec.8 (B)).

PLAY-Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter-runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all he could to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it

appear he was trying not to interfere, the umpire should rule interference.

Rule 3, Sec. 14. – SPECTATOR INTERFERENCE:

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

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

There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in (Rule 3, Sec.13). Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred.

No interference shall be allowed when a fielder reaches over a fence, railing, rope, or into a stand to catch a ball. He does so at his own risk. However, should a spectator reach out on the playing field side of such fence, railing or rope, and plainly prevent the fielder from catching the ball, then the batter should be called out for the spectator's interference

EXAMPLE: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner is permitted to score. This might not be the case if such fly ball was interfered with only a short distance from home plate.

Rule 3, Sec. 15. – LOCATION OF TEAM PERSONNEL:

Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, clergy and bat persons shall occupy a bench during a game.

PENALTY - For violation the umpire may, after warning, remove the offender from the field.

RULE 4. - STARTING AND ENDING A GAME

Rule 4, Sec. 1. – UMPIRE (S) MEETING WITH MANAGERS:

The umpire or umpires shall enter the playing field five minutes before the time set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams.

Rule 4, Sec. 2. – START OF PLAY:

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

Rule 4, Sec. 3. – POSITIONS OF PLAYERS AT THE START OF PLAY:

When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.

A.) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play.

PENALTY - "BALK".

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

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

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

Rule 4, Sec. 4. – POSITION OF BASE COACHES:

A.) The offensive team may station two base coaches on the field during its turn at bat, one near first base and one near third base.

B.) Base coaches shall be limited to two in number and shall remain within the coach's box at all times.

PENALTY - The offending base coach shall be removed from the game, and shall leave the playing field.

It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coach's (on both teams) to remain in the coach's box at all times.

It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide,

advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

Rule 4, Sec. 5. – CONDUCT OF TEAM PERSONNEL:

A.) No manager, player, substitute, coach, clergy or bat person shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

- 1.) Incite, or try to incite, by word or sign a demonstration by spectators.
- 2.) Use 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.

If any of the above happens, the umpire may/shall:

- Ignore
- Acknowledge
- Issue a warning
- Restrict the Head Coach/Coach to the bench for the rest of the game.
- Eject the offending player or coach

C.) 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- offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.

Rule 4, Sec. 6. – EJECTION OF TEAM PERSONNEL:

When a manager, player, coach, clergy or bat person is ejected from a game, he shall leave the field immediately and take no further part in the game.

Rule 4, Sec. 7. - TEAM PERSONNEL SHOWING VIOLENT DISAPPROVAL:

When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues—

PENALTY - The umpire shall order the offenders from the bench. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

Rule 4, Sec. 8. - 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 bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

An exception will be if fans rush on to the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpire shall award the runner the base because of the obstruction by the fans.

PENALTY- If the runner on third refuses to advance 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 outs, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

APPROVED RULING: No run shall score during a play in which the third out is made by the batter-runner before he touches first base.

EXAMPLE: One out, Jones on second, Smith on first. The batter, Brown, hits safely, Jones scores. Smith is out on the throw to the plate. Two are out, but Brown missed first base. The ball is thrown to first, an appeal is made and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter-runner before he touched first base, Jones' run does not count.

APPROVED RULING: Following runners are not affected by an act of a preceding runner unless two are out.

EXAMPLE: One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.

APPROVED RULING: Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate, but Jones misses third base, and an appeal is declared out. Three outs. Smith's and Brown's runs are voided.

No score on the play.

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

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

GENERAL STATEMENT COVERING MISSED BASES:

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 outs, the runner is out at the moment he misses the bag, if an appeal is sustained, as applied to the following runners.

APPROVED RULING: One out, Jones on third, Smith on first and Brown flies out to right field. Two are out. 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 had scored before the throw to catch Smith off first base, hence Jones' run counts. It was not a force play.

Rule 4, Sec. 9. - A REGULATION GAME:

A.) Consists of seven innings in all divisions, unless extended because of a tie score, or shortened:

1.) Because the home team needs none of its half of the seventh inning or only a fraction of it.

2.) In the case of rain, darkness, etc., including severe weather alerts, four complete innings, shall constitute a regulation game. In the event of severe weather or warning of severe weather the official in charge of any outdoor game in progress shall immediately stop said game at the completion of current play in progress.

(a) Lightning/Thunder Policy-Officials will remove all participants from the field of play at the first sign of a lightning flash or thunder. They will instruct the participants that the game is suspended and that they should move to a place of safety. A waiting period of 30 minutes will take place after the first flash seen and an additional 30 minutes from the last flash seen before play is resumed. After a maximum of 45 minutes of wait time, the game will be postponed and rescheduled as a rainout. Games played earlier in the day/night will have no effect on the later games unless there is still lightning in the area.

3.) In all divisions, (except Senior), when one team is ahead ten runs or more any time after five completed innings or fifteen runs ahead after four completed innings or twenty runs ahead after three completed innings of a seven-inning game or when the district's time limit has expired, the game shall be terminated and be official. Before termination of a game each team shall have an equal number of innings, unless it is the home team that is ahead. If the home team has the lead then the bottom half of the inning is not played. Note: This rule also applies to Archdiocesan Playoffs. (see Cross District Rules)

4.) If the game is halted for any reason after the regulation number of innings have been played it shall be resumed at the point left off and played to completion. If less than regulation number of innings has been played, the game shall start over.

5.) During the Archdiocesan Playoffs all games will be played to a seven inning completion or the time limit (1 hour and 30 minutes) has passed, except where limited by item 3.) of this section. **Time limit for the Archdiocesan Championship game will be determined before the playoffs.**

B.) If time allows and the score is tied after seven completed innings play shall continue until:

1.) The visiting team has scored more total runs than the home team at the end of completed inning.

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 four innings have been completed. (for Cross District Games, see Cross District rules in front of book)

2.) If the home team has scored more runs in three or three and a half innings that the visiting team has scored in four completed half innings.

3.) If the home team scores one or more runs in its half of the fourth inning to tie the score.

D.) If each team has the same number of runs when the game ends, the umpire shall declare it a "TIE GAME".

Rule 4, Sec. 10. - THE SCORE OF A REGULATION GAME:

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, nine innings in the Senior Division.

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 it's 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 inning or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

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

EXCEPTION: If the game is called while an inning is in progress and before it is completed, the game becomes a **SUSPENDED** game in each of the following situations:

- 1.) The visiting team has scored one or more runs to tie the score and the home team has not scored.
- 2.) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead.

Rule 4, Sec. 11. SUSPENDED GAMES:

- A.) A league shall adopt the following rules providing for completion at a future date of games terminated for any of the following reasons:
 - 1.) A curfew imposed by law.
 - 2.) Light failure.
 - 3.) Darkness, when a law prevents the lights from being turned on.
 - 4.) Weather, if the game is called while an inning is in progress and before it is completed, and one of the following situations prevails:
 - (a) the visiting team has scored one or more runs to tie the score, and home team has not scored.
 - (b) The visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.
- B.) Such games shall be known as suspended games. No game called because of a curfew or weather shall be a suspended game unless it has progressed far enough to have been a regulation game under the provisions of (Rule 4, Sec. 9). A game called under the provisions of (Rule 4, Sec. 11 (A), and (3)) shall be a suspended game at any time after it starts.

