

CITY OF CARSON YOUTH SPORTS



2023 BASEBALL RULE BOOK

COMMUNITY SERVICES/PARKS AND RECREATION DEPARTMENT

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The following rules and regulations have been formulated and adopted by the Youth Sports Section for the **2023 Youth Baseball Season**.

The Youth Sports Section will have jurisdiction over all rules and regulations governing any City of Carson Youth Baseball event. For any Baseball rule herein not covered refer to the 2023 National Federation of State High School Associations Rules Book for Baseball.

The 2023 Baseball Season (including playoffs) will be conducted from May 6 to July 22, 2023.

1. **CLASSIFICATIONS**

Sandlot Division	Year Born - 2017 - 2018
Rookie Division	Year Born - 2015 - 2016
1A Division	Year Born - 2013 - 2014
2A Division	Year Born - 2011 - 2012
3A Division	Year Born - 2009 - 2010
4A Division	Year Born - 2006 - 2008

2. **REGISTRATION**

All players must register online through ActiveNet and be listed on the **Official Team Roster** form before taking part in a league game. Registrants must present proof of birth date at the time of registration. An **original Birth Certificate** is the only proof of birth accepted as verification of age.

3. **ELIGIBILITY**

- A. A player may play for one (1) team and one (1) league only. A player is considered on a team when his name is placed on the **Official Team Roster**, which is on file in the park office.
- B. Once a player is dropped from a team he cannot be added to another team during that current sport season at any park in the City of Carson unless he changes residence. A player may never play for another team at the same park during the same sport season.
- C. Youth participating in a sports league sanctioned by the California Interscholastic Federation (C.I.F.) are ineligible to concurrently play for a City of Carson Community Services/Parks and Recreation Department team participating in the same sport (i.e., high school baseball - boy's baseball, high school football - flag football). If said youth has stopped playing on a C.I.F. team prior to tryouts for the department's league, he is eligible to go through the tryout and drafting procedure. If said youth has not stopped playing on a C.I.F. team as of the tryout date, he will not be eligible to go through the tryout and drafting procedure, but is eligible to be added to a team once he has stopped playing for the C.I.F. team provided the department's team qualifies for adding a player as described on page 8 of the Youth Sports Coaches Manual under the heading "Waiting List".
- D. The use of an ineligible player(s) will result in the forfeiture of all games in which said player(s) participated.
- E. Falsification of any information on the player's **Sports Registration/Waiver Card** is grounds for forfeiture of any or all games in which said player participated.
- F. Per the Youth Sports Coaches Manual teams may have a maximum of fifteen and a minimum of eleven rostered players.
- G. There must be a minimum of four youngsters on the waiting list before assignments from the waiting list can be made, except in an emergency situation (when team roster falls below the minimum of eleven players).
- H. The dropping and adding of players will not be done at the coaches' whim. In order for a coach to drop a player, the coach must fill out a **Park Player Release Form** and submit it to the Center Supervisor, who will then call the player's parent/guardian to verify the situation. If it is done properly and with good cause, only then will the coach be able to acquire a youngster from the waiting list to replace the dropped player. The Center Supervisor will then assign a player or players to a team once the drop has been confirmed.

- I. No new players can be added to a team following regular season play (prior to the City Play-offs). To be eligible for the City Play-offs, a player must have participated in at least one regular season game.
- J. A player that has been suspended shall have no contact with his team for the entire duration of the game(s) in which he is suspended.

4. **PROTESTS**

A. PLAYER ELIGIBILITY:

1. Questions regarding the eligibility of a player(s) do not need to be made in protest form and may be raised at any time by a coach.
2. Any coach questioning the eligibility of a player(s) shall notify the Youth Sports Section.
3. The Youth Sports Section will render a decision regarding player(s) eligibility after all pertinent information has been obtained and reviewed.

