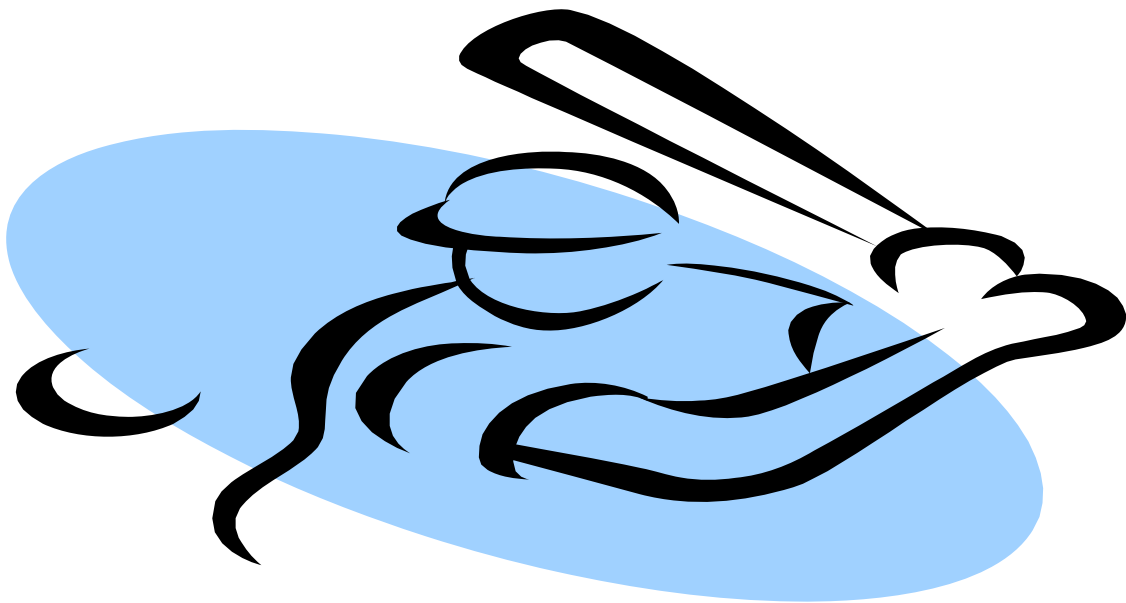


Portage Park Baseball Association Official Rules



Portage Park Baseball Associations Official Rules are based upon the most successful rules book currently in use for high school interscholastic play today. In all cases where PPBA's rules are in conflict with the current National Federation of State High School Associations rules, PPBA's rules take precedence in PPBA association play. Written consent from NFHS for any copy righted material applied for and pending. This material supplied frees of charge to eligible PPBA members by PPBA and is not for sale under any conditions.

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Rule 1 Players, Field and Equipment

SECTION 1 Positions and Equipment of Players

Article 1 In the Minors Division each team is permitted 6 turns at bat, in the Majors, Pony, Babe Ruth, and Connie Mack Divisions each team is permitted seven turns at bat (See Exception 4-2-2) during which it attempts to score runs by having its batters become base runners who advance to and touch first base, second base, third base and home plate. The team in the field attempts to end each turn at bat of the opponent by causing three of its batters or base runners to be out. Each of the two teams consists of at least nine players throughout the game (See Exception 4-4-1f). The head coach is solely responsible in representing the team in communications with the umpires. The coaches duties can include: 1) providing the umpire-in-chief with his team's lineup card which shall include the name, shirt number, position and batting order of each starting player, the name and shirt number of each eligible substitute; and 2) informing all players as to special ground rules as announced by the umpire-in-chief. Lineups become official after they have been exchanged, verified and then accepted by the umpire during the pre-game conference.

Article 2 A player is designated in the scorebook by name, shirt number and players' position designation may be abbreviated alphabetically, i.e., "C.F." for centerfield or in accordance with the normally accepted scoring practices-in this case "8" fielding position.

Article 3 At the time of the pitch, all fielders shall be on fair ground except the catcher who shall be in the catcher's box. A fielder is in fair ground when at least one foot is touching fair ground.

PENALTY: Illegal pitch. (2-18-1)

Article 4 A player may change to a different fielding position at any time except that of a pitcher, after being listed as such on the lineup card handed the umpire, cannot change until conditions in 3-1-1 and 2 are met. Changes should be reported to the umpire-in-chief and scorekeeper.

Article 5 Uniforms of all team members should be of substantially the same color and style. Caps and shoes are required equipment. When a player is required to wear a head protector, it replaces the cap as mandatory equipment. In the Minors/Majors/Pony Divisions, gray pants are required for all players. For individual players, uniform sleeve lengths may vary. However, sleeves of each individual player shall be approximately the same length and shall not be ragged, frayed or slit. If the pitchers undershirt sleeves are exposed, they shall not be white or gray. A uniform shall not have any dangerous or reflective buttons or ornaments. Each player shall be numbered on the back of his shirt with a plain number of a solid color contrasting with the color of the shirt. This number shall be a plain Arabic style and shall be at least eight inches high, and no players on the same team shall wear identical numbers. A number may have a border of not more than one-quarter inch in width. One American flag 2 inches x 3 inches may be worn on each item of uniform apparel.

EXCEPTION: White pants are permitted as the optional uniform. Gray pants remain the standard uniform pant. Therefore, if one player appears in gray pants, ALL of the team's players must also be attired in gray pants. Wearing of gray pants will NOT be grounds for benching a player and any team caught doing so will forfeit that game.

NOTE: Metal spikes are permitted in the Pony/Babe Ruth and Connie Mack Divisions

Commemorative, memorial and any other patches designated as acceptable by the Association President will be worn on jerseys in an appropriate and dignified manner without

compromising the integrity of the uniform. Team coaches that are recognized as such by Portage Park Baseball shall wear their official uniform caps and shirts or be attired in a reasonable facsimile thereof. No 'tank-top' type T-shirts will be permitted and are specifically prohibited by this rule. It is mandatory for on-deck batters, runners, retired runners, players in the coach's boxes as well as non-adult bat/ball shaggers to wear a batting helmet when in the playing area. This helmet shall either be supplied by the association for this purpose, thereby indicating that it meets or exceeds the minimum safety standards established by the association or to have been pre-approved by the association president to ensure its conformity. When an umpire observes anyone who is required to wear a batting helmet deliberately remove his batting helmet while in live-ball territory and the ball is alive (non-adult ball/bat shaggers are required to wear batting helmet in live-ball area even if ball is dead), the umpire shall issue a warning to the coach of the involved team, unless the ball becomes dead without being touched by a fielder or, after being touched, goes directly to dead-ball area. A subsequent violation of the rule shall result in ejection. The catcher shall wear, in addition to a head protector, a mask, body protector, protective cup, and baseball shin guards. While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask and a protective cup. Failure by a player to wear proper equipment after being so ordered by the umpire shall result in ejection. If a pitcher wears a head protector, its entire outer cover shall have a non-glare surface. A pitcher shall not wear any item on his hands, wrists or arms which may be distracting to the batter.

EXCEPTION: A violation by a non-adult bat/ball shagger shall result in a warning to the coach of the team and the individual. A subsequent violation may result in the individual not being allowed on the field.

Article 6 No protective equipment shall have exposed metal or any other hard material. All casts, splints and braces will be inspected by the Association President or his designee, for his approval, prior to being worn on the playing field. Prostheses may be worn.

NOTE: Any player equipment judged by the umpire to be unreasonably dangerous is illegal.

NOTE: Jewelry is prohibited (3-3-Ic). Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so as to remain visible.

Article 7 Prior to the start of the game, the head coach shall be responsible for verifying to the umpire-in-chief that all his players are equipped in compliance with the above rules. Any questions regarding the legality of a player's equipment shall be resolved by the umpire-in-chief.

Article 8 Non-traditional playing equipment must be reviewed by the Associations Rules Committee before it will be submitted for final approval at a general membership meeting.

SECTION 2 The Field

Article 1 Pony/Babe Ruth/Connie Mack: A diamond (or infield) shall be a 90 foot square. When measuring the distance to first base and third base, measure from the apex of home plate to the back edge of the base. The line extending from the rear tip of home plate through the pitchers plate and to the middle of second base must measure 127 feet 3 3/8 inches. The foul lines should measure 2 1/2 inches wide. Any lines on the playing field shall be marked with a material which is not injurious to the eyes or skin. In the Minors Division a diamond (or infield) shall be a 60 foot square and in the Majors Division a diamond shall be a 74 foot square.

The physical dimensions of the pitching mound are open to variation, however generally it should be, (Pony/Babe Ruth/Connie Mack) a 18 foot-diameter circle, the center of which is 59 feet from the back of home plate.

The front edge of the rubber is 18 inches behind the center of the mound and 60 feet, 6 inches from the back point of home plate. The slope starts 6 inches from the front edge of the

rubber extending to a point 6 feet in front of the rubber. The level area surrounding the rubber should be 6 inches in front of the rubber, 18 inches to each side and 22 inches to the rear of the rubber. The total level area is 5 feet x 34 inches.

As long as any given mound meets with the expressed approval of the Association President or his designee, it shall be deemed an acceptable playing surface provided that the front edge of the rubber to the back point of home plate is 60 feet 6 inches (Pony/Babe Ruth and Connie Mack) and that the pitching plate itself be 2 feet long and 6 inches wide. (1-3-3). In the Minors Division the front edge of the rubber to the back point of home plate shall measure 46 feet and 0 inches and in the Majors Division the distance shall be 52 feet and 0 inches.

Similarly, the catcher's box, batters' boxes and coaches' boxes along /with any other field boundary lines may be subject to some variation, and as with the pitchers mound will be approved for play with the expressed approval of the Association President or his designee. The infield and outfield, including the boundary marks from home plate to first and third and their extended foul lines, are fair ground. All other area is foul ground.

Article 2 STRICKEN

Article 3 Media shall be prohibited from being in live-ball area. If a designated media area is to be used, it shall be established before the game begins. The home team or game management shall designate a lined area for the media, which shall be considered dead-ball area.

Article 4 The on-deck circle should be to the side and away from home plate, 37 feet if space allows. Neither team's players shall warm up in the other team's on-deck circle. The on-deck circle does not have to be occupied, but if a player wishes to warm up, he shall do so only in his team's on-deck circle, or other approved location, provided the on-deck circle is located safely away from home plate. (2-23-1).

SECTION 3 Equipment

Article 1 First, second and third bases shall be white bags made of canvas filled with a soft material, or molded rubber or synthetic material, and must be securely attached to the ground. Bases may have tapered edges and/or be designed to disengage from their anchor systems for safety purposes. Bases should be 15 inches square and be of two to five inches in thickness.

Article 2 Home plate shall be a five-sided slab of whitened rubber or other suitable similar material. One edge is 17 inches long, two are 8 1/2 inches and two are 12 inches. It shall be set in the ground so that the two 12-inch edges coincide with the diamond lines extending from home plate to first base and to third base, with the 17-inch edge facing the pitcher's plate.

Article 3 The pitcher's plate shall be a rectangular slab of whitened rubber or suitable material, 24 inches by 6 inches. It shall be set in the ground so that the nearer edge of the pitcher's plate and the rear tip of home plate shall be 60" 6'. (See 1-2-1 for Minors/Majors exceptions).

Article 4 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material and covered with two strips of white horsehide or two strips of white cowhide tightly stitched together. It shall be 5 to 5 1/4 ounces in weight and have a circumference of 9 to 9 1/4 inches.

A minimum of two league approved balls shall be provided to the umpire by the home team prior to start of play. If not already put into play, the second such ball shall be used to start the fourth and subsequent innings.

Article 5 The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite composite with a knob that is permanently and securely fastened. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips are illegal. Only bats may be used in loosening up (including weighted bats for this purpose) at any location. Devices designed to remain part of the bat, such as batting donuts and wind-resistant devices, are legal. An aluminum, magnesium or graphite-composite bat must have a safety grip of cork, tape or composition material. The grip must extend a minimum of 10 inches, but not more than 18 inches, from the handle end of the bat. Slippery tape or similar material shall be prohibited. A wooden bat may be roughened or wound with tape not more than 18 inches from the handle end of the bat. No foreign substance may be added to the surface of the bat beyond 18 inches from the end of the handle.

Minor Division bats shall be 2-1/4 inches in diameter at their thickest part and be no longer than 33 inches in overall length. There is no restriction on the 'drop' in the Minor Division.

Major Division bats shall be 2-1/4 inches in diameter at their thickest part and be no more than 33 inches in overall length. There is no restriction on the 'drop' in the Major Division *or* shall be 2-5/8 inches in diameter at their thickest part and be no more than 33 inches in length and weigh three ounces less than its overall length (e.g., a 33 inch long bat could weigh no less than 30 ounces).

Pony/Babe Ruth and Connie Mack Division bats shall be 2-1/4 inches in diameter at their thickest part and be no more than 33 inches in overall length. There is no restriction on the 'drop' in the Pony Division *or* shall be 2-5/8 inches or less in diameter at their thickest part and be no more than 36 inches in length or weigh three ounces less than its overall length (e.g., a 36 inch long bat could weigh no less than 33 ounces). All non-wood bats shall meet the Ball Exit Speed Ratio (BESR) performance standard, and such bats shall be labeled with a silk screen or other permanent certification mark.

NOTE: For purposes of being able to identify non-wood baseball bats that meet the Ball Exit Speed Ratio (BESR) performance standard, bats bearing the certification mark as a sticker or decal are deemed in compliance, as long as the bat manufacturer provided the sticker or decal to the bat owner.

NOTE: Bats that are altered or that do not meet the rule specifications are illegal. (7-4-1a). Bats that are broken, cracked, or dented or that deface the ball, i.e. tear the ball, shall be removed without penalty. A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire.

Article 6 Gloves/mitts made of leather or similar synthetic material shall be worn by all fielders. The glove/mitt worn by the catcher may be of any size. The glove/mitt worn by the pitcher shall be uniformed in color and neither white nor gray. The glove/mitt worn by all fielders except the catcher shall conform to the following specifications.

- a. Height (measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove/mitt): 14 inches.
- b. Width of palm (measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove/mitt): eight inches.
- c. Webbing (measured across the top end or along any line parallel to the top): five and three quarter inches.

SECTION 4 Defective Field and Player Equipment, Non-regulation Facility

Article 1 Defective equipment must be repaired or replaced immediately.