NOTE: Weather and similar conditions- (Rule 4, Sec. 11 (A) (1 through 4) - shall take precedence in determining whether a called game shall be a suspended game. A game can only be considered a suspended game if stopped for any of the four- (4) reasons specified in Sec. (A). *If a tie game is halted for any reason after regulation number of innings has been played; it shall be resumed if the game has a bearing on the final standings.* If less than regulation of innings have been played the game shall start over.

C.) Original batting order is to be enforced.

NOTE: (1.) *Players not present when the game is continued shall be dropped from the batting order. However, if they show up after game is restarted, they remain in their original place in the batting order, unless they have missed a turn at bat, in which case, they are placed at the bottom of the batting order.*

NOTE: (2.) *Players not present when the game originally started are added to the end of the batting order.*

D.) All divisions, except Senior: Minimum playing time requirements are waived for the following conditions:

- 1.) **Players** present at the beginning of the game and absent for the continuation of the game.
- 2.) **Players** absent at the beginning of the game and present for the continuation of the game when there are less than two full innings to be played.

E.) **Players** that are absent may be substituted for a player who had previously played only if there are no other substitutes. (See Re-entry Rule 3, Sec. 4.)

F.) **Players** ejected from the game during the original game are not eligible to play in the continuation.

G.) The restart of a suspended game is the continuation of the original game and baseball pitchers are still governed by (Rule 8, Sec. 1, Sec. 2 and Sec. 3.).

RULE 5. - PUTTING THE BALL IN PLAY - LIVE BALL

Rule 5, Sec. 1. – START OF PLAY:

At the time set for beginning the game the umpire shall call “PLAY”.

Rule 5, Sec. 2. - AFTER THE UMPIRE CALLS “PLAY”:

The ball is alive and in play and remains alive and in play until for legal cause, or at the umpire’s call of “TIME” suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be ran and no runs may be scored, except that the 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).

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

Rule 5, Sec. 3. - THE PITCHER SHALL DELIVER THE PITCH:

To the batter who may elect to strike the ball, or not to strike at the ball, as he chooses.

Rule 5, Sec. 4. – SCORING OF A RUN:

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

NOTE: 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.

Rule 5, Sec. 5. - WHEN THREE OFFENSIVE PLAYERS ARE:

Legally put out, that team takes the field and the opposing team becomes the offensive team.

Rule 5, Sec. 6. - WHEN THROWN BALL TOUCHES:

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

Rule 5, Sec. 7. - WHEN BALL BECOMES DEAD:

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

- A.) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance.
- B.) The plate umpire interferes with the catcher's throw, runners may not advance.

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

C.) A balk is committed; runners advance; (see PENALTY Rule 8, Sec. 5)

D.) A ball is illegally batted; runners return.

E.) A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases.

F.) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher.

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

NOTE: If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decisions the umpire must be convinced that the ball passed through or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced;

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

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

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

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

If the count on the batter is less than three balls, runners advance one base.

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

Rule 5, Sec. 8. - THE BALL BECOMES DEAD WHEN:

An umpire calls "TIME". The umpire-in-chief shall call "TIME".

A.) When in his judgment weather, darkness or similar conditions make immediate further play impossible.

B.) When light failure makes it difficult or impossible for the umpires to follow the play;

C.) When an accident incapacitates a player or umpire;

If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play. (See Rule 3, Sec. 4 A) for restrictions on choice of substitute.

D.) When a manager requests "TIME" for a substitution, or for a conference with one of his players.

E.) When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.

- F.) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd, when spectators are on the field. As pertains to runners, the provision of (**Rule 7, Sec. 4 C**) shall prevail.
- G.) When an umpire orders a player or any other person removed from the playing field.
- H.) Except in cases stated in paragraphs (B) and (C) of this rule, no umpire shall call "TIME" while a play is in progress.

Rule 5, Sec. 9. - AFTER THE BALL IS DEAD:

Play shall be resumed when the pitcher takes his place on the pitcher's mound 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.

Rule 5, Sec. 10. - THERE SHALL ONLY BE ONE CHARGED CONFERENCE:

Between the manager and other team representatives and the batter or runner in an inning. Umpires shall not permit any such conference in excess of one in an inning. This applies to all divisions. A charged conference takes place when the offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter or runner(s).

PENALTY: Ejection of the manager or team representative who insists on another charged conference.

RULE 6. - THE BATTER

Rule 6, Sec. 1. - BATTING ORDER:

- A.) Each player of the offensive team shall bat in the order that his name appears in his team's batting order.
- B.) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

Rule 6, Sec. 2. - THE BATTER SHALL TAKE HIS POSITION:

- A.) In the batter's box promptly when it is his time at bat.
- B.) The batter shall not leave his position in the batter's box after the pitcher comes to "SET POSITION", or starts his windup.

PENALTY: If the pitcher pitches, the umpire shall call "BALL" or "STRIKE" as the case may be.

The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "TIME". The batter is not at liberty to step in and out of the batter's box at will.

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

Umpires will not call "TIME" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "DUST IN HIS EYES", "STEAMED GLASSES", "DIDN'T GET THE SIGN" or for any other cause.

Umpires may grant a hitter's request for "TIME" once is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box and they must remain there until the ball is pitched.

If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified, he may allow the batter to step out of the box momentarily.

If after the pitcher starts his windup or comes to a "SET POSITION" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "SCRATCH".

- C.) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "STRIKE" on each such pitch. The batter may take his proper position after any such pitch and the regular ball and strike count shall continue, but, if he does not take his proper position before three strikes are called, he shall be declared out.

Rule 6, Sec. 3. - 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.

Rule 6, Sec. 4. - A BATTER HAS LEGALLY COMPLETED HIS TIME AT BAT WHEN:

He is put out or becomes a runner.

Rule 6, Sec. 5. - A BATTER IS OUT WHEN:

- A.) A fielder legally catches his fair or foul fly ball (other than a foul tip);
- B.) A third strike is legally caught by the catcher; “**Legally Caught**” means in the catcher’s glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul tip first strikes the catcher’s glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if the third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher’s glove or hand first.

NOTE: In 3rd & 4th Grade (Bantam) Division, a batter is automatically out on a dropped or caught third strike.

- C.) A third strike is not caught by the catcher when first base is occupied before two are out;
- D.) He bunts a foul on third strike;
- E.) An infield fly is declared;
- F.) He attempts to hit a third strike and the ball touches him;
- G.) His fair ball touches him before touching a fielder;
- H.) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.

The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire’s judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

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

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

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

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

If, in the umpire’s judgment, there is intent on the part of a 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 foul ball, the batter intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and runner or runners shall return to their original base or bases;
- J.) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;
- K.) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and in the umpire’s judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;
- L.) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases.