B. RULE INTERPRETATION:

1. In order that a protest be proper and subject to a ruling by the Protest Committee, the following list of requirements must be met:
 - A. Whenever a matter of protest arises during a game, time out is called by the team making the protest immediately following the play in question and a notice of intent to protest must be verbally given by the coach of the protesting team to the Head Umpire. The head umpire will then notify the coach of the opposing team that the game will be continued under protest. The error must be recognized before the next pitch is delivered. If the protest cannot be resolved at this time the umpire shall make a note on the score card reflecting the rule being protested, the score at the time of the protest, the time remaining in the game, what inning was being played, which team was at bat, the names and locations of any baserunners, the number of outs made in the inning (if any), the balls/strikes count on the batter (if any), and the name of the pitcher on the mound at that time. The head coach from each team shall initial the score card to verify the information recorded by the umpire is correct.
 - B. A protest shall be considered only if it is placed in writing on the **Coaches Protest Report Form** and submitted to the Center Supervisor or one of his/her staff members along with a \$25.00 (check or money order) protest fee within twenty-four (24) hours of the game. The written protest shall contain the date, time and location of the game, the names of both teams, the Rule #, Section or Article of the official rule(s) under which the protest is being made, the decision made by the umpire, and all other essential facts involved with the matter protested. The submitting of a team's own score sheet will not be taken into consideration when determining a protest.
 - C. Protests must involve the interpretation or application of a playing rule and not involve the accuracy of the judgment of an umpire.
 - D. The Chief Umpire has the authority to rule on any point not specifically covered in the rulebook.
 - E. Highly technical protests or those that could have little or no effect on subsequent play, or the final result of the game, shall not be considered.
 - F. When a protest for the misinterpretation of a playing rule is allowed, the game will be replayed from the point at which the improper decision was made, with the decision corrected. When a protest for an illegal/ineligible player(s) is allowed, all games the illegal/ineligible player(s) participated in shall be forfeited to the opponent of the offending team.
 - G. All protests will be handled by the Youth Sports Section. All rulings will be made in writing, after receiving all the pertinent information needed to make a decision.
 - H. The following will be taken into consideration when determining a final ruling: the official score card; statements of game officials, supervising park staff and coaches; all applicable rules and any other pertinent information needed to make a decision.
 - I. The use of video or other electronic devices will not be allowed as evidence in a protest, nor shall it be used by a sports official in an attempt to render a decision.

J. Protests that do not contain all the information necessary to determine a ruling, or have been found inconclusive by the protest committee, will be subject to a final ruling by the Youth Sports Recreation Program Manager.

K The protest fee will be refunded if a protest is decided in favor of the coach, who submitted it.

5. **EQUIPMENT**

- A. Shoes must be worn. Rubber cleats will be allowed in all divisions. Detachable cleats will not be allowed. No metal cleats are allowed in any division.
- B. The use of illegal equipment shall be brought to the attention of the umpire and penalized by the removal of said equipment.
- C. Every batter must wear a protective batting helmet with earflaps while at bat, and continue to wear the batting helmet while on the bases. If the batter or the runner does not have a helmet, the umpire will stop play and have said player put one on. A runner who deliberately takes his helmet off while running the bases will be called out. If the helmet comes off accidentally while the player is running the bases, he will not be called out.
- D. Catchers must wear all protective equipment during the game.
- E. Players who warm-up the pitchers must wear protective headgear at all times.
- F. All player base coaches must wear protective headgear at all times while on the field.
- G. Each legal wood, aluminum or composite bat shall have the following components: a knob that is permanently and securely fastened and a grip that must extend a minimum of ten inches, but not more than eighteen inches, from the base of the knob. Each non-wood bat shall be 2⁵/₈ inches or less in diameter at thickest part and not more than thirty-six inches in length. Wood bats shall be 2³/₄ inches or less in diameter at the thickest part and not more than thirty-six inches in length.
- H. A protective cup must be worn in all divisions at all times. The cup must be of a hard-shell material. No soft cups will be allowed. Players not wearing a proper cup will not be allowed to play. Coaches who do not have their players adhere to this rule could face disciplinary action.

6. **INFIELD PRACTICE**

- A. Infield practice can be used prior to the first scheduled game only. There will be no infield practice between any subsequent scheduled games. The visiting team will start infield practice ten minutes prior to the scheduled game time. The length of infield practice should be five minutes for each team. The home team will remain on the field for the start of the game.
- B. If time does not permit a full five minutes for each team, the umpire will split the time available between both teams. Infield practice will not be permitted to either team if time does not allow for such. Games need to be started on time when possible.

RULE #1 - PLAYING TERMS AND DEFINITIONS

SECTION 1 – APPEAL PROCEDURES & GUIDELINES

A play or rule violation on which the umpire does not make a ruling until requested by a coach or player. The defense may appeal during a live ball immediately following the play and before the next pitch (legal or illegal), before 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 early. Appeals must be made:

- A. Before the next legal or illegal pitch.
- B. At the end of a half-inning, before the pitcher and all infielders have left fair territory.
- C. Before an intentional base on balls is granted.