Article 2 Any game started on a non-regulation facility by mutual agreement of the opposing coaches shall not be protested for this reason.

Article 3 If a ball is touched with an illegal glove or mitt, the coach or captain of the team at bat has the choice of taking the result of the play or having the award (8-3-3a,b,c) for use of an illegal glove or mitt. The illegal glove or mitt must be replaced immediately. A foul fly caught with an illegal glove/mitt shall be nullified and treated as a foul ball, unless the team at bat elects to take the result of the play.

Article 4 Loose equipment such as gloves, bats, helmets or catcher's equipment may not be on or near the field.

PENALTY: If loose equipment interferes with play, the umpire may call an out(s), award bases or return runners, based on his judgment and the circumstances concerning the play.

Rule 2 Playing Terms and Definitions

SECTION 1 Abbreviations

Article 1 For brevity in the play rulings, the home team is H and the visiting team is V.

Article 2 Players of the team at bat are B1, B2 etc. The player who bats first in his half of an inning are designated B1. The second player to bat is B2, etc. Substitutes are S1, S2, etc. Runners are R1, R2 or R3, and R1 is the runner who has advanced farthest.

Article 3 Fielding players are F1, F2, etc in accordance with the normally accepted scoring practices. (1-1-2).

SECTION 2 Awarded Bases

Article 1 When bases are awarded, it is the responsibility of the runner to legally touch those bases. In actuality, it is the right to advance without a play being made that is awarded.

SECTION 3 Balk

Article 1 A balk is an illegal act committed by the pitcher with a runner(s) on base which entitles each runner to advance one base.

SECTION 4 Ball, Base on Balls, Intentional Base on Balls

Article 1 The ball is one of the playing implements (1-3-4). The term is also used to designate a pitch which is not touched by the bat and is not a strike as in 7-2-1.

Article 2 A base on balls is an award of first base (often referred to as a “walk”) if a batter receives four such balls. The batter must go immediately to first base before a time-out is called.

Article 3 Babe Ruth/Connie Mack: An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award. Minors/Majors and Pony Divisions may not award an intentional base on balls, all walks must come as a result of four pitched balls.

SECTION 5 Base Hit

Article 1 A fair ball is a batted ball which:

- a. settles on fair territory between home and third base or between home and first base; or
- b. contacts fair ground on or beyond an imaginary line between first and third base; or
- c. is on or over fair ground when bounding to the outfield past first or third base; or
- d. first falls on fair ground on or beyond first or third base; or
- e. touches first, second or third base; or
- f. while on or over fair territory, touches the person of an umpire or player, their clothing or equipment; or
- g. while over fair ground passes out of the playing field in flight.

NOTE: A fly ball or line drive, which passes over or inside first or third base in flight and curves to foul ground beyond such base, is not a fair hit; but a hit which goes over or through the fence is a fair hit if it is over fair ground when it leaves the field.

Article 2 A base hit (also called a safe hit or single) is one which enables the batter to advance to first base without being put out (9-3-2).

Article 3 An extra base hit is one which enables the batter to advance to first base and then to one or more succeeding bases (9-3-3). A two-base hit (double), three-base hit (triple) or home run enables him to reach second, third or home base, respectively.

SECTION 6 Batted Ball

Article 1 A batted or thrown ball is in flight until it has touched the ground or some object other than a fielder.

Article 2 A fly ball is a batted ball which rises an appreciable height above the ground.

Article 3 A line drive is a batted ball which travel parallel, or nearly so, with the ground through most of its flight.

Article 4 A ground ball is one which is neither a fly nor a line drive.

SECTION 7 Batter, Batter's Box, Batter-Runner

Article 1 The batter is the player of the team at bat who is entitled to occupy either of the two batters' boxes. His official turn at bat commences as soon as the preceding batter is no longer considered to be a batter, i.e. is put out, becomes a runner, etc.

Article 2 The batters box is the 4 foot x 6 foot area or any sized area designated by the association president or his designee to serve this purpose in which the batter shall stand when batting. The lines, if any, are part of the box.

Article 3 A batter-runner is a player who has finished a time at bat until he is put out or until playing action ends.

SECTION 8 Bunt

Article 1 A bunt is a fair ball in which the batter does not swing to hit the ball, but holds the bat in the path of the ball to tap it slowly to the infield.

NOTE: If an attempt to bunt is a foul ball, it is treated the same as any other foul ball, except that if the attempt is by a batter who has two strikes, such batter is out as in 7-4-1d.

SECTION 9 Catch, Catcher, Catcher's Box

Article 1 A catch is the act of a fielder in getting secure possession in his hand or glove of a live ball in flight and firmly holding it, provided he does not use his cap, protector, mask, pocket or other part of his uniform to trap the ball. The catch of a fly ball by a fielder is not completed until the continuing action of the catch is completed. A fielder who catches a ball and then runs into a wall or another player and drops the ball has not made a catch. A fielder, at full speed, who catches a ball and whose initial momentum carries him several more yards after which the ball drops from his glove has not made a catch. When the fielder, by his action of stopping, removing the ball from his glove, etc., signifies the initial action is completed and then drops the ball, will be judged to have made the catch. The same definition of a catch would apply when making a double play. It is considered a catch if a fielder catches a fair or foul ball and then steps or falls into a bench, dugout, stand, bleacher, or over any boundary or barrier, such as a fence, rope, chalk line, or a pregame determined imaginary boundary line from the field of play. Falling into does not include merely running against such object. (See 2-24-4 for baseman juggling ball and 8-4-1c for intentionally dropped ball; 2-16-2 and 5-1-1d for ball striking catcher before touching his glove). It is not a catch when a fielder touches a batted ball in flight which then contacts a member of the offensive team or an umpire and is then caught by a defensive player.

NOTE: When a batted ball or a pitch is involved, the above definition of a catch applies. For any other thrown ball, the term is used loosely to also apply to a pick-up or to the trapping of a low throw which has touched the ground. A fielder may have the ball in his grasp even though it is touching the ground while in his glove.

Article 2 The catcher is the player to whom the pitcher throws when delivering the ball to the batter.

Article 3 The catcher's box is an area 43 inches by 8 feet or any sized area designated by the association president or his designee to serve this purpose in which the catcher shall be situated while catching a thrown pitch.

SECTION 10 Conferences

Article 1 A charged conference is a meeting which involves the coach or his non-playing representative and a player or player of the team. Def (3-4-1) Off (3-4-2).

Article 2 A pregame conferences is a meeting involving the umpires and head coach near home plate. The meeting should begin approximately five minutes prior to the game. The purpose of the pregame conference is to exchange and check each team's lineup cards and to discuss ground rules. Umpires also shall ask the head coaches of the two opposing teams if their players are legally and properly equipped. Both teams shall remain in their dugout (bench) or bullpen area until this meeting has concluded.

Article 3 Any pitcher who is the subject of two charged conferences in a single inning or three charged conferences during any single appearance must be removed as the pitcher as a result.

SECTION 11 Dead Ball

Article 1 The ball becomes dead when acts listed in 5-1 occur or play is suspended as in 5-2-1. *See Appendix A.*

SECTION 12 Error

Article 1 An error is a misplay by a fielder or a team (9-5-5), which is recorded in the error column of the player's or team's record.

Article 2 Other misplays which are not recorded in the error column but which are included in the game summary include a balk (6-2-4), wild pitch (9-6-1), batter hit by pitched ball (8-1-1d) and passed ball (9-6-1 Note).

SECTION 13 Fielder

Article 1 A fielder is any one of the nine player of the defensive team.

Article 2 The players who play left field, right field and center field are outfielders.

Article 3 The others are infielders.

Article 4 The pitcher and catcher are the battery.

Article 5 In the play rulings, a fielder is referred to as an F1, F2, etc., in accordance with the normally accepted scoring practices. (1-1-2).

SECTION 14 Fielder's Choice

Article 1 A fielder's choice is the act of a fielder with a live ball, who elects to throw for an attempted putout or to retire unassisted any runner or batter-runner, thus permitting the advance of another runner(s). Scorers use the term in the following ways:

- a. to indicate the advance of the batter-runner who takes one or more base when the fielder who handles his batted ball plays on a preceding runner;
- b. to indicate the advance of a runner (other than by stolen base or error) while a fielder is trying to put out another runner; and
- c. to indicate the advance of a runner due to the defensive team's refusal to play on him (undefended steal). May also be scored as "CI" or "catchers indifference."

NOTE: The scorer decides whether the batter is credited with a safe hit or an extra base hit in accordance with 9-2-2, 9-3-3.

SECTION 15 Forfeited Game

Article 1 A forfeited game is one awarded to the opponent of the offending team (4-4).

SECTION 16 Foul, Foul Tip

Article 1 A foul is a batted ball:

- a. which settles on foul territory between home and first base or between home and third base; or
- b. that bounds past first or third base on or over foul territory; or
- c. that first falls on foul territory beyond first or third base; or
- d. that, while on or over foul territory, touches the person of an umpire or a player or any object foreign to the natural ground.

Article 2 A foul tip is a batted ball that goes directly to the catcher's hands and is legally caught by any fielder. It shall be called a strike and the ball is in play.

SECTION 17 Game, Called Game, Suspended Game

Article 1 A regulation game is seven innings (turns at bat), for Majors/Pony, Babe Ruth and Connie Mack and six innings for Minors, unless shortened as in (4-2-2) and (4-2-3), or unless extra innings are necessary to break a tie score.

Article 2 A called game is one which is ended by order of the umpire in accordance with (4-3).

Article 3 A suspended game is a called game to be completed at a later time.

SECTION 18 Illegal Pitch

Article 1 An illegal pitch is an illegal act committed by the pitcher with no runner on base, which results in a ball being awarded the batter. When an illegal pitch occurs with a runner, or runners, on base, it is ruled a balk.

SECTION 19 Infield Fly

Article 1 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude out- fielders from being allowed to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair". (See 8-4-1j for batter being out and right of base runner to advance after retouching his base).

SECTION 20 Innings

Article 1 An inning is that portion of the game which includes a turn at bat for each team.

Article 2 A half-inning is the interval during which one team is on offense (batting) and the other is on defense (fielding). A half-inning ends when there is a third out or when, in the last inning, the winning run is scored. In either case, if there is a delayed out declared by the umpire for a base running infraction, a possible fourth out may be recognized. (9-1-1d, e).

Article 3 An extra inning is one which extends the game in an attempt to break the score.

SECTION 21 Interference-Offensive, Umpire, Spectator

Article 1 Offensive interference is an act (physical or verbal) by the team at bat:

- a. Which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play; or
- b. when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline; or
- c. a coach physically assists a runner during playing action.

Article 2 It is umpire interference when he inadvertently moves so as to hinder a catcher's attempt to throw, or when a fair ball touches an umpire as in 5-1-1f, or thrown ball as in 5-1-1g.

Article 3 Spectator interference is an act by a spectator which impedes the progress of the game.

SECTION 22 Obstruction and Fake Tag

Article 1 Obstruction is an act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play as in 5-1-3 and 8-3-2; or when a catcher or fielder hinders a batter as in 5-1-2b, 8-1-1e, 8-3-1c and 8-3-2. When obstruction occurs, the ball becomes dead at the end of playing action and the umpire has authority to determine which base or bases shall be awarded the runners according to the rule violated.

EXCEPTION: 3-3-b, 8-4-2c

NOTE: 8-4-2d

Article 2 A fake tag is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction.

SECTION 23 On-Deck Circle

Article 1 An on-deck circle for each team is a circle five feet in diameter located 37 feet to the side and away from home plate if space permits. Otherwise, it should be a safe distance to the side and away from home plate. Any area designated by the association president shall be considered the on-deck circle for players wishing to warm up. (1-3-4).

SECTION 24 Out, Force-Out, Putout, Strikeout, Tag Out, Throw-Out.

Article 1 A force-out is a putout during which a runner who is being forced to advance is tagged out, or is put out by a fielder who holds the ball while touching the base toward which the forced runner is advancing. (9-1-1 for special case).

Article 2 A putout is the act of a fielder in retiring a batter or runner. An “out” is one of the three required retirements of players of the team at bat.

Article 3 A strikeout is the result of the pitcher getting a third strike charged to a batter. This usually results in the batter-runner being out, but does not so result if the third strike is not caught and the batter-runner legally reaches first base.

EXCEPTION: Minors Division: The batter is out on a dropped third strike.

Article 4 A tag out is the put out of a runner, including the batter-runner, who is not in contact with his base when touched with a live ball or with the glove or hand when the live ball is held securely therein by a fielder. The ball is not considered as having been securely held if it is juggled or dropped after the touching, unless the runner deliberately knocks the ball from the hand of the fielder.

NOTE: 8-4-2h

Article 5 A throw out is a putout caused by a throw to first base to retire a batter-runner, or to any other base to which a runner is forced or is required to retouch.

SECTION 25 Over running or Over sliding

Article 1 Over running or over sliding is the act of a runner who, after touching the base to which he is advancing, allows his momentum to carry him past the base so that he loses contact with it.

For the right to over run first base (8-2-6). For cases where a runner is not credited with a stolen base or a batter with an extra base hit (2-5-3, 9-3-3 and 9-4-1). If a force is involved, 2-29-3 states that touching a base ends a force.

SECTION 26 Passed Ball

Article 1 A passed ball is a pitch which the catcher fails to stop or control when he should have been able to do so with ordinary effort, and which enables a runner including the batter-runner to advance.

SECTION 27 Penalty

Article 1 A penalty is the action taken by the umpire against a player, coach or team for a rule infraction. Penalties include:

- a. restricting the coach to the dugout;
- b. ejecting the offending player or coach;
- c. declaring a batter or runner out;
- d. awarding a base to a batter or runner;
- e. awarding a ball to a batter (for an illegal pitch when there is no runner or for delay by the pitcher);
- f. charging the batter with a strike (for delay);
- g. forfeiting the game; or
- h. removing non-players from the bench or field.

SECTION 28 Pitcher, Pitch, Pivot Foot

Article 1 The pitcher is the player who is designated in the lineup as being responsible for delivering (pitching) the ball to the batter.

Article 2 A live ball delivered to the batter is a pitch. The term implies a legally delivered ball unless otherwise stated. When a pitcher commits a balk and completes his delivery to the batter, or delivers an illegal pitch, it is not considered a pitch, because the ball became dead at the time of the infraction.