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

M.) A preceding runner shall, in the umpires judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play; The objective of this rule is to penalize the offensive team for deliberate, unwarranted unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire’s judgment call.

N.) With two outs, 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.

O.) THROWING THE BAT: Batters may be warned or ejected for initially throwing a bat. The second time it

happens, the ball is dead, the umpire can call the batter out, (if in his opinion it is accidental), or call the batter out and eject the player (if in his opinion it is deliberate).

Rule 6, Sec. 6. - A BATTER IS OUT FOR ILLEGAL ACTION WHEN:

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

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

B.) He steps from one batter's box to the other while the pitcher is in position to pitch,

C.) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference. If the batter interferes with the catcher, the plate umpire shall call "INTERFERENCE". The batter is out and the ball is 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 interference.

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

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

D.) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc.

No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by his *District Chairman or Representative*.

Rule 6, Sec. 7. - BATTING OUT OF TURN

A.) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any ball and strikes shall be counted in the proper batter's time at bat.

B.) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall-

1.) Declare the proper batter out; and

2.) Nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise.

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild or passed ball, such advance is legal.

C.) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat becomes legal.

D.) 1.) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;

2.) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

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

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

APPROVED RULINGS

To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows:

Abel-Baker-Charles-Daniel-Edward-Frank-George-Hank-Irwin.

PLAY (1) Baker bats. With the count two balls and one strike, (**A** the offensive team discovers the error or (**B**) the defensive team appeals.

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

PLAY (2) Baker bats and doubles. The defensive team appeals **(A)** immediately or **(B)** after a pitch to Charles. **(A)** Abel is called out and Baker is the proper batter; **(B)** Baker stays on second and Charles is the proper batter.

PLAY (3) Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals **(A)** immediately or **(B)** after a pitch to Daniels.

RULING: **(A)** Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; **(B)** Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4) With the bases full and two out, Hank bats in Frank's turn, and triples, scoring three runs. The defensive team appeals **(A)** immediately, or **(B)** after the pitch to George.

RULING: **(A)** Frank is called out a no runs score. George is the proper batter to lead off the second inning; **(B)** Hank stays on third and three runs score. Irwin is the proper batter.

PLAY (5) After **PLAY (4)** above, George continues at bat. **(A)** Hank is picked off third base for the third out, or **(B)** George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning?

RULING: **(A)** Irwin. He became the proper batter as soon as the first pitch to George legalized Hank's triple; **(B)** Hank, when no appeal was made, the first pitch to the lead-off batter of the opposing team legalized George's time at bat.

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

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

Rule 6, Sec. 8. - THE BATTER BECOMES A RUNNER AND:

Is entitled to first base without liability to be put out (provided he advances to and touches first base) when-

- A.)** Four "BALLS" have been called by the umpire; A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game.

If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

NOTE: The manager of the defensive team or the pitcher may intentionally walk a batter by merely declaring their intention to the plate umpire without the requirement of pitching to the batter.

- B.)** He is touched by a pitched ball, which he is not attempting to hit, unless-
- 1.) The ball is in the strike zone when it touches the batter, or
 - 2.) The batter makes no attempt to avoid being touched by the ball.

NOTE: If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.

APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance.

- C.)** The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may

advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.

If catchers' interference is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play.

If the batter-runner missed first base, or a runner misses his next base, he shall be considered as having reached the base, as stated in (NOTE of Rule 7, Sec. 4D).

Examples of plays the manager might elect to take:

- 1.) Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have the batter called out or have the runner remain at third and the batter is awarded first base.
- 2.) Runner on second base. Catcher interferes with the batter as he bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first. In situations where the manager wants the

"INTERFERENCE" penalty to apply, the following interpretation shall be made of (Rule 6, Sec. 8C):

If the catcher (or any fielder) interferes with the batter, the batter is awarded first base. If, on such interference, a runner is trying to score by a steal or squeeze from third base, the ball is dead and the runner on third scores and batter is awarded first base. If the catcher interferes with the batter with no runners trying to score from third on a squeeze or steal, then the ball is dead, batter is awarded first base and runners who are forced to advance, do advance. Runners not attempting to steal or not forced to advance remain on the base they occupied at the time of the interference.

If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under (Rule 6, Sec. 5C). 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.

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

Rule 6, Sec. 9. - THE BATTER BECOMES A RUNNER WHEN:

A.) He hits a fair ball;

B.) The third strike called by the umpire is not caught, providing-

- 1.) First base is unoccupied or
- 2.) First base is occupied with two outs. When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. When the batter leaves the "batting area", and is not progressing to first base, he is out.

C.) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory.

D.) A fair fly ball passes over a fence. Such hit entitles the batter to a home run when he shall have touched all bases legally.

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 runner 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 stand 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.

RULE 7. - THE RUNNER

Rule 7, Sec. 1. - A RUNNER ACQUIRES THE RIGHT TO AN UNOCCUPIED BASE WHEN:

He touches it before he is out. He is then entitled to it until he is put out or forced to vacate it for another runner legally entitled to that base.

If a batter legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

- A.) *In the 3rd Grade (Bantam Minor) Division no leadoffs and no stealing is allowed (subject to District discretion.) A runner may advance by a batted ball, a walk, or if a play is made on any runner.*
- B.) *In 4th Grade (Bantam Major) Division no lead-off. A runner can steal 2nd & 3rd but not home. Runner may only score on a batted ball or if forced. If a runner on 3rd steals home, the umpire will return him to 3rd with no further penalty. The runner is at risk of being tagged out.*

NOTE: - Any legally caught fly ball, fair or foul, is to be considered a batted ball. In leagues that do not allow stealing the runner must retouch to the base they are entitled to after each pitch, or the runner is out.

Rule 7, Sec. 2. - IN ADVANCING, A RUNNER SHALL TOUCH:

First, second, third, and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of (Rule 5. Sec. 7). In such cases, the runner may go directly to his original base.

Rule 7, Sec. 3. - TWO RUNNERS MAY NOT OCCUPY A BASE, BUT:

If, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

Rule 7, Sec. 4. - EACH RUNNER, OTHER THAN THE BATTER, MAY:

Without liability to be put out, advances one base when-

- A.) There is a balk
- B.) The batter advances without liability to be put out, forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;

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

- PLAY.** Two outs, 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 runner was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.
- C.) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd, when spectators are on the field.

A fielder or catcher may reach or step into, or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. Ball is in play.

If the fielder or catcher, after having made a legal catch, should fall into a stand or among spectators or into the dugout after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and runners advance one base without liability to be put out.

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

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

Rule 7, Sec. 5. - EACH RUNNER INCLUDING THE BATTER-RUNNER MAY:

Without liability to be put out, advance-

- A.) Rule 3, Sec. 11. Ground rules may overrule the awarding of bases.
- B.) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the

act of a fielder in throwing his glove, cap, or any article of his apparel;

- C.) Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril.
- D.) Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril;
- E.) Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;
- F.) Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play.

In applying (B-C-D-E) the thrown glove or detached cap or mask, etc., must touch 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.