D. On the last play of the game, an appeal can be made until the umpires leave the field of play.

ART. 1... Types of Appeals:

- A. Missing a base, either advancing or returning (live or dead-ball appeal).
- B. Leaving a base on a caught fly ball before the ball is first touched (live or dead-ball appeal).
- C. Batting out of order (dead-ball appeal only).

ART. 2... Methods by which an appeal may be made:

- A. **Live Ball.** 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.
- B. **Dead Ball.** The dead-ball appeal may be made:
 - 1. Once all runners have completed their advancement and time has been called, the 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.
- C. **May Not Return.** A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
 - 1. He has reached a base beyond the base missed or left too soon and the ball becomes dead.
 - 2. He has left the field of play; or
 - 3. A following runner has scored.
- D. **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.
- E. **More Than One Appeal.** Multiple appeals are permitted as long as they do not become a travesty of the game.

EXAMPLE: The runner misses second base by a step but just touches the corner of third base. Even though an appeal is made at third (the umpire called the runner safe), an appeal may be made at second on the same runner.
- F. **Awards.** Awarded bases must be touched. An appeal must be honored even if the base missed was before or after an award.
- G. **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.
- H. **Fourth-Out Appeal.** An appeal may be made after the third out as long as it is made properly.
- I. **Missing First Base Before the Throw Arrives.** If a runner passes first base before the throw arrives, he is considered to have touched the base unless an appeal is made. If an appeal is made, it must be made prior to the runner returning to first base while the ball is live.
- J. **Force Out.** If an appeal is honored at a base to which a runner was forced to advance, no runs would score if it was the third out.
- K. **Plate and Missed Tag.** If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.
- L. **Last Time By.** If a runner correctly touches a base that was missed (either in advancing or returning), the last time he was by the base, that last touch corrects any previous baserunning infraction.

SECTION 2 – AWARDED BASES

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

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

The ball is one of the playing implements. The term is also used to designate a pitch which is not touched by the bat and is not a strike. 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 time-out is called. 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.

SECTION 5 – BATTED BALL

A batted or thrown ball is in flight until it has touched the ground or some object other than a fielder. A fly ball is a batted ball, which rises an appreciable height above the ground. A line drive is a batted ball, which travels parallel (or nearly so) with the ground through most of its flight. A ground ball is one that is neither a fly nor a line drive.

SECTION 6 – BATTER, BATTER'S BOX, BATTER - RUNNER

ART. 1... The batter is the player of the team at bat who is entitled to occupy either of the two batters' boxes.

ART. 2... The batter's box is the 4-foot x 6-foot area in which the batter shall stand when batting. The lines are part of the box.

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

SECTION 7 – BUNT

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. 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.

PLAY - With R1 on third, B2 has two strikes when he attempts to bunt and it is a foul. F2 (a) does not catch the foul; or (b) catches it. **RULING:** In either case B2 is out. In (b) ball does not become dead and R1 must retouch third unless it is a foul tip.

SECTION 8 – CATCH, CATCHER

ART. 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 pre-game determined imaginary boundary line from the field of play. Falling into does not include merely running against such object. 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 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.

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

SECTION 9 – CONFERENCE

A charged conference is a meeting that involves the coach or his non-playing representative and a player or players of the team.

SECTION 10 – ERROR

An error is a misplay by a fielder or a team.

SECTION 11 – FAIR BALL, BASE HIT

ART. 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.
- B. Contacts fair ground on or beyond an imaginary line between first and third base.
- C. Is on or over fair ground when bounding to the outfield past first or third base.
- D. First falls on fair ground on or beyond first or third base.
- E. Touches first, second or third base.
- F. While on or over fair territory touches the person of an umpire or player, their clothing or equipment.
- G. While over fair ground passes out of the playing field in flight.
 1. 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.

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

SECTION 12 – FIELDER

A fielder is any one of the nine players of the defensive team. The players who play left field, right field and center field are outfielders. The others are infielders. The pitcher and catcher are the battery.

SECTION 13 – FIELDER'S CHOICE

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).

SECTION 14 – FORFEITED GAME

A forfeited game is one awarded to the opponent of the offending team.