Article 3 Time of the pitch is when the pitcher has committed himself to delivering the pitch to the batter. For the windup position, the “time of the pitch” occurs when the pitcher, (a) first starts any movement of his arm(s) or leg(s) after stepping onto the pitcher’s plate with his hands already together in front of his body; (b) with both hands at his side, first starts any movement with both arms or leg(s) prior to the pitch; (c) with either hand in front of the body and the other hand at his side, after bringing his hands together, first starts any movement of his arm(s) or leg(s) prior to the pitch. For the set position, the “time of the pitch” occurs the instant the pitcher, after coming to a complete and discernible stop starts any movement with arm(s) and/or leg(s) that commits him to pitch.

Article 4 A pitch ends when:

- a. the pitched ball is secured by the catcher,
- b. comes to rest,
- c. goes out of play,
- d. becomes dead,
- e. or the batter hits the ball (other than a foul tip).

Article 5 A feint is a movement which simulates the start of a pitch or a throw to a base and which is used in an attempt to deceive a runner.

Article 6 The pitchers pivot foot is that foot with which the pitcher contacts the pitcher’s plate when he delivers the ball. For example, the pivot foot is the left foot for a left-handed pitcher. (6-1-1).

SECTION 29 Play, Double Play, Force Play, Play Ruling, Squeeze Play

Article 1 "Play" is the order given by the umpire when it is time for the game to begin, or to be resumed after having been suspended when he called "time". The term is also used to denote a unit of action which begins when a pitcher has the ball in his possession in pitching position and ends when ball becomes dead or pitcher again holds the ball while in pitching position.

Article 2 A double play is continuous activity which results in two putouts during a play as defined in Article 1.

Article 3 A force play is a play in which a runner (or two or three runners) loses his right to the base he occupies and is forced to advance because the batter becomes a batter-runner. For a given runner, a force play ends as soon as he touches the next base or a following runner is put out at a previous base. When a runner advances beyond a base to which he is forced without touching it, the force play remains. Also, a force situation is reinstated when a runner retreats past the base to which he was forced to advance.

Article 4 A play ruling is a statement of a play situation and the correct ruling. It is considered an integral part of the rules and applies to analogous situations.

Article 5 A squeeze play is one in which a runner advances toward home plate from third base as the ball is being pitched, and during which the batter bunts to permit the runner to score.

Article 6 A defensive appeal of a runner failing to touch a base or tag up is not a play.

SECTION 30 Run, Runners, Retired Runners

Article 1 A run is the score made by a runner who legally advances to and touches home plate. (9-1).

Article 2 A runner is a player of the team at bat who has finished his time at bat and has not yet been put out. The term includes the batter-runner and also any runner who occupies a base.

Article 3 A retired runner is a player of the team at bat who has been put out, or who has scored and is still in the live-ball area.

SECTION 31 Sacrifice

Article 1 A sacrifice is a bunt which enables any runner to advance, or a fly ball (sacrifice fly) which enables a runner to score. In either case, the result is the batter-runner being put out before he reaches first base, or would have resulted in his being put out if the batted ball had been fielded without an error, and provided two were not out when the ball was hit. A sacrifice is not listed as a time-at-bat. (9-3-4).

SECTION 32 Slide

Article 1 A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot.

NOTE: Coaches will discourage the use of head first slides by their players.

Article 2 A slide is illegal if:

- a. the runner uses a rolling, cross-body slide into the fielder, or
- b. the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position or,
- c. the runner goes beyond the base and then makes contact with or alters the play of the fielder, or
- d. the runner slashes or kicks the fielder with either leg in an attempt to injure the fielder, or
- e. the runner tries to injure the fielder in any other way, or
- f. the runner does not slide on any play when attempting to advance to home plate or,
PENALTY: The runner is automatically out; if the contact was of a malicious or deliberate nature the runner shall be ejected.
- g. 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 any contact or altering the play of the fielder. (8-4-2b).

SECTION 33 Speed-Up Rules

Article 1 Minors/Majors/Pony: Pitchers and catchers who are base runners when the offensive team has recorded two outs may request a courtesy runner, provided that they start at one of those two positions in the next half inning. (See 3-1-1 and 3-1-2). In the Minors and Majors Divisions the courtesy runner shall be the last batted out of that inning. In the Pony Division the courtesy runner shall be any legal player who is not currently listed in the batting order.

PENALTY: For failure to return as a catcher/pitcher or for an ineligible runner, 2-36-3 applies.

Article 2 No game in progress may begin a new inning of play 30 minutes prior to the scheduled start of the next game on that diamond. Games will be limited to two hours in duration, measured from the time of the first pitch; however in all cases, an inning in progress must be played to its completion, even if it extends past the start time of the next scheduled game, unless that it would be considered a complete game under 4-2-3. In other instances 4-3-1 applies.

In the event of a suspended game, play will resume at a later date with the League President or his designee determining the date and time that game will be completed. A team that cannot/will not appear for the make up date will forfeit the contest. (4-4-2). Play will resume from the point of interruption and lineups must be identical as in the original game except for instances when regularly rostered players are used in place of any replacement players that may have played.

It is possible that a suspended or postponed game may not be played until completion depending upon the league's schedule and standings and in that case that game would end as a tie and count as a half win and half loss for each team. For ease of computing standings use the following formula, WIN=2 points, TIE=1 point and a LOSS=0 points. Incomplete games must be replayed in their entirety.

NOTE: Any pitches thrown in a suspended or incomplete game would count towards a players pitching eligibility for that week. See 6-1-6.

SECTION 34 Stolen Base, Double Steal, Triple Steal

Article 1 A stolen base is an advance of a runner to the next base without the aid of a base hit, a putout or a fielding (including battery) error. (9-4)

Article 2 A double steal is two runners advancing on such a play.

Article 3 A triple steal is three runners advancing on such a play.

SECTION 35 Strike Zone

Article 1 The strike zone is that space over home plate, the top of which is halfway between the batter's shoulders and the waistline, and the bottom being the knees, when he assumes his natural batting stance.

NOTE: The height of the strike zone is determined by the batter's normal batting stance. If he crouches or leans over to make the shoulder line lower, the umpire determines height by what would be the batter's normal stance.

SECTION 36 Substitutions and Replacement Players

Article 1 A substitute is a player who is eligible to replace another player already in the lineup.

Article 2 An unreported substitute is a player who, by rule, can be in the game but has entered without reporting.

Article 3 An illegal substitute is:

- a. a player who enters or re-enters the game without eligibility to do so, or
- b. a player who re-enters the game in the wrong position in the batting order, or
- c. enters the game on defense while the player for whom he is batting is on defense, or
- d. when the player for whom the DH is batting enters the game as a batter or runner in a different position in the batting order, or
- e. a player violates the courtesy runner rule.

NOTE: Rule 2-36-3b, c, d applies to the Pony/Babe Ruth and Connie Mack Divisions only.

Article 4 A replacement player is a player who plays for a team that he/she is not regularly rostered to play for. Teams may use up to three replacement players to avoid a forfeit under 4-4-if. A replacement player is a legal player when:

- a. he/she plays on a PPBA team in a younger aged division than the one he or she acting as a replacement for, and
- b. is listed at the bottom of the batting order provided to the umpire at the start of play, and
- c. is not permitted to pitch, and
- d. is lifted from play at the end of the 1/2 inning a regularly rostered player from that team arrives at the field of play.

EXCEPTION: In a division where the continuous batting order format is used, a replacement player need not be pulled as a hitter, even if the arrival of a regularly rostered player prevents that replacement player from playing in the field.

NOTE: Replacement players may not be used in post-season competition.

NOTE: A team utilizing replacement players cannot forbid a tardy, regularly rostered, player from playing. (7-1-4).

PENALTY: The replacement is an illegal player. (2-36-3, 3-1-1).

SECTION 37 Throw

Article 1 A throw is the act of voluntarily losing possession through having the ball leaves the hand for a purpose other than a pitch. It may result in the ball being bounced, handed rolled, tossed or thrown.

SECTION 38 Time

Article 1 "Time" is the command of the umpire to suspend play. The ball becomes dead when it is given (5-2-I). The term is also used in recording the length of the game.

SECTION 39 Time at Bat

Article 1 Time at bats the period of time beginning when the preceding batter is no longer considered a batter.

EXCEPTION: A batter is not charged in the records with a time at bat when he makes a sacrifice hit, is hit by a pitched ball, is awarded a base on balls, is replaced before being charged with two strikes and the substitute does not strike out, or when he advances to first base because of obstruction by a fielder.

SECTION 40 Touching Ball, Base or Runner

Article 1 Touching is contact with, and there is no distinction between the act of touching or by being touched. The term applies to contact with any part of the person or his clothing if the clothing is reasonably well fitted. This includes:

- a. a pitched ball touching a batter, or
- b. a batted ball touching a batter or any runner, or
- c. the catcher touching the bat, or d. a player touching a base, or e. a ball touching a player or nonplayer.

NOTE: For failure to touch home plate, see 8-2-5 Penalty; for retouching base, see 8-2-8; for base coming loose, see 8-4-2h; and for oversliding, see 2-25-1

SECTION 41 Wild Pitch

Article 1 A wild pitch is one which cannot be handled by the catcher with ordinary effort. (9-6-1).

SECTION 42 Playing Field

Article 1 The playing field includes both fair and foul territory. Any other areas beyond the playing field are defined as being outside the playing field (dead ball area). Any wall, fence, barricade, rope, wire, marked or imaginary line is considered a part of the playing field. Any areas beyond those boundaries are outside the playing field.

Rule 3 Substituting---Coaching---Bench and Field Conduct---Charged Conferences

SECTION 1: Substituting

Article 1 Articles 1-4 apply to the Pony (see 3-1-4, 5 & 7-1-3 for Pony exceptions). and Babe Ruth/Connie Mack Divisions. The penalty for an illegal player applies to all divisions: After the umpire has received the official lineup card prior to the game, the player listed as pitcher shall pitch until the first opposing batter has been put out or has advanced to first base. In any other case, a substitute may replace a player of his team when the ball is dead and time has been called. The umpire-in-chief shall record any reported substitutions on the lineup card and then announce immediately any change(s) to the opposing team. Projected substitutions are not allowed. Should there be no announcement of substitutions, a substitute has entered the game when the ball is alive and:

- a. a runner takes the place of a runner he has replaced,
- b. a pitcher takes his place on the pitcher's plate,
- c. a fielder reaches the position usually occupied by the fielder he has replaced, or
- d. a batter takes his place in the batter's box.

NOTE: In each of the above situations, the ball is declared live by the umpire-in-chief.

PENALTY: If the starting pitcher does not face one batter, he may play another position, but not return to pitch.

For discovery of an illegal player (2-36-3) by an umpire or either team, that player will be restricted to the dugout for the duration of the game.

An illegal player on offense, whether as a batter or runner, shall be called out immediately and ejected upon discovery by an umpire or either team.

The penalty for illegal substitution shall supersede the penalty for batting out of order. If the player should score a run, advance or cause a play to be made that allows another runner(s) to advance, discovery must be made by an umpire or either team before the first pitch to the next batter of either team. This would invalidate the action of the illegal offensive player. Any out(s) made on the play stands and all other runners return to the base(s) occupied at the time of the pitch.

In a game-ending situation, discovery must be made before all infielders leave the diamond (i.e., all infielders cross the foul lines).

An illegal player on defense shall be replaced immediately upon discovery by the umpire or either team. If an illegal player on defense is involved in a play, and the infraction is discovered by an umpire or either team prior to the first pitch to the next batter of either team, the team on offense has the option to let the play stand or to allow the batter to bat again.

Any player for whom an illegal player substitutes may re-enter only if he is eligible to do so under the re-entry rule. (3-1-3).

Article 2 If a pitcher is replaced while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made. To ensure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conference that will violate the rule.

EXCEPTION: If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored.

NOTE: In the Pony/Babe Ruth and Connie Mack Divisions a player may be removed as pitcher and returned as pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule. If the pitcher, because of an injury or being incapacitated, is replaced as pitcher and the above rule is not satisfied, or if his replacement requires more warm-up throws than permitted in 6-2-2, exception, he cannot return to the game as a pitcher. In the Minors and Majors Divisions, a pitcher once removed cannot return to pitch. (6-1-6).

Article 3 Any of the starting players may be withdrawn and re-entered once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. The pitcher is governed by the provisions of Article 2 above. A substitute who is withdrawn may not re-enter.

NOTE: A starting pitcher who is replaced in the top of the first inning while his team is at bat shall be governed by the provisions of Articles 1 and 2 above.

Article 4 Babe Ruth/Connie Mack: A hitter may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. A starting defensive player cannot be listed as the designated hitter in the starting lineup. A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the umpire-in-chief and to the official scorer. Failure to declare a designated hitter prior to the game precludes the use of a designated hitter in that game. If a pinch hitter or pinch runner for the designated hitter is used, that player becomes the new designated hitter. The player who was the designated hitter may re-enter as the designated hitter under the re-entry rule. A designated hitter and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation. The role of the designated hitter is terminated for the remainder of the game when:

- a. the defensive player, or any previous defensive player for whom the designated hitter batted, subsequently bats, pinch-hits or pinch-runs for the designated hitter; or
- b. the designated hitter or any previous designated hitter assumes a defensive position.

Article 5 Minors/Majors and Pony Divisions: All players must play a minimum of three full innings. (See 7-1-4 for Tardy Players). In the Minors the sixth inning for the home team, or the seventh inning in the Majors/Pony/Babe Ruth and Connie Mack Divisions, will be considered a full inning if the home team does not bat. Substitutions can start after the first inning in the Minors and Majors and after three innings, (the top of the fourth) for Pony. A player may re-enter that has been subbed for at the top of any inning and that player must play a full inning in the Minors/Majors Divisions. If a player has pitched and been removed he/she may not re-enter as a pitcher, except in the Pony/Babe Ruth and Connie Mack Divisions where the conditions of Articles 2 and 3 must be met, otherwise a player may re-enter to any field position. The Minors and Majors Divisions may make defensive substitutions freely as long as the umpire is notified of each change and the above conditions are met.

EXCEPTION: A coach may bench a player during a game without League approval, if he has sufficient reason. He must provide that information to the opposing coach and to the umpire, one of whom must agree before the player can be benched. A coach who believes he has sufficient reason to bench a player before the game must receive League approval to do so.