- G.) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
- H.) Two bases, when with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.

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

In certain circumstances it is impossible to award a runner two bases.

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

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 “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 a passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of (Rule 7. Sec. 5G) a catcher is considered an infielder.)

PLAY: Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base.

RULING: Runner at second scores. (On this play, only if batter-runner is past first base when throw is made is he awarded third base.)

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

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

- J.) One base, if the batter, becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire’s mask or paraphernalia.

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

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.

Rule 7, Sec. 6. - WHEN OBSTRUCTION OCCURS:

The umpire shall call or signal “OBSTRUCTION”.

TYPE A- Obstruction (Dead Ball)

- 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 legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.

When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls “TIME,” with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had no obstruction occurred. On a play where a runner was trapped between second and 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.

Type B- Obstruction (Delayed Dead Ball)

- 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 in his judgment will nullify the act of obstruction.

Under (Rule 7, Sec. 6B) 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.

C.) FAKE TAG: *If a fielder without the ball fakes a tag while the base runner is advancing or returning it shall be considered obstruction. The umpire shall award the obstructed runner and each other runner affected by the obstruction the base they would have, in his opinion, reached had there been no obstruction. The player making the fake tag shall be warned on the first offense, on the second offense he may be ejected from the game.*

Rule 7, Sec. 7. - IF WITH A RUNNER ON THIRD BASE AND TRYING TO SCORE BY:

Means of a squeeze play or 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.

Rule 7, Sec. 8. - ANY RUNNER IS OUT WHEN:

- A.) 1.)** He runs more than three feet away from the direct line between bases to avoid being tagged, unless his action is to avoid interference with a fielder fielding a batted ball; or

- 2.)** After touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base.

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

This rule also covers the following and similar plays: Less than two outs, score tied last of the seventh inning, runner on first, batter hits a ball out of the park for winning run, the runner on first passes second, thinking the home run automatically win the game, cuts across diamond toward his bench as batter-runner circles bases. In this case, the base runner would be called out “FOR ABANDONING HIS EFFORT TO TOUCH THE NEXT BASE” and batter-runner permitted to continue around bases to make his home run valid. If there were 2 outs, home run would not count. (See Rule 7, Sec. 12). **This is not an appeal play.**

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

In the above two plays the runners are considered actually abandoning their base paths and are treated differently than the batter who struck out as described. (Approved Ruling of Rule 7. Sec. 8A).

APPROVED RULING: When a batter becomes a runner on third strike not caught, and starts for his bench or position, he may

advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he touches first base.

B.) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball; A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory is intentional.

If, the umpire declares the hindrance, intentional, the following penalty shall apply; with less than two out the umpire shall declare both the runner and the batter out. With two outs, the umpire shall declare the batter out.

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

C.) He is tagged, when the ball is alive, while off his base.

EXCEPTION: Batter-runner cannot be tagged out after overrunning or over sliding first base if he returns immediately to the base.

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

APPROVED RULING: #2 - If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag.

D.) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play. Runners need not "TAG UP" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.

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

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

Over sliding 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 over slides 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 Questions: 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 run scores. It is not a force play. It is a tag play.

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

EXCEPTION: If a runner is touching his base when touched by an infield fly, he is not out, although the batter is out; If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.

NOTE: If an infield fly touches the runner, when he is not touching his base, both runner and batter are out.

- G.) He attempts to score on a play in which the batter interferes with the play at home base before two are out. With two outs, the interference puts the batter out and no score counts;
- H.) He passes a preceding runner before such runner is out;
- I.) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "TIME" and declare the runner out.
- J.) He fails to return at once to first base after overrunning or over sliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or over sliding first base he starts toward the dugout, or toward his position, and fails to return to first at once, he is out, on appeal, when he or the base is tagged.

Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of (Rule 4. Sec. 8A) "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, Sec.81).

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

This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

Rule 7, Sec. 9. - IT IS INTERFERENCE BY A BATTER OR A RUNNER WHEN:

- A.) After a third strike he hinders the catcher when he attempts to field the ball.
- B.) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.
The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play.
- C.) He intentionally deflects the course of a foul ball in any manner.
- D.) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out.
- E.) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinders or adds to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates.
- F.) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate.
If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.
- G.) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.
- H.) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event may bases be run or runs scored because of such interference.
- I.) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner physically assists him in returning to or leaving third base or first base,
- J.) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder.
- K.) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball. Lines marking the three-foot lane are a part of the "LANE" but the interpretation to be made is that a runner is required to have both feet within the three foot "LANE" or on the lines marking the "LANE".
- L.) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one umpire determines to be entitled to field such a ball. When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "OBSTRUCTION" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of

course such “RIGHT OF WAY” is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base “OBSTRUCTION” shall be called, base runner awarded first base.

- M.)** A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

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

Rule 7, Sec.10. - ANY RUNNER SHALL BE CALLED OUT, ON APPEAL, WHEN:

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

“RETOUCH” in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.

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

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

PLAY A.) Batter hits a ball out of park or ground rule double and misses first base (ball is dead)- he may return to first base to correct his mistake before he touches second base but if he touches second base he may not return to first and if defensive team appeals he is declared out at first.

PLAY B.) Batter hits ball to shortstop who throws wild into stand (ball is dead)--batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base. These are appeal plays.

PLAY C.) He overruns or over slides first base and fails to return to that base immediately, and he or the base is tagged;

PLAY D.) He fails to touch home base and makes no attempt to return to that base, and home base is tagged.

(1) These are appeal plays and the defensive player loses the privilege of putting the runner out if the appeal is not made before the next legal or illegal pitch or before the pitcher and all infielders have clearly vacated their normal fielding positions and left fair territory on their way to the bench or dugout area or before the umpires have left the field at the conclusion of the game.

(2) If properly appealed during a live ball, the runner is out. If the pitcher balks when making an appeal, such act shall be a play. Dead ball appeals are covered by Item (3) below.

NOTE: On appeal plays the appeal must be made before the next legal or illegal pitch or before the defensive team has left the field. The defensive team has “left the field” when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area.

(3) Once the ball has been returned to the infield and time has been called, any manager, coach or fielder with or without possession of the ball may make a verbal appeal on a runner missing a base or leaving a base too soon. The administering umpire should acknowledge the appeal and then make a decision on the play. No runner can leave his base during this period as the ball remains dead until the next pitch.

NOTE: a) If the pitcher has possession of the ball and is in contact with the pitcher’s plate when making a verbal appeal, no balk is called.

b) If the umpire has indicated “play ball” and the pitcher now requests an appeal, the umpire would again call time and allow the appeal process.

Rule 7, Sec. 11. - PLAYERS, COACHES OR ANY MEMBER OF AN OFFENSIVE TEAM:

Shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

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

Rule 7, Sec. 12. - FAILURE TO TOUCH OR RETOUCH A BASE:

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

Rule 7, Sec. 13. - COLLISION RULE:

IN THE JUDGMENT OF THE UMPIRE WHEN A DEFENSIVE PLAYER HAS THE BALL AND IS WAITING FOR THE RUNNER AND THE RUNNER REMAINS ON HIS FEET AND DELIBERATELY, WITH GREAT FORCE, CRASHES INTO THE DEFENSIVE PLAYER, THE RUNNER IS TO BE DECLARED OUT.