SECTION 15 – FOUL, FOUL TIP

ART. 1... A foul is a batted ball:

- A. Which settles on foul territory between home and first base or between home and third base.
- B. That bounds past first or third base on or over foul territory.
- C. That first falls on foul territory beyond first or third base.
- 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.
- E. That touches the ground after inadvertently being declared foul by an umpire.
- F. That hits the batter in the batter's box.
- G. That hits the ground or home plate and then hits the batter or the bat which is held by the batter, while he is in the batter's box.

PLAY 1: Without touching any person, a ground hit rebounds from the pitcher's plate; or a fly ball touches fair ground between home and first or third and bounces to foul ground without having passed first or third. **RULING:** The ball is foul in either case.

PLAY 2: B1 hits a fly ball down the left field line. F7 goes near the foul line and is in fair territory when he reaches over the foul line and drops an attempt to catch the ball. **RULING:** Even though F7 is in fair territory when he touches the ball, the ball is foul because it is

the position of the ball and not the player that determines whether a ball is fair or foul.

ART. 2... A foul tip is a batted ball that goes directly to the catcher's hands and is legally caught by the catcher. It is a strike and the ball is in play.

PLAY: R1 is advancing to second when B2 hits a foul which goes directly to the catcher's mitt or hand and (a) is caught or (b) is dropped. In either case, R1 advances to second.

RULING: In (a), it is a foul tip and R1 can legally advance (stolen base). In (b), it is a foul ball and R1 must return to first.

SECTION 16 – GAME, CALLED GAME, SUSPENDED GAME

ART. 1... A regulation game is six or seven innings (turns at bat) for each team, depending on the division, unless shortened.

ART. 2... A called game is one which is ended by order of the umpire.

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

SECTION 17 – ILLEGAL PITCH

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

SECTION 18 – INFIELD FLY

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 outfielders from being allowed to attempt 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".

PLAY - With R1 on second, and R2 on first (a) B3 bunts or (b) swings and hits a pop-up which falls between home and third and cannot be caught by any infielder. **RULING:** (a) A bunt is never an infield fly. (b) Not an infield fly.

SECTION 19 – INNINGS

An inning is that portion of the game which includes a turn at bat for each team. 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. An extra inning is one that extends the game in an attempt to break the tie score. If a regular season game ends with a tied score, the game will remain a tie.

SECTION 20 – INTERFERENCE - OFFENSIVE, UMPIRE, SPECTATOR

ART. 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.
- B. When a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline.
- C. A coach physically assists a runner during playing action.

ART. 2... It is umpire interference when he/she inadvertently moves so as to hinder a catcher's attempt to throw, or when a fair ball touches an umpire.

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

NOTE: When interference occurs, the ball becomes dead.

SECTION 21 – OBSTRUCTION AND FAKE TAG

ART. 1... Obstruction is an act (intentional or unintentional, as well as physical or verbal) by a fielder or any member of the defensive team that hinders a runner or changes the pattern of play; or when a catcher or fielder hinders a batter. 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.

- ART. 2...** A fake tag is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction.
- ART. 3...** A fielder without possession of the ball denies access to the base the runner is attempting to achieve

SECTION 22 – OUT, FORCE OUT, PUTOUT, STRIKEOUT, TAG OUT, THROW-OUT

- ART. 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.
- ART. 2...** A putout is the act of a fielder in retiring a batter or runner.
- ART. 3...** A strikeout is the result of the pitcher getting a third strike charged to a batter. In **3A and 4A divisions** the batter is not out if the third strike is not caught and the batter-runner legally reaches first base.
- ART. 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:** If the ball is securely held in hand, it is customary for umpire to rule that the ball has touched the runner, if that hand or glove clearly touches him.
- ART. 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 23 – OVERRUNNING OR OVERSLIDING

Overrunning or oversliding 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.

SECTION 24 – PASSED BALL

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 25 – PENALTY

- ART. 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 an 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 a batter with a strike (for delay).
 - G. Forfeiting a game.
 - H. Removing nonplayers from the bench or field.

SECTION 26 – PITCHER, PITCH, PIVOT FOOT

- ART. 1...** The pitcher is the player who is designated in the line-up as being responsible for delivering (pitching) the ball to the batter.
- ART. 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 the 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.