Article 6 A player who has been rendered unconscious during a game shall not be permitted to resume participation that day without written authorization from a physician and the expressed consent of the association president.

Article 7 A player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgment. The re-entry rule applies to starters. If there is an excessive amount of blood on the uniform, it shall be changed before that individual participates again.

Article 8 Coaches must report all injuries as soon as possible to the president or other league officer. Parents of injured players who have insurance claims must notify the president. In cases of serious injury, managers will not allow the player to participate in practices or games until the League receives a release from his doctor or parents.

SECTION 2 Coaching

Article 1 One player or coach may occupy each coach's box or designated coach's area(s) while his team is at bat. While in the coaches box he shall be in the uniform of his team. (1-1-5). He may address base runners or the batter. Coaches may wear prostheses and use mobility devices. (See 1-1-5).

NOTE: Any member of the team at bat, who has not been ejected for unsportsmanlike conduct, may occupy a coach's box.

Article 2 No coach shall physically assist a runner during playing action.

PENALTY: The ball is dead at the end of playing action. The involved batter-runner or runner is out and any additional outs made on the play stand. Runners not put out return to bases occupied at the time of the infraction.

Article 3 No offensive team personnel, other than the base coach, shall be near a base for which a runner is trying so that a fielder may be confused; nor be on or near the baseline in such a way as to draw a throw; nor shall the base coach or members of the team at bat fail to vacate any area needed by a fielder in his attempt to put out a batter or runner.

If a thrown live ball accidentally touches a base coach in foul territory, or a pitched or thrown ball touches an umpire, the ball is alive and in play. If the coach is judged by the umpire to have interfered intentionally with the thrown ball or interferes in fair territory, the interference penalty is invoked.

PENALTY: The ball is dead immediately and the runner is out. The batter-runner or runner may be out as in 7-3-5 and 8-4-2g. Other runners return as in 8-2-8.

SECTION 3 Bench and Field Conduct

Article 1 A coach, player, substitute, attendant or other bench personnel shall not:

- a. fakes a tag without the ball;
- b. carelessly throws a bat;
- c. wear jewelry (players participating in the game);
- d. hit the ball to players on defense after the game has started;
- e. use television monitoring or replay equipment for coaching purposes during the course of the game;
- f. wear bandannas;

PENALTY: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected, except for (e), where the coach shall be ejected. In (a), it is also obstruction. (8-3-2).

- g. commits any unsportsmanlike act to include, but not limited to,
 - 1. use of words or actions to incite or attempt to incite spectator's demonstrations,
 - 2. use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting,
 - 3. use of any language intended to intimidate,
 - 4. behavior in any manner not in accordance with the spirit of fair play,
 - 5. be in live ball territory during the opponents infield practice prior to start of play;
- h. enters the area behind the catcher while the opposing pitcher and catcher are in their positions;
- i. have any object in his possession in the coach's box other than a rule book, score book, stop watch or Personal Digital Assistant (PDA) or comparable electronic score-recording device which shall be used for scorekeeping purposes only or as in 3-2-1;
- j. be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or designated area, or one of the nine players on defense;
- k. charges an umpire;
- l. use amplifiers or bullhorns for coaching purposes during the course of the game;

PENALTY: The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and then eject him if he repeats the offense. The warning or ejection shall be made at the end of playing action. Failure to comply shall result in the game being forfeited. For coaches who violate g, h, i, j, k or l, the umpire may (1) restrict the offender to bench/dugout for the remainder of the game or (2) eject the offender. Any coach restricted to the bench shall be ejected for further misconduct. A coach may leave the bench/dugout to attend to a player who becomes ill or injured.

- m. deliberately throws a bat, helmet, etc.;
- n. initiates malicious contact;
- o. call "Time" or use any command or commit any act for the purpose of causing a balk;
- p. use tobacco or tobacco-like products within the confines of the field.
- q. leaves their positions or bench area for the purpose of fighting or physical confrontation.

PENALTY: The umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. In (n), the ejected is declared oh, unless he has already scored. In (q), a coach who attempts to prevent a fight or to restore order is not in violation of the rule.

Article 2 A coach who is ejected shall leave the vicinity of the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game. He may return when requested by an umpire to attend to an ill or injured player.

PENALTY: The game will be forfeited.

Article 3 Players loosening up to bat shall remain in the area of their team's on-deck circle or properly designated area while the pitcher is warming up. (1-2-4).

PENALTY: The umpire shall issue a team warning to the coach of the team involved. The next offender on that team shall be ejected.

SECTION 4 Charged Conferences

Article 1 Each team, when on defense, may be granted not more than three charged conferences during a seven-inning game, (six for minors) without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning game, each team shall be permitted one charged conference each inning without penalty. The number of charged conferences permitted is not cumulative. A request for time for this purpose shall be made by a coach, player, substitute or an attendant. Time granted for an obviously incapacitated player shall not constitute a charged conference. Prior to accumulating three charged conferences in seven innings or less, a conference is not charged if the pitcher is removed as pitcher.

PENALTY: After three charged conferences in a six or seven-inning game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game.

NOTE: Each pitcher is entitled to two charged conferences per inning, three per game.

Article 2 Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.

Article 3 A defensive charged conference is concluded when the coach or non-playing representative crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach or non-playing representative initially starts to return to the dugout/bench area.

Article 4 An offensive charged conference is concluded when the coach or team representative initially starts to return to the coach's box or dugout/bench area.

NOTE: For Articles 3 & 4, if a coach who has been restricted to the dugout/bench area is involved in a charged conference, that conference shall end when the players involved initially start to return to their positions on the field.

NOTE: The coach shall be given a reasonable amount of time for the charged conference as determined by the umpire-in-chief.

Article 5 When either team has a charged conference, the other team may also have a conference, which is not charged, provided the conference concludes when the opposing team's conference concludes, so that the game is not further delayed.

Rule 4 Starting and Ending the Game

SECTION 1 Starting a Game

Article 1 The Home Team is responsible for readying the field for play. (4-4-1 g). Head Coaches are responsible for calling the PPBA ‘hotline’ number, one and a half hours before game time for updates regarding field conditions. The Association President or his designee shall decide whether the grounds and other conditions are suitable for starting the game.

NOTE: After the game starts, the umpires are the sole judges as to whether conditions are fit for play and as to whether or not conditions are suitable for starting the second game of a scheduled double-header.

Under no conditions will a game continue when lightning is present. The umpire-in-chief may suspend a game temporarily if in his opinion adverse weather may pass through. See NOTE, (5-2-1).

Article 2 If there are unusual conditions, such as spectators or obstacles too near the playing field, the home coach shall propose special ground rules. If sanctioned by the visiting team, these shall be in force. If the teams cannot agree, the umpires shall formulate ground rules. Ground rules do not supersede a rule book rule. All special rules shall be announced.

- a. The field should be clearly marked.
- b. When a fair or foul fly comes down near a stand or fence, 7-4-id applies. If there is a screen behind the catcher or other permanent obstruction in front of the stand, a batted ball that goes behind these becomes dead and cannot be caught.
- c. Wild pitches, overthrows and batted balls that go over, through or wedges in a fence are governed by Rule 8-3-3. If the field has unusual obstructions, ground rules should as nearly as possible, be similar to this rule.
- d. For a special field condition, such as a drain pipe that makes a spot where it is impossible or very difficult for a fielder to retrieve the ball, the ball should become dead if it goes to that spot and each runner’s advance should be limited to two bases.
- e. In an unfenced field where cars are parked along the foul lines, umpires should consider these the same as bleachers and the ball becomes dead if it bounces into the line of cars. They should anticipate such a situation and announce the ground rule in advance.

Article 3 Before game time, the home team and then the visiting team shall deliver their respective batting orders in duplicate to the umpire-in-chief. The umpire then shall permit inspection by both captains or coaches. Each team’s lineup card shall list a minimum of nine players to start the game (see 4-4-if for a game to start/continue with less than nine players). The substitution regulations, as in Rule 3, are then in effect for Pony/Babe Ruth and Connie Mack teams.

- a. The umpire-in-chief shall receive verification from both coaches that all participants are properly equipped and emphasize to the coaches and captains that all participants are expected to exhibit good sporting behavior throughout the game.

Article 4 The visiting team shall be the first to take its turn at bat. On a neutral field or by agreement, either team may be designated as Home Team. The Home Team shall occupy the dugout of their choice, provided that an adult coach, with his teams equipment, arrives at the field of play prior to the arrival of the visiting team with their equipment. Otherwise, the Home Team shall occupy the dugout nearest the third base line.

Article 5 The game begins when the umpire calls ‘Play’ after all infielders, pitcher, catcher and batter are in position to start the game.

SECTION 2 Ending a Regulation Game

Article 1 A regulation Majors/Pony/Babe Ruth/Connie Mack Division game consists of seven innings, a Minors Division game consists of six innings (turns at bat) unless extra innings are necessary because of a tie score, or unless shortened because the home team needs none of its half of the last inning or only a fraction of it (Art. 2); or because of weather, or darkness (Art 3); or a succeeding game on that diamond (2-33-2). Each team must have nine players in its lineup throughout the game (see Exception 4-4-I f). Otherwise, the game will be forfeited. A forfeited game is regulation, regardless of the number of innings played. (4-4-2).

Article 2 The game ends when the team behind in score has completed its turn at bat in the sixth (Minors) or seventh (Majors/Pony/Babe Ruth/Connie Mack) inning, or any inning thereafter if extra innings are necessary. If the home team scores a go-ahead run in the bottom of the last scheduled inning, or in any extra inning, the game is terminated at that point. Any game that is **tied** at the end of 3 1/2 (Minors) or 4 1/2 (Majors/Pony Babe Ruth/Connie Mack) or at least four/five full innings when the game is called shall not be a complete game and will be scheduled to be replayed at a date to be designated by the Association President or appropriate division commissioner unless, that the outcome of such a completed game would not materially effect the standings of either participant. If that condition exists than the game shall be a tie game.

NOTE: If an over the fence home run is hit, all runs score before the game is terminated.

Article 3 If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game;

- a. if five full innings have been played, or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat (Babe Ruth/Connie Mack) a. than the visiting team has scored in five turns at bat or in Minor/Majors or Pony Division play four full innings or if the home team has scored an equal or greater number of runs in three or three and a fraction turns at bat or
- b. if play has gone beyond five full innings (Babe Ruth/Connie Mack) or four full innings (Minors/Majors and Pony Divisions).

If the game is called when the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning; except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.

Article 4 STRICKEN.

Article 5 A coach may not concede victory to another team as that may prevent some players from participating in the game. Additionally there is no slaughter rule. However, after three complete innings of play, if a team leads by 10 or more runs, that team is limited to six batters or three outs; whichever comes first, effective immediately with the next batter after the tenth run crosses the plate.

SECTION 3 Called Game

Article 1 If a game is called before completion of the number of innings and conditions as specified in 4-2-3, the umpire shall declare the contest an incomplete game.

NOTE: A regulation called game where a winner cannot be determined shall be counted as 1/2 game won and 1/2 game lost for each team.

SECTION 4 Forfeited Game

Article 1 A game shall be forfeited to the offended team by the umpire when a team:

- a. is late in appearing or in beginning play after the umpire calls "Play." Teams will be permitted a 15 minute grace period from the scheduled start of play.
- b. refuses to continue play after the game has started; or
- c. delays more than a reasonable amount of time in resuming play, or in obeying the umpire's order to remove a player for violation of the rules; or
- d. persists in tactics designed to delay or shorten the game; or
- e. willfully and persistently violates any of the rules after being warned by the umpire; or
- f. is unable to provide at least eight players to start the game or cannot provide seven players to finish the game; or

NOTE: An out will be called each time that spot in the batting order comes to bat. If the offensive player must be substituted for after reaching base, the most recent batter not on base is allowed to run for that player.

NOTE: Babe Ruth/Connie Mack: A team playing with fewer than nine players may not return to nine players. Minors/Majors and Pony Division teams may return to nine players at no penalty.

NOTE: Minors/Majors/Pony In the event a game is forfeited for 4-4-1(f) players from both teams shall be combined in order to form two squads consisting of at least eight players each. These two squads will then play a three inning (minimum) exhibition game officiated by the umpire scheduled to call the scheduled (forfeited) game.

- g. on its home field, fails to comply with the umpire's order to put the field in condition for play; or
- h. is discovered to have violated a pitching restriction. (6-1-6). or
- i. coach fails to immediately leave area after being ejected by the umpire. Article 2 Score of a forfeited game will award the offended team one run per scheduled inning of play and no runs to the forfeiting team except that, if the game is forfeited after the number of innings required for a regulation game have been played and the offending team is behind then the score remains as recorded.

SECTION 5 Protested Game

Article 1 Post game protests will no longer be permitted. Protests must be made to the umpire-in-chief on the field of play by the protesting coach at the conclusion of the play in question and before the start of any other play. The protesting team may request 'time out' in instances a dead ball situation does not already exist at no penalty to themselves, i.e. this 'time out' shall not be considered a charged conference. Offensive teams shall not be permitted to 'hurry' an offensive play if it is apparent that their sole intent is to deny the defensive team an opportunity to lodge a protest by doing so.

Protests may not be lodged for any judgment call made by the umpires. The only basis for a protest is a misapplication of a rule by the umpire to an on field only, play. After requesting time out-if necessary, the protesting teams head coach shall announce to the umpire his intention to protest the preceding play and the basis of his protest, i.e. which rule, section and article he wishes to cite. The umpire-in-chief and the head coaches (only) from each team shall then confer with one another. After permitting arguments from both coaches the umpire shall then rule on the protest. At this point the protest procedure is over and play resumes, no further argument will be permitted by both team and any player or coach who persists in disputing the umpire's decision will be subject to immediate ejection.

Any protest upheld by the umpire will stand and shall not be reviewable at a later date.

However, the Association President or the appropriate division commissioner may, at their option, review the penalty imposed on a protest that has been upheld and take additional action if they deem it appropriate, which may include penalties up to and including the awarding a forfeit.