EFFECT: THE RUNNER IS OUT, THE BALL IS DEAD AND ALL OTHER RUNNERS MUST RETURN TO THE LAST BASE TOUCHED AT THE TIME OF THE COLLISION.

NOTE: IN THE JUDGMENT OF THE UMPIRE IF THE ACT IS DETERMINED TO BE FLAGRANT THE OFFENDER SHALL BE EJECTED.

RULE 8. - THE PITCHER**Rule 8, Sec. 1. - PITCH COUNT**

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES) *				
		0 DAYS	1 DAYS	2 DAYS	3 DAYS	4 DAYS
10	50	1-20	21-35	36-50	51-65	
11	75	1-20	21-35	36-50	51-65	66+
12	75	1-20	21-35	36-50	51-65	66+
13	75	1-20	21-35	36-50	51-65	66+
14	75	1-20	21-35	36-50	51-65	66+

* rest day starts at 8:00am the day after the pitcher pitches

If a coach allows a pitcher to throw over the maximum number of pitches the opposing coach shall inform the plate umpire to record this on the official game card. The opposing coach shall be responsible to send documentation of the violation to the District Baseball Chair Person. The Chair will forward this information on to the Central Office for a decision. A coach could be warned or suspended 1- game for the 1st violation of the pitch count rule further violations will be dealt with more harshly.

Rule 8, Sec. 2. - IF THE PITCHER IS REMOVED FROM THE PITCHING POSITION:

He cannot be returned to the pitching position later in the game.

Rule 8, Sec. 3. - REMOVAL OF PITCHER DUE TO HITTING OF BATTERS:

In all divisions, if a pitcher hits three (3) batters in the same inning, or a total of five (5) batters during the game which results in the awarding of a base, the player shall be removed from the pitching position for the remainder of the game.

Rule 8, Sec. 4. - LEGAL PITCHING DELIVERY:

A.) The pitcher shall pitch while facing the batter from either a windup position or a set position. The position of his feet determines whether he is pitching from the windup or set position. He shall take his sign from the catcher with his pivot foot in contact with the pitcher's plate. The pitching regulations begin when he intentionally contact's the pitcher's plate. Turning the shoulders to check runners while in contact with the pitcher's plate is a balk. He shall not make a quick-return pitch in an attempt to catch a batter off balance. The catcher shall have both feet in the catcher's box at the time of the pitch.

NOTE: If a pitcher is ambidextrous, the umpire shall require the pitcher to face a batter as either a left-handed or right-handed pitcher--but not both.

B.) For the windup position, the pitcher is not restricted as to how he shall hold the ball. A pitcher assumes the windup position when his hands are:

- a.) together in front of the body.

- b.) both hands are at his side.
- c.) either hand is in front of the body and the other is at his side.

The pitcher's non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher's plate. He is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the windup position, the pitcher may only deliver a pitch or step backward off the pitcher's plate with his pivot foot first. After the pitcher has placed his pivot foot clearly behind the plate, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During the delivery, he may lift his non-pivot foot in a step forward or in a step backward and step forward, but he shall not otherwise lift either foot.

C.) For the set position, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back. Before starting his delivery, he shall stand with his entire non-pivot foot in front of a line extending through the front edge of the pitcher's plate. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and his glove at or below his chin. Natural preliminary motions such as only one stretch may be made. During these preliminary motions and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot to a base while throwing or feinting toward a base as outlined in Rule 8, Section 5D, or he may lift his pivot foot in a step backward off the pitcher's plate which must be in or partially within the 24 inch length of the pitcher's plate. In order to change the windup position, he must first step clearly backward off the pitcher's plate with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly on the ground behind the plate, he then has the right to throw or feint to a base the same as any other infielder. **PENALTY (A, B, C):** The ball is dead immediately when an illegal pitch occurs. If there is no runner, a ball is awarded the batter. If there is a runner, such an illegal pitch is a balk. In both situations, the umpire signals dead ball.

D.) Each legal pitch shall be declared by the umpire as a strike, ball, fair or foul hit or a dead ball. A pitch dropped during delivery and which crosses a foul line shall be called a ball. Otherwise, it will be called no pitch. A pitch dropped during delivery with at least one runner on base would be a balk if it does not cross a foul line.

E.) When a pitcher is attempting to field a batted or thrown ball or is throwing to a base when his pivot foot is clearly off his plate, his status is that of an infielder except that if a batted ball passes but does not touch him and then strikes an umpire or a runner, the ball may become dead because of interference.

Rule 8, Sec. 5. – INFRACTION BY PITCHER:

A.) Illegal act include:

- 1.) Applying a foreign substance to the ball.
- 2.) Spitting on the ball or glove.
- 3.) Rubbing the ball on the glove, clothing or person if the act defaces the ball.
- 4.) Discoloring the ball with dirt.
- 5.) Bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball.
- 6.) Wearing any items on the hands, wrists or arms that may be distracting to the batter.
- 7.) Wearing or placing tape bandages or foreign material (other than rosin) on the fingers or palms of his pitching hand that could come in contact with the ball.
- 8.) Wearing a glove/mitt that is white, grey or multi-colored.
- 9.) Wearing exposed undershirt sleeves that are white or grey.

NOTE: Under umpire supervision, the pitcher may dry his hands by using a finely meshed cloth bag of powdered rosin. He may rub the ball with bare hands to remove any extraneous coating.

PENALTY: For defacing the (1-5), the ball is dead immediately. The umpire may eject the pitcher. If such defaced ball is pitched and then detected, it is an illegal pitch.

For infraction (5-9), the infraction must be corrected before the next pitch. In (6-9), the umpire has the sole authority to judge whether or not an item is distracting and shall have that item removed.

EXCEPTION: In infraction (5), prior to the start of a game played in cold weather, the umpire, with the agreement of both managers, may permit the pitcher to blow on his hand.

B.) Delay of the game includes:

- 1.) Throwing to any player other than the catcher, when the batter is in the batter's box, unless it is an attempt to retire the runner.

PENALTY: The pitcher may be ejected after a warning.

- 2.) Consuming time as the result of the coach or his representatives conferring with a defensive player or players

after a trip in an inning to the pitcher.

PENALTY: The pitcher shall be replaced as the pitcher for the duration of the game.

3.) Failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after he has received the ball.

PENALTY: The batter shall be awarded one ball.

NOTE: Umpires shall require that the ball be returned promptly to the pitcher.

EXCEPTION: The starting pitchers may warm up by using not more than eight throws, completed in one minute (timed from the first throw). When a pitcher is replaced during an inning or prior to an inning, the relief pitcher may not use more than eight throws. At the beginning of each subsequent inning, the pitcher may warm up by using not more than five throws, completed in one minute (timed from the third out of the previous half-inning). In either case, the umpire-in-chief may authorize more throws because of an injury or inclement weather.