ART. 3... Time of the pitch is when the pitcher has committed 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 the arm(s) or leg(s) after stepping onto the pitcher’s plate with the hands already together in front of the body; (b) with both hands at the 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 the side, after bringing the hands together, first starts any movement of the 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 the pitcher to pitch.

ART. 4... A pitch ends when the pitched ball:
A. Is secured by the catcher.
B. Comes to rest.
C. Goes out of play.
D. Becomes dead.
E. The batter hits the ball (other than a foul tip).

ART. 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.

ART. 6... The pitcher's pivot foot is that foot with which the pitcher contacts the pitcher's plate when the pitcher delivers the ball. For example, the pivot foot is the right foot for a right-handed pitcher.

SECTION 27 – PLAY: DOUBLE, FORCE, SQUEEZE

ART. 1... “Play Ball” 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 “Time” has been called. The term is also used to denote a unit of action which begins when a pitcher has the ball has possession in a pitching position and ends when the ball becomes dead or the pitcher again holds the ball while in a pitching position.

ART. 2... A double play is continuous activity which results in two putouts during a play.

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

ART. 4... A squeeze play is one in which a runner advances towards home plate from third base as the ball is being pitched, and during which the batter bunts to permit the runner to score.

SECTION 28 – RUN, RUNNERS, RETIRED RUNNER

ART. 1... A run is the score made by a runner who legally advances to and touches home plate.

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

ART. 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 live-ball area.

SECTION 29 – SACRIFICE

A sacrifice is a bunt that 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 the batter-runner reaches first base, or would have resulted in the batter-runner being put out if the batted ball had been fielded without error, and provided two were not out when the ball was hit.

SECTION 30 - SCORING

ART. 1... A runner scores one run each time the runner legally advances to and touches first, second,

third and then home plate before there are three outs to end the inning.

EXCEPTION: 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.
- B. By another runner being forced out.
- C. By a preceding runner who is declared out upon appeal because he failed to touch one of the bases or left a base too soon on a caught fly ball.
- D. When a third out is declared during a play resulting from a valid defensive appeal, which results in a force out.

PLAY: With two outs, R1 is on third and R2 is on first when B5 hits to short center. R1 goes home, R2 delays his advance to second but touches second base. He is then put out on an over slide, the out being made after R1 touches home base. **RULING:** The run scores. The force ended as soon as R2 touched second.

SECTION 31 – SLIDE

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

NOTE: A baserunner is never required to slide. It is the runner's choice to slide into a base, (whether or not a force play is involved). **A baserunner may go into a base standing up.** This action by itself is legal. However, a runner is prohibited from going into a base standing up and making contact with the fielder or altering the play of the fielder. **If the runner violates the rule, the runner shall be penalized as if it was an illegal slide. This rule is in effect whether or not a force play is involved.**

ART. 2... A slide is illegal if:

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

SECTION 32 – STOLEN BASE

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 batter) error. A double or triple steal is one that involves two or three runners respectively, advancing on such a play.

SECTION 33 – STRIKE ZONE

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. 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 34 – SUBSTITUTE

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

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

ART. 3... An illegal substitute is:

- A. A player who enters or re-enters the game without eligibility to do so.
- B. A player who re-enters the game in the wrong position in the batting order.

SECTION 35 – THROW

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

SECTION 36 – TIME, TIME AT BAT

ART. 1... “Time” is the command of the umpire to suspend play. The ball becomes dead when it is given.

ART. 2... Time at bat is the period beginning when a batter first enters the batter's box and continuing until he is put out or becomes a runner.

SECTION 37 – TOUCHING BALL, BASE, OR RUNNER

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 pitched ball touching a batter; a batted ball touching a batter or any runner; the catcher touching the bat; a player touching a base, or a ball touching a player or nonplayer.

SECTION 38 – WILD PITCH

A wild pitch is one that cannot be handled by the catcher with ordinary effort.

RULE 2 - SUBSTITUTION, COACHING, BENCH AND FIELD CONDUCT, CHARGED CONFERENCES

SECTION 1 - SUBSTITUTION

Coaches will be responsible for the enforcement of all articles within this rule, regardless of the circumstances.

ART. 1... After the umpire has received the official line-up card prior to the start of 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 coach shall report to the plate umpire, prior to the next pitch, the name and jersey number of the substitute who is entering, the position he will play in the field and the name of the player he is replacing in the batting order. If a player fails to report and enters the game, the player he replaced is considered to have been out of the game. Projected substitutions are not allowed. Should there be no announcement of substitutions, a substitute has entered the game when the ball is live and has reached the position of the player he is replacing.