Rule 5 Dead Ball--Suspension of Play

SECTION 1 Dead Ball

Article 1 Ball becomes dead immediately when:

- a. a pitch touches a batter or his clothing (8-i-id), a runner (8-3-ia);

NOTE: The ball becomes dead even through the batter strikes at it (8-1-id).
- b. the ball is illegally batted (7-3-2 and 7-4-1a) or is intentionally struck a second time with the bat as in 8-4-id;
- c. the batter enters the batter's box with an illegal bat;
- d. a foul ball (2-16-1):
 1. touches any object other than the ground or any person other than a fielder; or
 2. goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand;
 3. or becomes an uncaught foul; or
- e. there is interference by a runner, batter-runner (8-4-ig), or a retired runner (3-3-In. 8-4-1 a, h 8-4-2b, e, f, g or k), the batter (7-3-5), or by any person (3-2-3);
- f. a fair batted ball:
 1. touches a runner or an umpire before touching any fielder and before passing any fielder other than the pitcher,
 2. touches a runner after passing through or by an infielder and another infielder could have made a play on the ball,
 3. touches a spectator,
 4. goes over or through or wedges in the field fence, or
 5. lodges in players equipment or uniform; or
- g. a pitch or any other thrown ball:
 1. is touched by a spectator;
 2. is intentionally touched by a non-participating squad member;
 3. goes into a stand or other dead-ball area or players' bench (even if it rebounds to the field), or over or through or wedges in the field fence (8-3-3c or d);
 4. lodges in an umpire's or catcher's equipment; or
- h. the umpire handles a live ball or calls "time" for inspecting the ball or for any other reason, including items in Section 2 or gives the "Do Not Pitch Signal" or verbally announces "foul ball"; or
- i. a fielder, after catching a fair or foul ball (fly or line drive), leaves the field of play by stepping with both feet or by falling into a bench, dugout, stand, bleacher, or over any boundary or barrier such as a fence, rope, chalk line, or a pregame determined imaginary boundary line; or
- j. an infielder intentionally drops a fair fly, fair line drive or fair bunt in flight with at least first base occupied and with less than two outs.

EXCEPTION: Infield fly rule. (2-19).
- k. a balk or an illegal pitch is committed; or
- l. a batted, thrown or pitched ball touches a designated media area or anyone or anything that is entirely or partially in the designated media area.

COMMENT: The umpire has the authority to remove any member of the media for not staying in or keeping their equipment in the designated dead ball area.

Article 2 It is a delayed dead ball when:

- a. there is interference by a batter (Exception 7-3-5 Penalty),
 NOTE: When the batter interferes with the catcher attempting to play on a runner, if an out does not result at the end of the catcher's throw, the ball shall become dead immediately.
- b. a catcher or any fielder obstructs a batter or runner; or obstructs the ball through the use of detached player equipment (8-3-3);
- c. umpire interferes with the catcher who is attempting to throw;
- d. any personnel connected with the offensive team calls "Time" or uses any other command or commits any act for the purpose of trying to cause the opposing pitcher to balk;
- e. anyone who is required to wear a batting helmet deliberately removes his helmet, while the ball is in live-ball territory and the ball is alive; (see 1-1-5);
- f. a coach physically assists a runner (see 3-2-2); or
- g. a ball touches an illegal glove/mitt

Article 3 The ball becomes dead when time is taken to make an award when a catcher or any fielder obstructs a runner or when baserunning penalties are to be imposed.

Article 4 After a dead ball, the ball becomes alive when it is held by the pitcher in a legal pitching position, provided the pitcher has engaged the pitcher's plate, the batter and the catcher are in their respective boxes, and the umpire calls "Play" and gives the appropriate hand signal.

SECTION 2 Suspension of Play

Article 1 "Time" shall be called by the umpire and play is suspended when:

- a. the ball becomes dead (5-1-2, 5-1-3);
- b. the umpire considers the weather or ground conditions unfit for play;
 NOTE: After 30 minutes, he may declare the game ended.
- c. a player, bench personnel or spectator is ordered from the grounds, or a player is ordered to secure protective equipment; an umpire or player is incapacitated, except that if injury occurs during a live ball,
- d. time shall not be called until no further advance or putout is possible;
 EXCEPTION: If there is a medical emergency or if, in the umpire's judgment, further play could jeopardize the player's safety, "Time" shall be called.
- e. a player or coach requests "Time" and it is granted by the umpire for a substitution, conference with the pitcher or for similar cause; or
- f. the umpire suspends play for any other cause, including an award of a base after an infraction, or for inspection of the ball.

Article 2 When the ball becomes dead:

- a. no action by the defense can cause a player to be put out;
- b. a runner may return to a base he left too soon on a caught fly ball or that was not touched during a live ball. A runner who is on or beyond a succeeding base when the ball became dead, or advances and touches a succeeding base after the ball became dead, may not return and shall be called out upon proper and successful appeal.
- c. any runner may advance when awarded a base(s) for an act which occurred before the ball became dead provided any base in (b) above is retouched and all bases are touched in their proper order (8-1-2, 8-2-1, 8-3, 8-3-3d Note).

Rule 6 Pitching

SECTION 1 Pitching

Article 1 The pitcher shall pitch while facing the batter from either a windup position (Art. 2) or a set position (Art. 3). The position of his feet determines whether he will pitch from the windup or the 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 contacts 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 pitcher or right-handed pitcher, but not both.

Article 2 For the wind-up 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 his body; (b) both hands are at his side; (c) either hand is in front of the body and the other hand 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 wind-up 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 to or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but he shall not otherwise lift either foot.

Article 3 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 and with his entire pivot foot in contact with or directly in front 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 toward a base while throwing or feinting as outlined in 6-2-4 and 2-28-5, 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 to the wind-up 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 behind the plate, he then has the right to throw or feint to a base the same as that of any other infielder.

PENALTY (Art. 1, 2, 3): 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 illegal act is a balk. In both situations, the umpire signals a dead ball.

Article 4 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.

Article 5 When a pitcher is attempting to field a batted or thrown ball or is throwing to a base while 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. (8-3-3c, 8-4-2g).

Article 6 Minor/Major/Pony Divisions: Any player may pitch for a maximum of nine innings in a calendar week, Sunday through Saturday, exclusive of All Star and other non-league competitions. In the Minors and Majors, no player may pitch more than three innings per game; if he/she throws at least one pitch in an inning he/she is considered to have pitched in that inning. Pitchers are permitted to pitch on consecutive days provided the conditions set forth above are adhered to. A Minor/Major player once removed as a pitcher may not return to pitch in the same game. Innings pitched in a suspended/incomplete game shall be charged against the pitchers' eligibility for that week. Pitching restrictions will not be suspended for post season play.

NOTE: Opposing coaches may not agree to waive a pitching restriction.

PENALTY: A team which violates a pitching restriction forfeits that game.

SECTION 2 Infractions by Pitcher

Article 1 Illegal acts include:

- a. applying a foreign substance to the ball;
- b. spitting on the ball or glove;
- c. rubbing the ball on the glove, clothing or person if the act defaces the ball;
- d. discoloring the ball with dirt;
- e. bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball;
- f. wearing any items on the hands, wrists or arms that may be distracting to the batter;
- g. wearing or placing tape, bandages or other foreign material (other than rosin) on the fingers or palm of his pitching hand that could come in contact with the ball;
- h. wearing a glove/mitt that is white, gray or multi-colored;
- i. wearing exposed undershirt sleeves that are white or gray.

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 his bare hands to remove any extraneous coating.

PENALTY: For defacing the ball (a-e), the ball is dead immediately. The umpire may eject the pitcher. If such defaced ball is pitched and then detected, it's an illegal pitch. For infraction (f-i), the infraction must be corrected before the next pitch. In (f), the umpire has sole authority to judge whether or not an item is distracting and shall have that item removed.

Article 2 Delay of the game includes:

- a. throwing to any player other than the catcher, when the batter is in the batter's box, unless it is an attempt to retire a runner;

PENALTY: The pitcher shall be ejected from the game after a warning.

- b. consuming time as the result of the coach or his representative conferring with a defensive player or players after being charged with three conferences (3-4-1);

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

- c. 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. (3-1-2 Note). In either case, the umpire-in-chief may authorize more throws because of injury or inclement weather.

Article 3 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.

Article 4 Balk. If there is a runner or runners, any of the following acts by a pitcher while he is touching the pitcher's plate is a balk:

- a. 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 (6-1-4);
- b. 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 back a runner;
- c. making an illegal pitch from any position (6-1, 6-2-1a-e);
- d. 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: 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 or (b) with both feet or (c) holds up his hand to request "Time" it shall not be a balk. 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 7-3-I. 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 strikes 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 3-3-b.

- e. taking a hand off the ball while in a set position (6-1-3), 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 (b); or
- f. 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.

Article 5 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 he places his feet on or a stride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.

Article 6 There is **no** balk rule (Art. 4) enforcement in the Minors Division. In the Majors Division an illegal pitch shall be penalized as a balk once the following conditions have been met.

- a. after a pitcher commits his or her first illegal pitch, the umpire-in-chief will inform the pitcher that he/she has committed a balk, for instructional purposes only and with no penalty.
- b. If the same pitcher then commits any illegal pitch or act a second time, the umpire will so inform the pitcher and give him/her a warning, again explaining the nature of the infraction and again with no penalty.
- c. If a given pitcher commits a third illegal pitching act during any appearance then Rule 2-3-1, 6-2-4a-f will be enforced for this and each subsequent infraction.

In the Pony Division the first violation of 6-2-4 will result in a warning to the pitcher only and will be penalized as a balk from the second infraction forwards. In the Babe Ruth/Connie Mack Division no warnings shall be provided and enforcement begins immediately from the point of the first pitch of the game.

Rule 7 **Batting**

SECTION 1 Position and Batting Order

Article 1 Each player of the team at bat shall become the batter and shall take his position within a batter's box, on either side of home plate, in the order in which his name appears on the lineup card as delivered to the umpire prior to the game (4-1-3). This order shall be followed during the entire game except, that an entering substitute, (Pony/Babe Ruth/Connie Mack) shall take the replaced player's place in the batting order. A batter is in proper order if he follows the player whose name precedes his in the lineup, even though such preceding batter may have batted out of order. An improper batter is considered to be at bat as soon as he is in the batter's box and the ball is alive. When the improper batter's infraction is first discovered by either team, time may be requested and the improper batter replaced by the proper batter with the improper batter's ball and strike count still in effect, provided the infraction is detected before the improper batter is put out or becomes a base runner.

Article 2 After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completed his time at bat in the preceding inning.

PENALTY: For batting out of order (Art. 1 and 2):

- 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.

NOTE: Only the defensive team may appeal batting out of order after the batter has completed his 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 legal or illegal pitch, or, play or attempted play, or prior to an intentional base on balls or before the infielders leave the diamond if a half-inning is ending, the umpire shall declare the proper batter out and return all runners to the base occupied at the time of the pitch.

EXCEPTION: Any outs made on play stand. An out for batting out of order supersedes an out by the improper batter on the play.

NOTE: While the improper batter is at bat, if a runner advances because of a stolen base, balk, wild pitch or passed ball, such advance is legal.

- c. when an improper batter becomes a runner or is put out and a legal pitch or illegal pitch has been delivered to the succeeding batter, or an intentional base on balls has occurred, or all infielders have left the diamond if a half inning is ending, and before an appeal is made, the improper batter becomes the proper batter and the results of his time at bat become legal.
- d. 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.
- e. when an improper batter becomes a proper batter because no appeal is properly made as above, 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.

NOTE: When several players bat out of order before discovery so that a player's time at bat occurs while he is a runner, such player remains on base, but he is NOT out as a batter.

Article 3 Minors/Majors Divisions will adhere to a continuous batting format throughout the game. Players arriving after the start of the game shall be inserted into the bottom of the batting order in the order that they arrive at the field. In the Pony Division there is no designated hitter (see 3-4-1) and player substitutions may begin at the start of the fourth inning. Starters may

re-enter the game at the beginning of the seventh inning as long as they remain in compliance with the substitution rules (see 3-1-1 through 3-1-4). Babe Ruth and Connie Mack teams are not restricted as to when they may begin substituting as long as they too remain in compliance with the substitution rules. (See 2-36-4 for Replacements).

Article 4 Tardy players are players who arrive at the field of play after the lineup cards have been submitted to the umpire-in-chief. At the coach's discretion, a tardy player need not be played; however, if one tardy player is permitted to play then all late arriving players must also play. The opposing team must be notified of the arrival of a tardy player immediately, whether or not he/she is to be played or benched.

Article 5 Any inning already played to completion would count as an inning played by a late arriving player for the purposes of fulfilling the requirements under the mandatory play rule (see 3-1-5). However, if other tardy players have already entered the game that player would still have to play at least one inning (see 7-1-4). As long as the conditions set forth in 3-1-5, 7-1-4 and 7-1-5 are satisfied, a tardy player may be utilized in any inning that he/she arrives, including extra innings.

NOTE: No team utilizing replacement players to avoid a forfeit may bench a tardy player. (2-36-4).

SECTION 2 Strikes, Balls and Hits

Article 1 A strike is charged to the batter when:

- a. a pitch enters any part of the strike zone in flight and is not struck at;
- b. a pitch is struck at and missed (even if the pitch touches the batter);
- c. a pitch becomes a foul when the batter has less than two strikes;
- d. a pitch becomes a foul tip (even on third strike) or a foul from an attempted bunt;
- e. a batter delays (6-2-4d Note and 7-3-1); or
- f. a batted ball contacts the batter in the batter's box (foul ball).

Article 2 A ball is credited to the batter when a pitch is not touched by the bat and is not a strike or when there is an illegal pitch (6-1 Penalty, 6-1-4) or pitcher delay (6-2-2c).

Article 3 A foul ball or a fair hit (which may be a bunt) occurs when a pitch is touched by the bat of the batter who is in his box (2-5-1, 2-16-1, 2).

SECTION 3 Batting Infractions-----A Batter Shall Not:

Article 1 Delay the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.

EXCEPTIONS: A batter may leave the batters box when:

- a. the batter swings at a pitch,
- b. the batter is forced out of the box by the pitch,
- c. the batter attempts a "drag bunt,"
- d. the pitcher or catcher feints or attempts a play at any base,
- e. the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball,
- f. a member of either team request and is granted "Time,"
- g. the catcher leaves the catcher's box to adjust his equipment or give defensive signals,
- h. the catcher does not catch the pitched ball.

PENALTY: For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box, delays the game and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. the pitcher need not pitch, and the ball remains alive.

Article 2 Hit the ball fair or foul while either foot is touching the ground completely outside the lines of the batter's box or touching home plate.