D.) Intentionally throw close to a batter.

Penalty: The pitcher shall be ejected if the act is judged to be intentional. In case of doubt, the umpire may first warn the pitcher.

D.) **Balk.** If there is a runner or runners, any of the following acts by a pitcher while he touching his pitching plate is balk:

1.) Any feinting toward the batter or first base, or any dropping of the ball (even though accidental) and the ball does not cross a foul line. (See Rule 8, Sec. 4D)

2.) Failing to step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out, or drive back a runner; or throwing or feinting to any unoccupied base when it is not an attempt to put out or drive a runner back.

3.) Making an illegal pitch from any position. (See Rule 8, Sec. 4 and Rule 8, Sec. 5A 1-5)

4.) Failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery.

NOTE: It shall not be a balk, if the pitcher, with a runner on base, stops or hesitates in his delivery because the batter steps out of the box:

a.) With one foot

b.) With both feet

c.) Holds up his hand to request "Time".

In a.) and c.), there is no penalty on either the batter or the pitcher. The umpire shall call "Time" and begin play anew. In b.), a strike shall be called on the batter for violation of Rule 6, Sec.2. In a.), b.) and c.), if the pitcher legally delivers the ball, it shall be called a strike and the ball remains alive. Thus, two pitches are called on the batter in b.). If the umpire judges the batter's action to be a deliberate attempt to create a balk, he will penalize according to Rule 4, Section 5A3.

5.) Taking a hand off the ball while in a set position (See Rule 8, Sec. 4C), unless he pitches to the batter or throws to a base or he steps toward and feints a throw to second or third base as in 2.).

6.) Failing to pitch to the batter when the entire non-pivot foot passes behind the perpendicular plane of the back edge of the pitcher's plate, except when feinting or throwing to second base in an attempt to put out a runner.

E.) It is also a balk if a runner or runners are on base and the pitcher, while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch or if he places his feet on or astride the pitcher's plate or positions himself within approximately five feet of the pitcher's plate without having the ball.

NOTE: In 3rd & 4th Grade Division only, at the time of a balk, the umpire shall warn the pitcher and explain the infraction to the pitcher and manager, but the penalty shall not be imposed.

Rule 8, Sec. 6. – VISIT TO MOUND:

A league shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:

A.) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning.

B.) A 2nd trip to the same pitcher in the same inning will cause this pitcher's automatic removal.

C.) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat; but

*D.) If a pinch hitter is substituted for this batter the manager or coach may make a second visit to the mound but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he crosses the foul line.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager/coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same

inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that their pitcher will be removed from the game after he pitches to one batter, so he can have a substitute pitcher warmed up.

The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

RULE 9. - PROTEST PROCEDURE

Rule 9, - PROTESTS:

A.) Misinterpretation of a playing rule must be made before the next play or pitch (legal or illegal) or, before all fielders have left fair territory, or if on the last play of the game, before the umpires leave the playing field.

B.) Illegal player must be made while they are in the game and before the umpires leave the playing field.

Note: (a, b) an umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.

C.) Ineligible player can be made any time. Eligibility is the decision of the protest committee.

RULE 10. - THE UMPIRE

Rule 10, Sec. 1. – APPOINTING OF UMPIRES:

A.) The *Sports Director or designee* shall appoint one or more umpires to officiate at each Championship game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

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

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

D.) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decision or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

E.) Each umpire has authority at his discretion to eject from the playing field-

1.) Any person whose duties permit his presence on the field, such as ground crew members, etc. and

2.) Any spectator or other person not authorized to be on the playing field.

F.) *It is mandatory that the plate umpire wears mask, chest protector, shin guards, throat protector and a protective cup.*

Rule 10, Sec. 2. - ANY UMPIRE'S DECISION WHICH INVOLVES JUDGMENT:

A.) Such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment call.

Players leaving their positions in the field or on base, or managers or coaches leaving the bench or coaches' box, to argue on **BALLS AND STRIKES** will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

B.) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be 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.

The umpire 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 manager 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.

Base runners 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 put out by the catcher's throw. Also a catcher must be alert in a base-stealing situation if the base umpire upon appeal reverses a ball call to a strike 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.

D.) No umpire may be replaced during a game unless he is injured or becomes ill.

Rule 10, Sec. 3. – UMPIRE JURISDICTION:

- A.) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).
- B.) If there are two or more umpires, one shall be designated plate-umpire and the others field umpires. The Playoff Committee, District, District Umpire Coordinator or his designee shall designate one umpire umpire-in-chief. The duties of the umpire-in-chief are:
 - 1.) Take full charge of, and be responsible for, the proper conduct of the game.
 - 2.) Decide when a game shall be forfeited.
 - 3.) If a time limit has been set, announce the fact and the time set before the game starts.
 - 4.) Announce any special ground rules, at his discretion.

Rule 10, Sec. 4. – UMPIRE DUTIES:

- A.) The plate-umpire shall stand behind the catcher. His duties shall be to:
 - 1.) Call and count balls and strikes;
 - 2.) Call and declare fair balls and fouls except those commonly called by field umpires;
 - 3.) Make all decisions on the batter;
 - 4.) Make all decisions except those commonly called by field umpires.
 - 5.) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request.
- B.) A field umpire may take any position on the playing field they think best suits them to make impending decisions on the bases. Their duties shall be to:
 - 1.) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;
 - 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 umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.
- C.) If different decisions should be made on one play by different umpires, the umpire-in chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief (*unless the Playoff Committee or the District may have designated another 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.

GENERAL INSTRUCTIONS TO UMPIRES

Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty.

Keep your uniform in good condition. Be active and alert on the field.

Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rulebook. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed.

Keep the game moving. A ball game is often helped by energetic and earnest work of the umpire.

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.

You no doubt are going to make mistakes, but never attempt to “EVEN UP” after having made one. Make all decisions as you see them and forget which is the home or visiting team.

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.

Do not come running with your arm up or down, denoting “OUT” or “SAFE”. Wait until the play is completed before making any arm motion.

Each umpire team should work out a simple set of signals so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If you are sure you got the play correctly, do not be stampeded by players’ appeal to “ASK THE OTHER MAN”. If you are not sure, ask one of your associates. Do not carry this to extremes, be alert and get your

own plays. But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "BEING RIGHT". A most important rule for an umpire is always **"BE IN POSITION TO SEE EVERY PLAY"**. Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.

Finally, be courteous, impartial and firm and so compel respect from all.

POINTS OF EMPHASIS--IMPORTANT INFORMATION

The catcher must wear a mask, shin guards, chest and throat protectors and a protective cup. A catcher's helmet with earflaps is mandatory.

*All managers, coaches, and players must remain behind a screen, when available, during live ball situations, at all times. The exceptions are defensive players in the field, the batter, base runners, the on deck batter and the two base coaches.