PLAY: S1 replaces B3 who is third in the batting order. Is it necessary that S1 bat in B3's place? **RULING:** Yes

ART. 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 insure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conference that will violate the rule. If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored. A player may be removed as pitcher (moved to a different defensive position) 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, he cannot return to the game as a pitcher.

ART. 3.... When present, each team member in good standing must play in each game a minimum of two complete innings (from top to bottom). If a game is not played in its normal number of innings, teams will not be penalized for not having a player(s) meet the minimum playing time.

NOTE: It is the responsibility of the manager or coach, not the umpire, to ensure that all players present play their minimum required playing time.

ART. 4... If a player does not play two full innings because of invocation of the time limit or run differential rule, he will be **required to start the next game** and play a minimum of the first two full innings.

PENALTY: (ART. 4), Failure to start said player(s) at the next game may result in the head coach or manager being suspended from their next scheduled game.

ART. 5... *All substitutes must be put into the game by the top of the third inning for the 1A division, the top of the fourth for 2A, and the top of the fifth for the 3A and 4A divisions.*

NOTE 1: (2A-4A Divisions only) Substitutes that are required to enter a game at the top of the inning while their team is at bat will be considered as having played that half of the inning, even though they may not have had a turn at bat.

NOTE 2: It is the responsibility of the manager or coach, not the umpire, to ensure that all substitutes enter the game by the required inning.

ART. 6... When two or more substitute players of the defensive team enter the game at the same time, the manager shall designate to the umpire-in-chief the positions in the batting order those players will take. The umpire should notify the opposing coach or manager.

ART. 7... Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position whenever he is in the line-up. A starter and any substitute for that starter may not be in the game at the same time. A substitute who is withdrawn may not re-enter.

NOTE: Substitutes entering the game for a starting player must play a minimum of two consecutive innings before being replaced by the original re-entering starter.

ART. 8... If a player is injured prior to having played the minimum required playing time, the plate umpire must be notified prior to a substitute replacement. A player that has not yet played must replace the injured player. If all players have played, the manager can designate any player to replace the injured player. Ejected players may also be substituted for in the same manner.

ART. 9... An injured player who has been withdrawn and who has been unable to complete the required playing time constitutes a legal player. If the injured player was one of the nine starting players he may re-enter as a substitute at the discretion of the umpire.

ART. 10... If an offensive player must be substituted for after reaching a base, the most recent batter not on base is allowed to run for that player.

ART. 11... Each manager or coach will indicate on the line-up card his/her starting nine (9), his/her substitutes, and players that are absent.

ART. 12... Any disciplinary action taken by the manager or coach affecting the participation or substitution rules must be reported to the plate umpire and noted on the scorecard prior to the start of the game.

ART. 13... Coaches that do not play their substitutes as required will forfeit the game, if properly protested by the opposing team. Questions regarding the participation of substitutes must be lodged by opposing coaches no later than one hour after the conclusion of the game. The same rules regarding participation apply to playoffs.

ART. 14... At the conclusion of a game, the plate umpire will circle the name of the player or players on the scorecard who did not fulfill the minimum participation requirements and inform the coach that the circled player or players must start the team's next game. The coach must acknowledge this notification with his or her initials or signature on the scorecard.

PENALTY: (ART. 1, 6, 7), For illegal substitution, such substitute shall be ejected. The penalty for illegal substitution shall supersede any penalty for batting out of order. (ART. 3 and 5), If protested properly, forfeiture of game.

SECTION 2 - COACHING

ART. 1... *Only three adult coaches* and the players on the team may sit in the designated dugouts for each team. A team may choose to designate a bat/ball boy or girl. Parents, siblings of players, members of other teams, etc. may not sit in the dugout.

NOTE: All non-adults must wear a helmet with earflaps whenever in the field of play during live ball situations.

ART. 2... Any member of the team at bat, who has not been ejected for unsporting behavior, or an adult

coach (provided there is at least one adult remaining in the dugout), may occupy a coach's box while said team is at bat.

ART. 3... 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.

ART. 4... 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 unintentionally touches a base coach in foul territory, or a pitched or thrown ball touches an umpire, the ball is live 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 6-4-1f, and 7-4-2f. Other runners return as in 7-2-7.