Article 3 Disconcert the pitcher by stepping from the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

Article 4 Permit a pitched ball to touch him.

Article 5 Interfere with the catcher's fielding or throwing by:

- a. leaning over home plate,
- b. stepping out of the batter's box,
- c. making any other movement which hinders action~ at home plate or the catcher's attempt to play on a runner, or
- d. failing to make a reasonable effort to vacate a congested area when there is a throw to home plate and there is time for the batter to move away.

Article 6 If the bat breaks and is hit by the ball or hits a runner or a fielder, no interference shall be called. If a whole bat is thrown and interferes with a defensive player attempting a play, interference will be called.

PENALTY: For infraction of Art. 2 and 3, the ball becomes dead immediately and the batter is out. For infraction of Art. 4, the batter remains at bat (pitch is a ball or strike), unless pitch was a third strike. For infraction of Art. 5: When there are two outs, the batter is out. When there are not two outs and the runner is advancing to home plate, if the runner is tagged out, the ball remains alive and interference is ignored. Otherwise, the ball is dead and the runner is called out. When an attempt to put out a runner at any other base is unsuccessful, the batter is oh and all runners must return to bases occupied at the time of the pitch. If the pitch is a third strike and in the umpires judgment interference prevents a possible double play (additional outs), two may be ruled out (8-4-2g).

For infraction of Art. 6, the batter is out and runners return. If, in the umpires judgment interference prevented a possible double play, two players may be ruled out.

SECTION 4 Batter is Out

Article 1 A batter is also out as in above penalty or when:

- a. the batter enters the batter's box with an illegal bat (see 1-3-5 NOTE) or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play;
- b. a third strike is not caught, provided a runner occupies first base and there are less than two outs;

NOTE: If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged out or thrown out, except in the Minor Division where the batter would be automatically out even on a dropped third strike and no play would be necessary.

- c. a third strike (7-2) is caught;
- d. a foul ball (other than a foul tip not a third strike) is caught by a fielder or such catch is prevented by a spectator reaching into the playing area (8-3-3e Exception);
- e. an attempt to bunt on third strike is a foul;
- f. any member of the offensive team or coach interferes with a fielder who is attempting to field a foul fly ball;
- g. a team playing with less than nine players and that turn to bat is reached; It he enters the game as an illegal substitute and is discovered; or
- i. he intentionally deflects a foul ball which has a chance of becoming fair.

Rule 8 Baserunning

SECTION 1 When a Batter Becomes a Runner

Article 1 A batter becomes a runner with the right to attempt to score by advancing to first, second, third and home base in the listed order when:

- a. he hits a fair ball (2-5-1);
 NOTE: He becomes a batter-runner when entitled to run.
- b. he is charged with a third strike;
 NOTE: If the third strike is caught, he is out an instant after he becomes a runner.
- c. an intentional base on balls is delivered, or a fourth ball is called by the umpire; d. a pitched ball hits his person or clothing, provided he does not strike at the ball; or
 EXCEPTION: If he makes no effort to avoid being hit or if the umpire calls the pitched ball a strike. the hitting of the batter is disregarded except that the ball is dead. It is a strike or ball depending on the location of the pitch.
 NOTE: If a batter's loose garment, such as a shirt that is not worn properly, is touched by a pitched ball, the batter is not entitled to first base.
- e. The catcher or any other defensive player obstructs him. The coach or captain of the team at bat, after being informed by the umpire-in-chief of the obstruction, shall indicate whether or not he elects to decline the obstruction penalty and accept the resulting play. Such election shall be made before the next pitch (legal or illegal), before the infielders leave the diamond. Obstruction of the batter is ignored if the batter-runner reaches first and all other runners advance at least one base.
 NOTE: Any runner attempting to advance (i.e., steal or squeeze) on a catcher's obstruction of the batter shall be awarded the base he is attempting. If a runner is not attempting to advance on the catcher's obstruction, he shall not be entitled to the next base, if not forced to advance because of the batter being awarded first base. If obstruction is enforced, all other runners on the play will return to the base occupied at the time of the pitch. The batter is awarded first base, if he did not reach base.
 NOTE: If obstruction is not enforced, all other runners advance at their own risk.

Article 2 A batter-runner is awarded first base if:

- a. he is a runner because of 8-1-ic, d, e; or
- b. his fair ball, other than an infield fly, becomes dead (5-1-1e, f and provided a preceding runner does not interfere in such a way as to prevent a potential double play. (8-4-1 h).
 NOTE: Unless awarded first base as above, a batter-runner is entitled to first base only if he reaches it before being tagged out or thrown out or called out for hitting an infield fly. (8-4-1).

SECTION 2 Touching, Occupying and Returning To a Base

Article 1 An advancing runner shall touch first, second, third and then home plate in order, including any awarded bases.

NOTE: In the Minors Division a runner who currently occupies third base may NOT advance to home in an effort to score during any play, i.e., throw, overthrow, error, etc., on a base runner who is attempting to steal second from first base unless a play is made upon him first.

Article 2 A returning runner shall retouch the bases in reverse order. If the ball is dead because of an uncaught foul, it is not necessary for a returning runner to retouch the intervening bases. The umpire will not make the ball alive until the runner returns to the appropriate base.

Article 3 Any runner who misses a base while advancing may not return to touch it after a following runner has scored.

NOTE: Any runner who misses the first base to which he is advancing and who is later called out shall be considered as having advanced one base.

Article 4 If a fair or foul batted ball is caught, other than a foul tip, each base runner shall touch his base after the batted ball has touched a fielder. (See 8-4-ic for fielder intentionally dropping the ball and 8-4-2i for runner being put out.)

Article 5 If a runner who misses any base (including home plate) or leaves a base too early, desires to return to touch the base, he must do so immediately. If the ball becomes dead and the runner is on or beyond a succeeding base, he cannot return to the missed base and, therefore, is subject to being declared out upon a proper and successful appeal.

PENALTY: (Art. 1-5). For failure to touch a base (advancing or returning), or failure to tag up as soon as the ball is touched on a caught fly ball, the runner may be called out if an appeal is made by the defensive team. The defense may appeal during a live ball immediately following the play and before a pitch (legal or illegal), granting an intentional base on balls, or before the next play or attempted play. If the offensive team initiates a play before the next pitch, the defensive team does not lose the right to appeal. A live-ball appeal may be made by a defensive player with the ball in his possession by tagging the runner or touching the base that was missed or left too early. A dead-ball appeal may be made by a coach or any defensive player with or without the ball by verbally stating that the runner missed the base or left the base too soon. Appeals must be made (1) before the next legal or illegal pitch, (2) at the end of an inning, before the pitcher and all infielders have left fair territory, (3) before an intentional base on balls is granted, or (4) on the last play of the game, an appeal can be made until the umpires leave the field of play.

NOTE: When a play, by its very nature is imminent and is obvious to the offense, defense, and umpire(s), no verbal appeal is necessary, e.g., a runner attempting to retouch a base that was missed, or a failure to tag up and a throw has been made to that base or plate while a play is in progress.

APPEAL PROCEDURES AND GUIDELINES

1. **Types**
 - a. Missing a base
 - b. Leaving a base on a caught fly ball before the ball is first touched.
2. **Live Ball.** In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he is still on the playing field.
3. **Dead Ball.** The dead-ball appeal may be made: 1) Once all runners have completed their advancement and time has been called, a coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play. 2) If the ball has gone out of play, runners must be given the opportunity to complete their base-running responsibilities before the dead-ball appeal can be made.
4. **May Not Return.** A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
 - a. he has reached a base beyond the base missed or left too soon and the ball becomes dead,
 - b. he has left the field of play, or
 - c. a following runner has scored.
5. **Advance.** Runners may advance during a live-ball appeal play. If a time out is requested for an appeal, the umpire should grant it, and runners may not advance until the ball becomes live again.
6. **More Than One Appeal.** Multiple appeals are permitted as long as they do not become a travesty of the game.
7. **Awards.** An appeal must be honored even if the base missed was before or after an award.
8. **Tag-Ups.** If a runner leaves a base too soon on a caught fly ball and returns in an attempt to

retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count.

9. **Fourth-Out Appeal.** An appeal may be made after the third out as long as it is made properly and the resulting appeal is an apparent fourth out.

10. **End of Game.** If any situation arises which could lead to an appeal by the defense on the last play of the game, the appeal must be made while an umpire is still on the field of play.

If a baserunning infraction is the third out, runs scored by the following runner(s) would not count. With two outs, if the base missed was the first to which the batter or runner was forced to advance, no runs would score. When a runner is legally returning after a long fly ball has been caught, he can be put out by being tagged with the ball by a defensive player or merely by the defensive player with the ball touching the base occupied by the runner at the time of the pitch.

Article 6 A batter-runner who reaches first base safely and then overruns or over-slides may immediately return without liability of being put out provided he does not attempt or feint an advance to second. A player who is awarded first base on a base on balls does not have this right.

Article 7 A runner acquires the right to the proper unoccupied base if he touches it before he is out. He is then entitled to this base until he is put out, or until he legally touches the next base while it is unoccupied or until a following runner is forced (2-24-1) to advance to the base he has occupied. A runner need not vacate his base to permit a fielder to catch a fly ball in the infield, but he may not interfere.

NOTE: If two runners are on the same base, at the same time and both are tagged, the following runner is declared out. On a force play situation, the runner who is forced to advance shall be declared out when tagged on the base or the base to which he is forced is touched by a fielder while in possession of the ball.

Article 8 Each runner shall touch his base after the ball becomes dead. All awarded bases must be touched in their proper order. The runner returns to the base he had reached or passed when the ball became dead. In the event of interference, a runner returns to the base he had legally reached at the time of the interference. If the interference does not cause the batter to be out and any other runner cannot return to the base last legally occupied at the time of the interference, he is advanced to the next base.

EXCEPTION: The runner returns to the base occupied at the time of the pitch if his advance was during an uncaught foul.

NOTE: Regarding spectator interference, see 8-3-3e.

SECTION 3 Baserunning Awards

Article 1 Each runner other than the batter-runner (who is governed by 8-1-2) is awarded one base when:

- a. there is a balk (6-2-4) or a pitch strikes a runner (6-1-4);
- b. he is forced from the base he occupies by a following runner who must advance because a batter receives a fourth ball, or is hit by a pitched ball, or hits a fair ball which becomes dead (5-i-if, g).
- c. he is attempting to steal or he is forced from the base he occupies by a batter-runner who must advance because the catcher or any fielder obstructs the batter, such as stepping on or across home or pushing the batter to reach the pitch or touching the bat (8-1-le). instances may occur when the infraction may be ignored (8-1-ic).

Article 2 When a runner is obstructed while advancing or returning to a base by a fielder who neither has the ball nor is attempting to make a play, or a fielder without the ball fakes a tag, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have reached, in his opinion, had there been no obstruction. The obstructed runner is awarded a minimum of one base beyond his position on base when the obstruction occurred. If any preceding runner is forced to advance by the awarding of a base or bases to an obstructed runner, the umpires shall award this preceding runner the necessary base or bases. Malicious contact supersedes obstruction.

NOTE: See Appendix B, "Baserunning Awards Table"

NOTE: When obstruction occurs, the umpire gives the delayed dead ball signal and calls 'obstruction'. If an award is to be made, the ball becomes dead when time is taken to make the award.

Article 3 Each runner is awarded:

- a. four bases (home) if a fair ball goes over a fence in flight or hits a foul pole above the fence, or is prevented from going over by being touched by a spectator, or is touched by an illegal glove/mitt or detached player equipment which is thrown, tossed or kicked or held by a fielder;
- b. three bases if a batted ball (other than in item a) is touched by an illegal glove/mitt, or by detached player equipment which is thrown, tossed, kicked or held by a fielder, provided the ball when touched is on or over fair ground, or is a fair ball while on or over fair ground, or is over foul ground in a situation such that it might become a fair ball.
- c. two bases if a fair batted or thrown ball becomes dead because of bouncing over or passing through a fence, or lodges in a defensive player's or umpire's equipment or uniform; or if a live thrown ball:
 1. including a pitch, is touched by an illegal glove or mitt, or by detached player equipment which is thrown, tossed, kicked or held by a fielder; or
 2. goes into a stand for spectators, dugout or player's bench or over or through or lodges in a fence and it is not thrown by a pitcher from his plate. 8-3-3d.

NOTE: When two runners are between the same bases on an overthrow into dead ball territory, the lead runner receives two bases and the following runner is awarded one, since both runners cannot share the same awarded base.

EXCEPTION: Runners between second and third would score, because the award does not result in both runners occupying the same awarded base.

- d. one base if a pitch or any throw by the pitcher from his pitching position on his plate goes into a stand or bench or over or through or lodges in a fence or backstop or touches a spectator or lodges in an umpire's or catcher's equipment; or with less than two outs, the batter hits a fair or foul ball (fly or line drive) which is caught by a fielder, who then leaves the field of play by stepping with both feet or by falling into a bench, dugout, stand, bleacher or over any boundary or barrier such as a fence, rope, chalk line or pre-game determined imaginary boundary line;

NOTE: A runner shall not be declared out if the fielder deliberately throws or carries the ball into dead ball territory to prevent that runner who has touched or advanced beyond a succeeding base from returning to a missed base or a base left too soon. Award the runner two bases.

- e. bases as determined by the umpire, who shall also impose such penalties as his judgment, will nullify the act of spectator interference with any thrown or batted ball. The ball shall become dead at the moment of the interference. (8-3-3a, b, c, d).

EXCEPTION: It is not spectator interference if a spectator physically hinders a fielder who is reaching into a dead ball area to make a play on a batted or thrown ball.

Article 4 Illegal use of detached player equipment (8-3-3a, b and c) or an illegal glove/mitt does not cause the ball to immediately become dead. If each runner advances to or beyond the base which he would reach as a result of the award, the infraction is ignored. Any runner who advances beyond the base he would be awarded does so at his own risk and may be put out.

Article 5 An award is from the base determined as follows:

- a. If the award is the penalty for an infraction such as a balk, use of detached player equipment, or an illegal glove/mitt, the award is from the base occupied at the time of the infraction.
- b. If any pitch (batted or unbatted) is followed by a dead ball before the pitcher is in position for the next pitch and before there is any throw by the fielding team, any award is from the base occupied at the time of the pitch.