All teams are required to wear uniforms; shirts of similar color with a permanently attached number and pants. Shorts are not part of the uniform and may not be worn. The size and placement of the number will be left to the discretion of the District. Players without numbers or with duplicate numbers will not be allowed to participate after their team's first scheduled league game.

NOTE: 1.) For any infringement on (Rule 1, Sec. 13,14,15,16,17 or 18) of these rules, the player at fault shall be instructed to leave the field of play by the umpire, to adjust his equipment or obtain any missing equipment. A player who is instructed to leave the field to adjust his equipment or obtain missing equipment shall not return without first reporting to the umpire, who shall satisfy him/herself that the player's equipment is in order. A player who has been prevented from, taking part in a game or who has been sent off because of an infringement of this rule, and who enters or re-enters the game to join or re-join his team, in breach of the above conditions shall be ejected and the team may forfeit the game.

NO JEWELRY IS ALLOWED (Rule 1, Sec. 17) If a medical medallion/bracelet is worn it must be taped to the body. No chains are allowed. **Earrings are NOT allowed, even if covered by tape.** Only soft pliable hair accessories are permissible. Seniors may wear flat wedding bands.

CASTS ARE NOT LEGAL. (Rule 1, Sec.18) A cast is plaster, metal or other hard substance in its final form. Any exposed metal on finger or knee may be considered legal if securely covered with at least ½" of closed-cell, slow recovery rubber or other material of the same thickness and having similar physical properties.

A team may start, continue or finish with eight players. This rule applies to all District and Archdiocesan Playoff Games.

Teams not ready to start within 15 minutes after scheduled starting time shall forfeit unless the team has an excuse satisfactory to the District Baseball Committee.

COLLISION RULE: In the judgment of the umpire when a defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out.

EFFECT: The runner is out, the ball is dead and all other runners must return to the last base touched at the time of the collision.

NOTE: In the judgment of the umpire if the act is determined to be flagrant the offender shall be ejected.

The District will determine the time limit of the game.

If the pitcher is removed from the pitching position he cannot be returned to the pitching position later in the game.

In all divisions, if a pitcher hits three (3) batters in the same inning, or a total of five (5) batters during the game which results in the awarding of a base, the player shall be removed from the pitching position for the remainder of the game.

Throwing the bat: Batters will be warned once for throwing a bat. The second time it happens, the umpire can call the batter out, (if in his opinion it is accidental), or call the batter out and eject the player (if in his opinion it is deliberate). Deliberately throwing the bat will cause the batter to be called out, the ball is dead and the player is ejected.

In all Divisions, the roster batting order rule will be in effect. All eligible players on roster who are present must be listed in a batting order.

There is free substitution in all Divisions. A player may enter and leave the game as many times as the team desires.

NOTE: Substitution must occur at the time the team is taking the field for defensive position except for the pitcher, (pitcher can

remain on the field and replace another defender), and any injured player.

In all Divisions, except Senior, all eligible players on the bench must be allowed to play two full innings in the field during regulation seven innings, one of which must be played during the first four innings. Failure to do so may result in forfeiture. The District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager. A player who is not on the field for all three (3) outs of an inning shall not receive credit for an inning played on defense.

The game official and opposing coach/manager must be notified prior to the start of the game of non-participation of a player due to injury or disciplinary reasons if said player is to be seated on the bench.

A player, that leaves the game, will be skipped in the batting order and cannot return to the game. The player's team will not be penalized an out.

A player, who is physically unable to continue (offense only) running bases, including the batter, the player who made the "LAST OUT" shall play for the injured player. If no "LAST OUT" then last person in the batting order shall run, if batting will assume the batters count. If there is not a count on the batter, he is skipped in the batting order and cannot return to the game. The player's team will not be penalized an out.

It is mandatory to use a helmet with earflaps while batting. (Rule 1, Sec. 16) The umpires are instructed to eliminate unsafe helmets. Base runners are required to wear a flapped helmet or regular helmet. Intentional removal of the helmet during a live ball results in automatic out of batter or base runner. Any on deck batter, in the field or play, must wear a helmet. It is recommended but not mandatory that base coaches wear helmets.

3rd & 4th GRADE SECTION

In 3rd & 4th Grade Division only, at the time of the first balk or illegal pitch, the umpire shall warn the pitcher and explain to the pitcher and manager what the pitcher did incorrectly but the penalty will not be imposed. For each additional balk or illegal pitch committed by the same pitcher the umpire shall assess the proper penalty.

In 3rd & 4th Grade Division a batter is automatically out on a dropped or caught third strike.

In 3rd & 4th Grade Division no stealing is allowed (subject to District Discretion). A runner may advance by a batted ball, a walk or if a play is made on any runner.

NOTE: Any legally caught fly ball, fair or foul, is to be considered a batted ball.

NOTE: In leagues that do not allow stealing the runner must retouch to the base they are entitled to after each pitch or the runner is out.