ART. 5... The head coach must attend the pregame conference, if available.

PENALTY: The head coach will be restricted to the dugout for the remainder of the game, except to attend to a sick or injured player, if he or she refuses to attend the pregame conference.

SECTION 3 - BENCH AND FIELD CONDUCT

ART. 1... A coach, player, substitute or other bench personnel shall not:

- A. Leave the dugout during a live ball for an unauthorized purpose.
- B. Fake a tag without the ball.
- C. Carelessly throw a bat.
- D. Wear any type of jewelry (players participating in the game).

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 may be ejected. In (B), it is also obstruction. In (D), All jewelry must be removed or the offender will not be allowed to continue in the game.

- E. Commit any unsportsmanlike act to include, but not limited to:
 1. Use words or actions to incite or attempt to incite spectator demonstrations.
 2. Use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other another person, taunting or baiting.
 3. Behave in any manner not in accordance with the spirit of fair play.
 4. Any member of the coaching staff, who is not the head coach, leaves the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.
 5. Confronting or directing unsportsmanlike conduct to the umpires after the game has concluded and until the umpires have departed the game site.
- F. Enter the area behind the catcher while the opposing pitcher and catcher are in their positions.
- G. Have any object in his/her possession in the coach's box other than a rulebook or scorebook (which shall be used for scorekeeping purposes only).
- H. Be outside the designated dugout (bench) if not a batter, runner, on-deck batter, in the coach's box or one of the nine players on defense.
- I. Charge an umpire.
- J. Use amplifiers or bullhorns on the bench or on the field during the course of the game.
- K. Argue ball and strike calls or other umpire judgment calls.

PENALTY: The umpire shall warn the offender unless the offense is judged to be major, in which case an ejection shall occur. If the offender has a subsequent minor violation, the offender shall be ejected. 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 Arts. E - K, the umpire may (1) restrict the offender to the dugout for the remainder of the game or, (2) eject the offender. For violation of E4 both the head coach and the offending coach shall be restricted to the dugout for the remainder of the game, or if the offense is judged severe enough, the umpire may eject the offender and restrict or eject the head coach. Any coach restricted to the dugout shall be ejected for further misconduct. For violation of E5, an offender could be subjected to further disciplinary action.

- L. Team personnel shall not deliberately throw bats, helmets or any other piece of equipment.
- M. Initiate malicious contact on offense or defense.
- N. Call "Time" or use any command or commit any act for the purpose of causing the opposing pitcher to balk.
- O. Leave their positions or bench area for the purpose of fighting or physical confrontation.
- P. Have physical contact, spit, kick dirt, or engage in any other physical action directed toward an umpire.

PENALTY: The umpire shall eject the offender from the game. Failure to comply shall result in game being forfeited. In (M), the ball is immediately dead. If on offense, the player is ejected and declared out, unless he has already scored. If the defense commits the malicious contact, the player is ejected; the umpire shall rule either safe or out on the play and award the runner(s) the appropriate base(s) he felt they would have obtained if the malicious contact had not occurred. In (O), a coach who attempts to prevent a fight or restore order is not in violation of the rule.

ART. 2... Any coach or player who is ejected from a game shall leave the field immediately and take no further part in the game. Coaches that have been ejected shall leave the vicinity of the playing area immediately and are prohibited from further contact, direct or indirect, with the team during the remainder of the game. Player's that have been ejected must remain seated in the dugout until the conclusion of the game. If a coach does not comply, his/her team shall forfeit the game.

SECTION 4 - CHARGED CONFERENCES

ART. 1... Each team when on defense, may be granted not more than one charged conference per defensive half of inning, without penalty. A conference is not charged if the pitcher is removed as pitcher.

PENALTY: For any charged conference in excess of one in each defensive half of inning, the pitcher must be removed as pitcher for duration of the inning.

ART. 2... Each team when on offense, may be granted not more than one charged conference per offensive half of inning to permit the coach 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.

ART. 3... Time granted for an injured player does not constitute a charged conference.

ART. 4... A charged conference shall not be longer than one minute in duration.

ART. 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 charged conference concludes.

RULE 3 - STARTING AND ENDING GAME

ART. 1... A game may be started with seven players. The team with the seven players must produce the 8th and 9th player during their turn at bat. If they cannot, the team will have those batting positions assessed an out each time those positions in the batting order comes to bat. A team starting with eight players will follow the same procedure as above, except only the 9th batting position will be assessed an out.