When a runner, who is returning to touch a base after a batted ball has been caught is prevented from doing so because a thrown live ball has become dead (5-1-1g), his award shall be from the base he occupied at the time of the pitch. In any situations other than (a) or (b), on a batted ball which is the first play by an infielder, all runners including the batter-runner are awarded two bases from their positions at the time of the pitch. For purposes of this rule, the act of fielding is not considered a play. If every runner, including the batter-runner, has advanced one base at the time of the first play, the award is two bases from the time of the throw. For any subsequent play by an infielder or for any throw by an outfielder, the award is two bases from the time of the throw.

SECTION 4 Runner is Out

Article 1 The batter-runner is out when:

- a. he intentionally interferes with the catcher's attempt to field the ball after a third strike;
- b. his fair hit or foul (other than a foul tip which is not a third strike) is caught by a fielder, or such catch is prevented by a spectator reaching into the playing field.
- c. his fair fly, fair line drive or fair bunt in flight is intentionally dropped by an infielder with at least first base occupied and before there are two outs. The ball is dead and the runner or runners shall return to their respective bases(s).

NOTE: In this situation, the batter is not out if the infielder permits the fair fly, fair line drive or fair bunt in flight to drop untouched to the ground, except when the infield fly rule (2-19-1) applies (5-1-1j).

- d. after hitting or bunting a ball, he intentionally contacts the ball with the bat a second time in fair or foul territory. The ball is dead and no runner(s) advance.

NOTE: In the case of a foul ball, it must have a chance to become fair in the umpire's judgment.

EXCEPTION: If the bat and ball accidentally come in contact with each other a second time while the batter is holding the bat in the batter's box, it is a foul ball.

- e. a third strike is caught, usually by the catcher but might be by a fielder if the ball rebounds from the catcher after first touching the catcher's glove or hand (2-16-2); or the third strike is not caught while a runner is on first and there are less than two outs;

EXCEPTION: Minors Division batter is out on dropped strike three.

- f. after a dropped third strike (see 8-4-1e) or a fair hit, if the ball held by any fielder touches the batter before the batter touches first base; or if any fielder, while holding the ball in his grasp, touches first base or touches first base with the ball before the batter-runner touches first base: or

- g. he runs outside the three-foot running lane (last half of the distance from home plate to first base), while the ball is being fielded or thrown to first base; or

EXCEPTION: This infraction is ignored if it is to avoid a fielder who is attempting to field the batted ball

or if the act does not interfere with a fielder or a throw.

NOTE: The batter runner is considered outside the running lane lines if either foot is outside either line.

- h. any runner or retired runner interferes (2-21-1, 2-30-3) in a way which obviously hinders an obvious double play; or
- i. on a dropped third strike, he gives up by entering the bench or dugout area, or with two outs he does not attempt to reach first base before all infielders leave the diamond at the end of the half-inning.

NOTE: In the Minor Division the batter is automatically out on a dropped strike three.

- j. hits an infield fly and the infield-fly rule is in effect;
- k. enters the game as an illegal substitute and is discovered.

Article 2 Any runner is out when he:

- a. runs more than three feet away from a direct line between base to avoid being tagged or to hinder a fielder while the runner is advancing or returning to a base;

EXCEPTION: This is not an infraction if a fielder attempting to field a batted ball is in the runner's proper path and if the runner runs behind the fielder to avoid interfering with him.

NOTE: When a play is being made on a runner or batter-runner, he establishes his base line as directly between his position and the base toward which he is moving.

- b. does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases; or

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

NOTE: Runners are never required to slide, but if a runner elects to slide, the slide must be legal. (2-32-2)

PENALTY: The runner is out, the ball is dead immediately, and interference is called. On a force-play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runners shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out. The batter is credited with a fielder's choice.

- c. does not legally attempt to avoid a fielder in the immediate act of making a play on him; or

PENALTY: The runner is out; the ball remains alive unless interference is called.

NOTE: Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground.

- d. dives over a fielder; or

PENALTY: The runner is out and the ball remains alive unless interference occurs.

NOTE: Diving over a fielder is illegal.

- e. initiates malicious contact

NOTE: Malicious contact always supersedes obstruction.

- f. as a runner or retired runner, fails to execute a legal slide, or does not attempt to avoid the fielder or the play on a force play at any base; or

- g. intentionally interferes with a throw or a thrown ball; or he hinders a fielder on his initial attempt to field a batted ball (exception 7-4-1f). A fielder is not protected, except from intentional contact if he misplays the ball and has to move from his original location; or his being put out is prevented by an illegal act by anyone connected with the team (2-21-1, 3-2-2, 3) or by the batter-runner; for runner returning to base (8-2-6); and for runner being hit by a batted ball (8-4-2k). If, in the judgment of the umpire, a runner including the batter-runner interferes in any way and prevents a double play anywhere, two shall be declared out (the runner who interfered and the other runner involved). If a retired runner interferes, and in the judgment of the umpire, another runner could have been put out, the umpire shall declare that runner out. If the umpire is uncertain who would have been played on, the runner closest to home shall be called out; or

NOTE: If two fielders try to field a batted ball and the runner contacts one or both, the umpire shall decide which one is entitled to field the ball and that fielder only is entitled to protection. If a fielder drops a batted ball and contact with a runner occurs during a subsequent attempt to field the ball, the fielder has the greater responsibility for avoiding contact.

- h. is touched by a live ball securely held by a fielder or is touched by a fielder's glove or hand with the live ball held therein, while the runner is not touching his base.
 - EXCEPTIONS:** If a batter-runner safely touches first base and then overslides or overruns it, except on a base on balls, he may immediately return to first base without liability of being tagged out, provided he did not attempt to run or feint to second. Also, if any base comes loose from its fastening when any runner contacts it, such runner cannot be tagged out because the base slides away from him.
 - NOTE:** The ball is not securely held if it is dropped or juggled after the runner is touched.
- i. does not retouch his base before a fielder tags him out or holds the ball while touching such base after any situation (8-2-1, 2-3 and 4). Umpire may also call him out at the end of the playing action upon proper and successful appeal. Also, it is not necessary for the runner to retouch his base after a foul tip (2-16-2); or
- j. fails to reach the next base before a fielder either tags the runner out or holds the ball while touching such base, after the runner has been forced from the base he occupied because the batter became a runner (with ball in play) when other runners were on first base, or on first and second, or on first second and third. There shall be no accidental appeals of a force play.
 - EXCEPTION:** No runner may be forced out if a runner who follows him in the batting order is first put out (including a batter-runner who is out for an infield fly).
- k. is contacted by a fair batted ball before it touches an infielder, or after it passes any infielder, except the pitcher, and the umpire is convinced that another infielder has a play (5-1-if, 6-1-5).
 - EXCEPTION:** If a runner is touching his base when he is hit by an infield fly, he is not out, but the batter is out by the infield fly rule. The ball is dead, even in the exception.
 - NOTE:** If a runner is hit by an infield fly when he is not touching his base, both he and the batter are out.
- l. attempts to advance to home base when the batter interferes with a play at home base, with less than two outs; or
- m. passes an unobstructed preceding runner before such runner is out (including awarded bases); or
- n. it runs base in reverse to confuse opponents or makes a travesty of the game; or
- o. positions himself behind a base to get a running start; or
- p. after at least touching first base, leaves the baseline, obviously abandoning his effort to touch the next base; or
 - NOTE:** Any runner, after reaching first base, who leaves the baseline heading for the dugout or his defensive position believing that there is no further play, shall be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases.
- q. is on or beyond a succeeding base when the ball is declared dead (5-2-2b exception) after having left a base too soon on a caught fly ball, or he failed to touch a preceding base, or he continues and touches a succeeding base after the ball has become dead and the defense initiates a proper and successful appeal; or
- r. deliberately knocks the ball from a fielder's hand.

Rule 9 Scoring--Record Keeping--Post Season

RULES COMMITTEE NOTE: Generally, record keeping is not a priority in our league other than to keep score for standings and to record the number of innings a pitcher throws per game/week. As a result while teams are encouraged to maintain detailed records, Sections 1-7 of Rule 9 are optional. (EXCEPTION: 9-1-2, 9-8). Although teams are not obligated to keep written records, Rule 9 remains, in its entirety, the official scoring and record keeping rules of Portage Park Baseball.

SECTION 1 How a team scores

Article 1 A runner scores one run each time he legally advances to and touches first, second, third and then home plate before there are three outs to end the inning.

EXCEPTIONS: A run is not scored if the runner advances to home plate during action in which the third out is made as follows:

- a. by the batter-runner before he touches first base; or
- b. by another runner being forced out; or
- c. by a preceding runner who is declared out because he failed to touch one of the bases or left a base too soon on a caught fly ball; or
- d. when a third out is declared during a play in which an umpire observed a base-running infraction resulting in a force-out (this takes precedence if enforcement of it would negate a score); or
- e. when there is more than one out declared by the umpire which terminates the half inning, the defensive team may select the out which is to its advantage as in 2-20-2. Credit the putout to the nearest designated baseman,

EXAMPLE: If second base is involved, credit the second baseman with the putout.

NOTE: If a fielder illegally obstructs a runner and is responsible for failure of that runner to reach home plate, the umpire has authority to award home plate to that runner.

NOTE: When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases loaded which forces the runner on third base to advance, the umpire shall not declare the game over until all runners have advanced to the next base.

Article 2 The number of runs scored by each team is entered in the scorebook for each inning. The team whose runners score the greatest total number of runs for the entire regulation game is the winner (4-2).

SECTION 2 Recording Game Activity

Article 1 Uniformity in records of game activity is promoted by use of a standard tabulation sheet.

Article 2 The official scorer shall keep records as outlined in the following rules. He or she has the final authority when judgment is involved in determining whether a batter-runner's advance to first base is the result of an error or of a base hit. The scorebook of the home team shall be the official scorebook, unless the umpire-in-chief rules otherwise.

SECTION 3 Player's Batting Record

Article 1 Each player's batting record shall include:

- a. in columns 1, 2 and 3 after name and position, the number of times he batted (2-39-1), the runs he scored (9-1-1), and the base hits he made (9-3-2);
- b. in the summary, the number of total base hits and the type (single, double, triple or home run), sacrifices, and number of runs he batted in;

- c. slugging percentage, which is total bases (i.e., double two bases, triple = three bases, etc.) divided by official at bats; and
- d. on-base percentage, which is total times on base divided by official at bats, walks, errors, interference, etc.

Article 2 A base hit is credited to a batter when he advances to first base safely:

- a. because of his fair hit (rather than because of a fielder's error):

EXCEPTION: It is not a base hit if any runner is out on a force play caused by the batter advancing toward first base.

NOTE: Base hits include any fair hit which cannot be fielded in time to throw out or tag out a batter-runner or any other runner when he is being forced to advance. Illustrations are: ball is stopped or checked by a fielder in motion, who cannot recover in time, or ball moves too slowly; or ball is hit with such force to a fielder that neither he nor an assisting fielder can handle it.

- b. without liability of being put out because: a runner is declared out for being hit by the batted ball (8-4-2k), or the umpire is hit by a batted ball (8-1-2b), or
- c. because of a fielder's choice (2-14-1 Note) when a fielder attempts to put out another runner but is unsuccessful and the scorer believes the batter-runner would have reached first base even with perfect fielding.

Article 3 A base hit for extra bases is credited to the batter when it is the sole reason for his safe arrival at second (double), third (triple) or home base (home run).

Article 4 A sacrifice is credited to the batter when, with not more than one out, his bunt enables any runner to advance or his fly ball enables a runner to score but which, in either case, results in the batter-runner being out before he reaches first, or would have resulted in his being put out if his bunt or batted ball had been fielded without error.

Article 5 A run batted in is credited to the batter when a runner scores because of a base hit, including the batter-runner's score on a home run; a sacrifice; any putout; a forced advance, such as for a base on balls or batter being hit; or an error, provided there are not two outs and that action is such that the runner on third would have scored even if there had been no error.

EXCEPTION: It is not a run batted in if there is a double play from a force or one in which the batter is put out or should have been put out on a batted ground ball.

Article 6 When a strikeout involves more than one batter, it is charged to the one who received at least two strikes. If no batter received more than one strike, it is charged to the batter who received the third strike.

SECTION 4 Player's Base running Record

Article 1 A stolen base shall be credited in the summary to a runner each time he advances a base without the aid of a base hit, a putout, a fielding (including battery) error or fielder's choice.

EXCEPTIONS: No runner is credited with a steal if:

- a. after reach the base, the runner overslides and is put out; or
- b. in an attempted double or triple steal, any runner is put out; or
- c. opponents are in collusion as in a deliberate attempt to help establish a record; or
- d. there is defensive indifference and no play is attempted.

SECTION 5 **Player's Fielding Record**

Article 1 Each player's fielding record shall include the times he put out a batter or runner, the times he assisted a teammate in putting out a runner, and the number of errors he committed. These shall be recorded respectively in columns 4, 5 and 6.

Article 2 A putout is credited to a fielder who catches a batted ball in flight, or who tags out a runner, or who puts out a runner by holding the ball while touching a base to which a runner is forced to advance or return.

EXCEPTIONS:

- a. Catcher is credited with the putout when batter is out for illegally batting the ball, for a third strike bunted foul, for being hit by his own batted ball, for batting out of turn or for batters interference.
- b. For an infield fly, the putout is credited to the fielder who would ordinarily have made the catch.
- c. For runner being out because of being hit by a batted ball, the putout is credited to the fielder who is nearest the ball at the time.
- d. For runner called out for missing base, credit putout to fielder at that base.
- e. For malicious contact by a runner, credit the putout to the involved fielder.

Article 3 An assist is credited to a fielder each time he handles or deflects the ball during action which is connected with the putout or he handles the ball prior to an error which prevents what would have been a putout. If several fielders handle the ball or one fielder handles it more than once during a play, such as when a runner is caught between bases, only one assist is credited to each such fielders.

NOTE: After a pitch, if catcher tags out or throws out a runner, the pitcher is not credited with an assist.

Article 4 A double play or triple play is credited to one or more fielders when two or three players are put out between the time a pitch is delivered and the time the ball next becomes dead or is next in possession of the pitcher in pitching position.

Article 5 An error is charged against a fielder or a team for each misplay that prolongs the time at bat of the batter or the time a player continues to be a runner, or permits the runner to advance one or more bases.