DIAGRAM 1—Field Layout

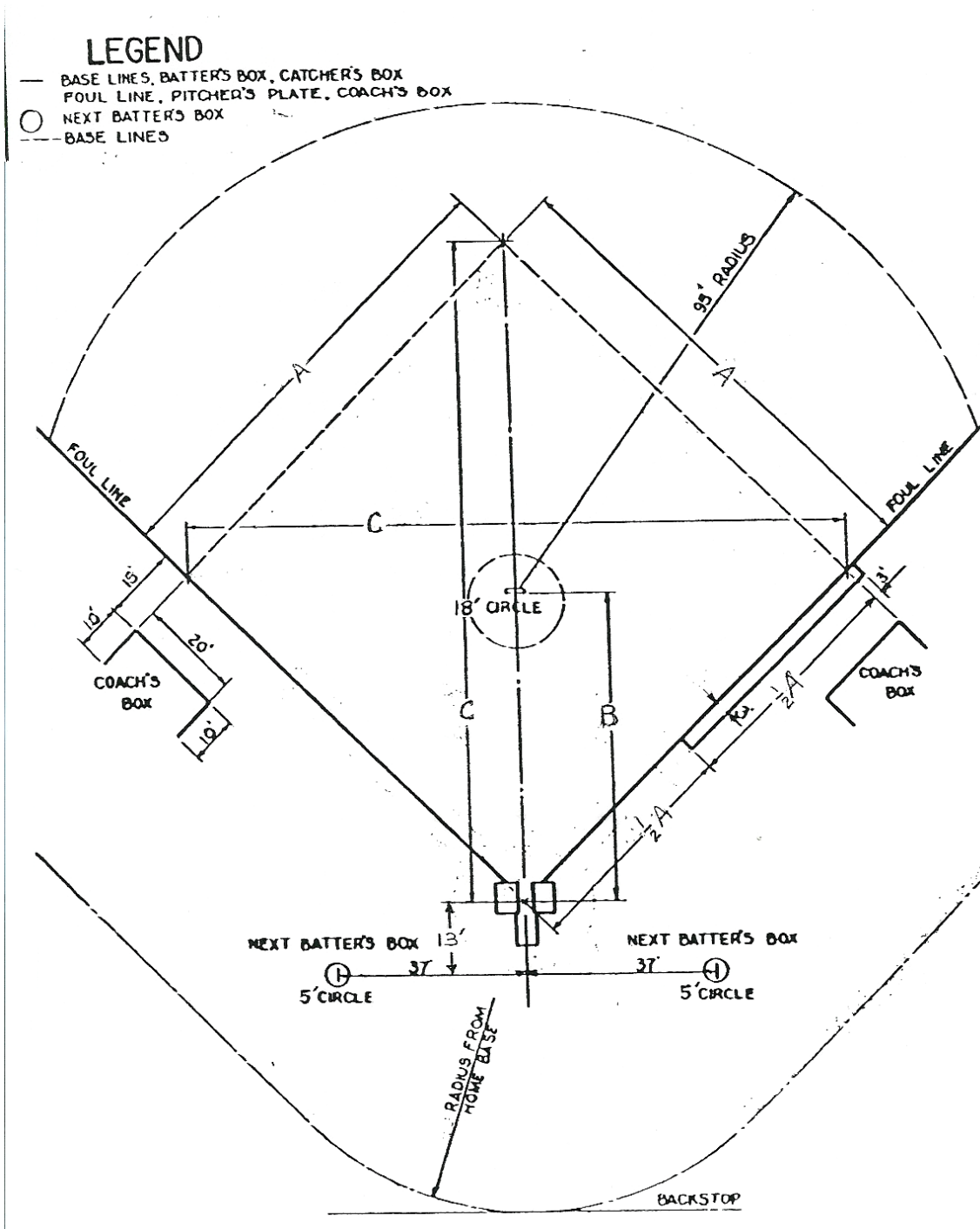
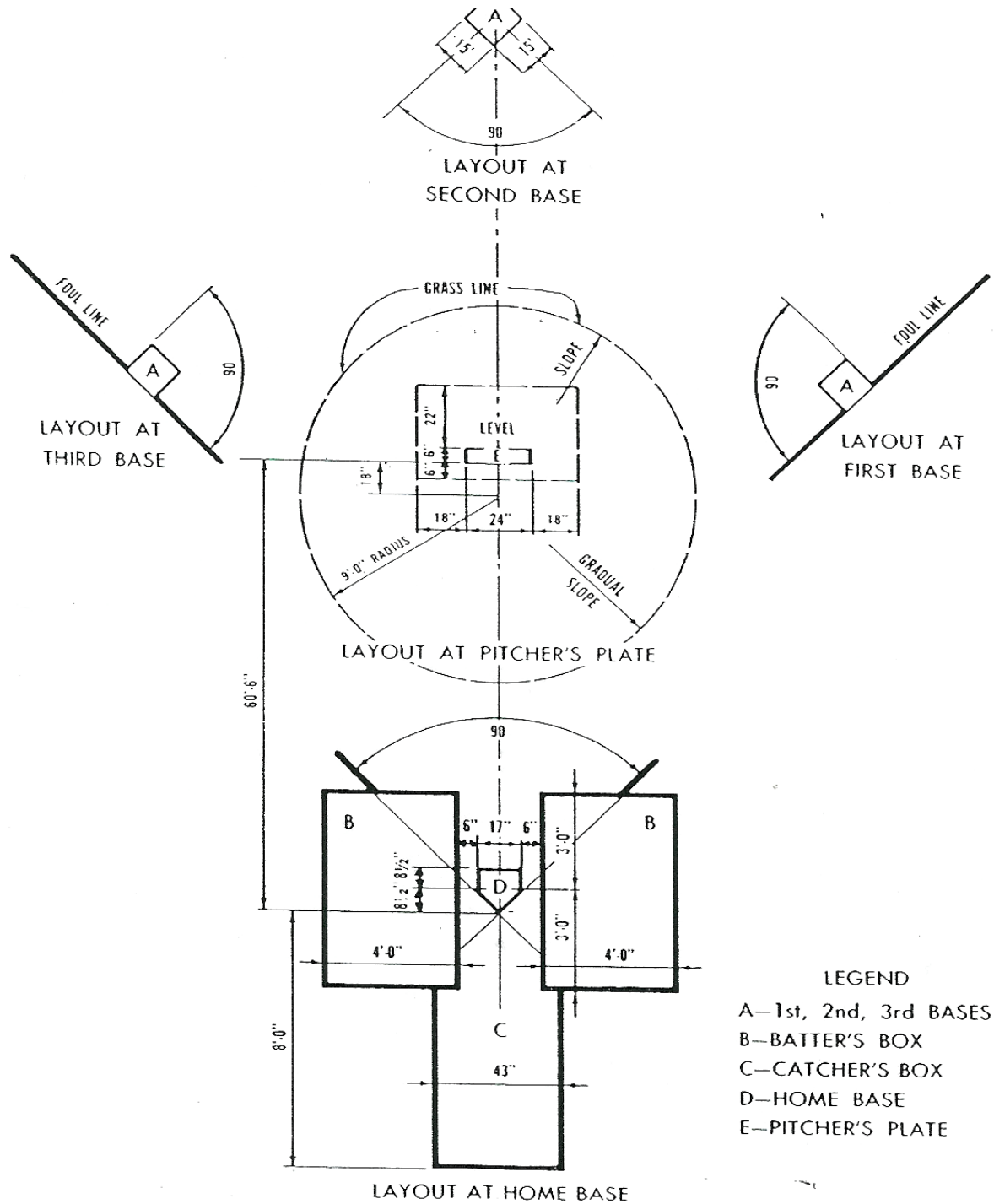


DIAGRAM 2—Base Layout





CYC Lightning/Thunder Policy

Officials will remove all participants from the field of play at the first sign of a lightning flash or sound of thunder. They will instruct the participants/spectators that the game is suspended and that all should move to a place of safety. A waiting period of 30 minutes will take place after the first sign of a lightning flash or sound of thunder. Play may resume 30 minutes after the last sound of thunder or lightning flash is seen. After a maximum of 45 minutes of wait time, the game will be rescheduled as a rainout. Games cancelled or suspended earlier in the day/night will have no effect on later games unless there is still lightning in the area. Please check your district's rain out line for updates.

Areas considered safe:

- Inside a fully enclosed metal vehicle with windows up
- Inside a substantial building (roof and four walls)

Unsafe Areas

- Small buildings including picnic shelters and the open area of a concession stand
- Anywhere near metallic objects like flagpoles, antennas, towers, underground watering systems, soccer goals, metal bleachers, electric equipment
- Open fields, trees and water
- Avoid standing in groups, spread out to reduce risk
- Crouch on your feet, keep your head low. Avoid being the tallest object or lying on the ground

If a strike occurs to an individual

- Call 911
- If you are qualified to do so, apply First Aid or CPR immediately
- People struck by lightning do not carry an electrical charge and are safe to touch

Restarting after the All-Clear or Rescheduling of Games

Due to time restraints, suspended games will most likely not be restarted so as not to affect the remaining games scheduled that day.

- **Baseball/Softball** - a game is considered complete after 50 minutes or 3 complete innings. Rainouts will be rescheduled as a new game, if time permits.