EXCEPTIONS:

- a. A pitcher is not charged with an error for a base on balls; or a batter being hit, or a balk, or a wild pitch.
- b. A catcher is not charged with an error for a wild throw in his attempt to prevent a stolen base unless the runner advances another base because of the wild throw.
- c. Neither catcher nor infielder is charged with an error for a wild throw in an attempt to complete a double play, unless the throw is so wild that it permits a runner to advance an additional base. But if a player drops a thrown ball, when by holding it he would have completed the double (or triple) play, it is an error. A passed ball is a pitch the catcher fails to stop or control when he should have been able to do so with ordinary effort and on which a runner, other than the batter, is able to advance. When a passed ball occurs on a third strike, permitting a batter to reach first base, scores a strikeout and a passed ball.
- d. A fielder is not charged with an error for accurately throwing to a base whose baseman fails to stop or try to stop a ball, provided there was good reason for the throw. If the runner advances because of the throw, the en-or is charged to the team or fielder who should have covered that base.
- e. If a fielder drops a fair fly ball but recovers in time to force out a runner, he is not charged with an error, it is recorded as a force-out.

SECTION 6 Pitcher's Record

Article 1 A wild pitch shall be charged in the summary to the pitcher when a ball legally delivered to the batter is so high, or so low (including any pitch that touches the ground in front of home plate), or so far away from home plate that the catcher does not slop or control it with ordinary effort so that the batter-runner advances to first base or any runner advances a base.

NOTE: When the catcher enables a runner, other than the batter-runner, to advance by failing to control a pitch that he should have been able to control, it is not a wild pitch but a "passed ball."

Article 2 The number of bases on balls, batters being hit by a pitch, strikeouts, and base hits allowed by each pitcher shall be recorded in the summary. If batter is hit by what would have been the fourth ball, it is recorded as a hit batter.

Article 3 In order for a run to be earned, it must be scored without the aid of errors, or passed balls. To determine whether runs are earned or not, reconstruct the inning without the errors and passed balls. If there is doubt as to whether or not a run is earned, the pitcher shall be given the benefit.

Article 4 A strikeout is credited to the pitcher when a third strike is delivered to a batter even though the batter might reach first base because the third strike is a wild pitch or is not caught. It is also a strikeout if an attempted third strike bunt is an uncaught foul.

Article 5 A relief pitcher shall not be charged with any earned run scored by a runner who was on base when such pitcher entered, nor with any hit or advance by a batter who had more balls than strikes when such pitcher entered.

Article 6 Winning and losing pitchers are determined as follows:

- a. If the starting pitcher has pitched the first four innings or more and his team is ahead when he is replaced and the team holds the lead for the remainder of the game, he shall be the winning pitcher.
- b. If a game ends for whatever reason, having gone less than seven innings, then the starting pitcher shall have pitched three or more consecutive innings to be declared the winning pitcher. If the starting pitcher cannot be declared the winning pitcher, and more than one relief pitcher is used, the winning pitcher shall be determined using the following criteria.
 1. If the score is tied, it results in the game becoming a no contest so far as judging who the winning and losing pitcher is.
 2. If the starting pitcher is removed before having pitched four or more innings and his team is ahead, the official scorer shall determine the winning pitcher to be the relief pitcher that has been the most effective.
 3. If the opposition goes ahead, pitchers up to that time in the game cannot be credited with the win. However, if the pitcher pitching subsequently takes and maintains a lead the remainder of the game, said pitcher is credited with the win.
 4. Generally the relief pitcher credited with the win is the pitcher when his team takes the lead and holds it for the rest of the game. However, if the relief pitcher pitches only a short while or not effectively and a succeeding
- c. If a pitcher is removed for a pinch-hitter or a pinch-runner, the runs scored by his team during the inning of his removal are to be credited to his benefit to decide the pitcher of record.
- d. The starting pitcher shall be charged with the loss when he is replaced and his team is behind or falls behind because of runs assessed to him after being replaced and his team does not subsequently tie the score or take the lead.
- e. A pitcher cannot be given credit for pitching a shutout when he does not pitch the complete

game except when he enters the game with no one out before the opponents have scored in the first inning and does not permit the opposition to score during the game.

Article 7 In order for a pitcher to be credited with a save, he shall meet all three of the following criteria:

- a. He is the last pitcher in a game won by his team; and
- b. he is not the winning pitcher; and
- c. he meets at least one of the following:
 1. He enters the game with a lead of not more than three runs and pitches at least one inning; or
 2. he enters the game regardless of the count on the batter with the potential tying run either on base, at bat or on deck; or
 3. he pitches effectively for at least three innings.

NOTE: A starting pitcher who is replaced and then re-enters as pitcher can be credited with a win but not a save.

SECTION 7 General Summary

Article 1 The game summary includes the following:

- a. Total score and runs scored in each inning.
- b. Stolen bases for each runner.
- c. Sacrifices by each batter.
- d. Base hits by each batter and total against each pitcher.
- e. Two- or three-base hits and home runs.
- f. Times at bat for each player and total against each pitcher.
- g. Strikeouts by each pitcher.
- h. Bases on balls by each pitcher.
- i. Wild pitches by each pitcher.
- j. Times each pitcher hits batter with pitch and names of those hit.
- k. Passed balls by catcher.
 1. Time required to play game and name of each umpire.
- m. Names of winning and losing pitchers.
- n. Name of pitcher to receive credit for a save.

Article 2 Percentage records are computed as follows:

- a. Percentage of games won and lost---divide the number of games won by total games played.
- b. Batting percentage---divide the total number of base hits, not the total bases on hits, by the total times at bat.
- c. Fielding percentage---divide the total putouts and assists, by the total of putouts, assists and errors.
- d. Pitcher's earned run average---divide the total runs earned during his pitching by the total number of innings he pitched and multiply by seven (Majors/Pony/Babe Ruth & Connie Mack) or six (Minors).

NOTE: In items 1, 2, 3 or 4, *if* there is a fraction of 1/2 or more, a full point is added.

SECTION 8 Portage Park Score Sheet--Responsibilities

Article 1 The score book of the home team is the official score book unless the umpire-in-chief rules otherwise.

Article 2 In the Minor/Major and Pony Divisions the home team shall be responsible for completing the Portage Park Baseball Official Score Sheet and returning it and the umpire's line up card to the division commissioner with the following information.

- a. Date played.
- b. Team names and final score.
- c. Division played in.
- d. Diamond played on.
- e. The full names, first and last as well as the uniform number of all players who pitched from both the home and visiting teams and the number of innings each pitched.
NOTE: A single pitch in an inning constitutes an innings worth of work.
- f. In the event that the game is called for any reason, use the reverse side of the form to document the inning, amount of outs, pitcher, count, location of any base runners etc., so that the game may be resumed from the point of interruption at a later date if the Association President authorizes it to be completed.
- g. Request the umpire to initial the form and turn it and the umpire's lineup card in to the division commissioner.

NOTE: It is strongly recommended that visiting coach review and countersign the completed score sheet to avoid any disputes over pitching eligibility.

SECTION 9 Post Season & Tournament (Inter-League) Play

Article 1 In the Minors/Majors and Pony Divisions, post season eligibility is determined by a teams regular season record. Only teams finishing in the first four positions at the end of the regular season qualify for advancement. The post season consists of a play off round and a championship series. Post season play is governed by the same rules and restrictions as regular season play.

In the Babe Ruth and Connie Mack Divisions, post season eligibility is established by their respective leagues and is governed by the rules established for that purpose by those leagues.

Article 2 Determine a team's regular season position by:

- 1). Won/Loss record, and if tie exists, then
- 2). Head to head competition, if still tied, then
- 3). Fewest runs permitted in regular season play.

NOTE: If the result is still not clear, the Association President will establish placement in the standings.

Article 3 The playoff round consists of a best of two out of three series, pairing the first place team against the fourth place team and the second place team playing against the third place team. The team with the better regular season record will be the Home Team. The winners of these two games advance to the championship series.

Article 4 The championship is determined by a best, two out of three series, pairing the winners from the playoff round. (9-9-3). The championship series shall be officiated by no less than two umpires. The team with the better regular season finish will be the Home Team in games one and three (if necessary) and their opponent will be the Home Team in game two of the series. The winner of this series shall be declared the champions of their division.

Article 5 All Star, Tournament and inter-League play is regulated under the authority of the

Association President. He/She is solely responsible for entering association teams into and/or authorizing teams to compete in non-league competitions.

Article 6 The Association President shall give the coaching staff of the preceding years, age appropriate division champions, the right of first refusal regarding All Star coaching vacancies for the following year. If the coaching staff of the defending championship team declines to accept the All Star coaching position, the Association President may appoint any suitable candidate to manage the All Star team. The head coach of the All Star team will be responsible for determining the method and means of naming the All Star roster, assigning assistant coaches, setting practices times and for communications between the Association President and any All Star or tournament representatives.

Rule 10 Umpiring

SECTION 1 General

Article 1 Game officials include the umpire-in-chief and one, two, three or more field umpires. Whenever possible, at least two umpires are recommended. Any umpire has the authority to order a player, coach or team attendant to do or refrain from doing anything that affects the administration of these rules and to enforce prescribed penalties.

Article 2 Umpire jurisdiction begins upon the umpires arriving at the field (within the confines of the field) and ends when the umpires leave the playing field at the conclusion of the game.

Article 3 If there is only one umpire, he has complete jurisdiction in administering the rules and he may take any position he desires, preferably behind the catcher. Article 4 Any umpire's decision which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. But if there is reasonable doubt about some decision being in conflict with the rules, the head coach may ask that the correct ruling be made. The umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize or interfere with another umpire's decision unless asked by the one making it.

NOTE: The umpire-in-chief sometimes asks for aid from the base umpire when there is a question as to whether a batter's "half swing" is such as to be called a strike. As an aid in deciding, the umpire may note whether the swing carried the barrel of the bat past the body of the batter, but final decision is based on whether the batter actually struck at the ball.

Article 5 The use of videotape or equipment by game officials for the purpose of making calls or rendering decisions is prohibited.

Article 6 No umpire may be replaced during a game unless he becomes ill or is injured. His right to disqualify players or to remove nonplayers for objecting to decisions or for unsportsmanlike conduct is absolute. Ejections will be made at the end of playing action.

Article 7 Casts, splints and braces may be worn, if padded.

Article 8 Umpires shall not use tobacco or tobacco-like products on or in the vicinity of the playing field.

Article 9 Umpires shall wear heather gray slacks, and navy pullover shirt. (collar and sleeve trim shall be red, white, and navy). The association president shall have the authority to approve of any alternative uniform that he/she deems appropriate.

SECTION 2 Umpire-in-Chief

Article 1 If there are two or more umpires, the umpire-in-chief shall stand behind the catcher. He shall call and count balls and strikes; signal fair balls; call out "Foul Ball," except on a caught foul fly ball, while signaling a foul ball, except on fair/foul situations commonly called by the field umpire(s); and make all decisions on the batter. He shall make all decisions except those commonly reserved for the field umpire.

Article 2 The umpire-in-chief has sole authority to forfeit a game and has jurisdiction over any rules matters not mentioned in 10-2-1 and not assigned to the field umpire in 10-3.

Article 3 His duties include those listed in 10-2-1, 2 and the following:

- a. Inspect equipment and condition of the field, receive batting order of both teams, announce special ground rules and formulate such if the two teams cannot agree, designate the official scorer and see that each player takes his glove and other loose equipment to the bench at the

end of his term in the field.

- b. Call “Play” and give beckoning hand signal to start the game or to resume play; and call “Time” whenever the ball becomes dead.
- c. Eject a player or coach or clear the bench or send a coach from the field or restrict a coach to the bench/dugout if it becomes necessary.
- d. Announce each substitution. (Pony/Babe Ruth/Connie Mack).
- e. Call game if conditions become unfit for play.
- f. Penalize for rule infractions, such as balk, interference, baserunning infractions, delay, unwarranted disputing of decision, or unsportsmanlike conduct.
- g. Make final decision on points not covered by the rules.
- h. forfeits the game for prescribed infractions by spectators, coaches, players or attendants.
- i. STRICKEN/See Rule 4-5-1

NOTE: If there is a question about a rule that was possibly misapplied, the team’s head coach shall inform the umpire at time of the play and before a pitch to the next batter of either team, or before the umpires leave the field if the play in question was the last play of the game.
- j. Major/Pony/Babe Ruth/Connie Mack Divisions; Keep a written record of defensive and offensive team charged conferences for each team and notify the respective coach each time a conference is charged to his team. Majors/Pony/Babe Ruth and Connie Mack Divisions; He shall also be responsible for keeping a lineup card and recording all substitutes, courtesy runner participation, and team warnings. (1-1 -4, 3-4-1, Courtesy Runner rule #4). In the Majors Division the umpire shall record the jersey number of each player not playing on defense each inning. The umpire will insure that his lineup card is turned in to the appropriate division commissioner at the conclusion of the game.
- k. Not allow a player who has been rendered unconscious during a game to resume playing that day without written authorization from a physician and the expressed consent of the association president.
 1. Rectify any situation in which an umpire’s decision that was reversed has placed either team at a disadvantage.
- m. Correct a scorekeeping error if brought to an umpire’s attention before the umpires leave the field when the game is over.
- n. Order the lights turned on whenever he believes darkness could make further play hazardous. Whenever possible, lights should be turned on at the beginning of an inning.
- o. At the conclusion of the game, receive from the home team and inspect, the Portage Park Baseball Score Sheet, check for completeness before initialing it and turning it and his lineup card in to the appropriate division commissioner.

SECTION 3 **Field Umpire**

Article 1 A field umpire shall aid the umpire-in-chief in *administering* the rules. He shall make all decisions on the bases except those reserved for the umpire-in-chief. He shall have concurrent jurisdiction with the umpire-in-chief in calling time, balks, infield fly, defacement or discoloration of ball by the pitcher, illegal pitches, when a fly ball is caught, or in ejecting any coach or player for flagrant, unsportsmanlike conduct or infraction as prescribed by the rules. In some instances, he will rule on the ball being fair or foul.

Article 2 When there is only one field umpire, he shall make all calls primarily at first, second and third unless the calls are more conveniently made by the umpire-in-chief.

Article 3 If additional field umpires are used, they are referred to as base umpires and their

normal positions are behind third and second bases. They have concurrent jurisdiction with the first field umpire.