NOTE: Late players must take the 8th and/or 9th position in the batting order.

- ART. 2...** *A team not having seven eligible players on the field ready to play at game time will forfeit the game.* Game time is the scheduled game time or the time designated by the umpire.
- ART. 3...** Teams failing to arrive by their scheduled game time, field minimum players, or violating any other rule penalized by forfeit will be so penalized. Team coaches to benefit from said forfeit *may not waive forfeit under any circumstances.*
- ART. 4...** A game stopped because of rain, light failure or for any other reason may be replayed in its entirety or restarted from the point at which it was stopped, if it does not meet the conditions of a regulation game. *It is a regulation game if:*
- A. Three full innings have been completed in the 1A division, and four full innings in the 2A through 4A divisions.
 - B. 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.
- ART. 5...** The Center Supervisor is solely responsible for determining whether or not a game will be started or continued. An umpire may stop a game in the Center Supervisor's absence if rain or other conditions exist which may cause injury to players or makes the field unplayable.
- ART. 6...** 1A division games will end in the following manner:
- A. Completion of five innings, or;
 - B. *No new inning may begin after one hour-twenty (1:20) minutes of play time has elapsed,* or;
 - C. Twelve run differential at the end of **three** or more complete innings.
- ART. 7...** 2A division games will end in the following manner:
- A. Completion of six innings, or;
 - B. *No new inning may begin after one hour-thirty-five (1:35) minutes of play time has elapsed,* or;
 - C. Twelve run differential at the end of **three** or more innings.
- ART. 8...** 3A and 4A division games will end in the following manner:
- A. Completion of seven innings, or;
 - B. *No new inning may begin after one hour-fifty (1:50) minutes of play time has elapsed,* or;
 - C. Twelve run differential at the end of **three** or more innings.
- ART. 9...** Regular season games, which end in a tie, will remain a tie. No extra innings will be played to break a tie.
- ART. 10...** Curfew rule: No new innings may begin after:
- A. 1A and 2A divisions - 9:30 pm
 - B. 3A and 4A divisions - 9:45 pm
- NOTE:** Any inning that begins, before the curfew time, shall be completed.

RULE 4 - DEAD BALL - SUSPENSION OF PLAY

SECTION 1 - DEAD BALL

- ART. 1...** Ball becomes dead immediately when:
- A. A pitch touches a batter or his clothing, or a runner.
 - 1. The ball becomes dead even though the batter strikes at it.
 - B. The ball is illegally batted or is intentionally struck a second time with the bat, or the batter enters the batter's box with an illegal bat.
 - C. A foul ball:
 - 1. Touches any object other than the ground or any person other than a fielder.
 - 2. Goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand.

- 3. Becomes an uncaught foul.
- D. There is interference by a runner, batter-runner; or a retired runner, the batter, or by any person.
- E. 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.
- F. 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.
 - 4. Lodges in an umpire or catcher's equipment.

PLAY: A ball thrown wildly to third base continues toward Team A's dugout and is intentionally touched by the bat boy for Team A. **RULING:** The ball becomes dead immediately.
- G. 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 inadvertently announces "Foul" on a ball that touches the ground.
- H. 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 pre-game determined imaginary boundary line.
- I. 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.
- J. A balk or an illegal pitch is committed.
- K. When malicious contact (offensive or defensive) occurs.
- L. Backswing interference occurs.

ART. 2... It is a delayed dead ball when:

- A. There is interference by a batter.
 - 1. 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 use of detached player equipment.
- C. Umpire interferes with 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.
- F. A coach physically assists a runner.

ART. 3... The ball becomes dead when time is taken to make an award when a catcher or any fielder obstructs a runner, when an intentional base on balls is to be awarded, or when baserunning penalties are imposed.

ART. 4... After a dead ball, the ball becomes live 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, then the umpire calls "Play Ball" and gives the appropriate hand signal.

SECTION 2 - SUSPENSION OF PLAY

ART. 1... "TIME" shall be called by the umpire and play is suspended when:

- A. The ball becomes dead.
- B. A player, bench personnel or spectator is ordered from the grounds, or a player is ordered to secure protective equipment.
- C. An umpire or player is incapacitated, except that if injury occurs during a live ball, time shall not be called until no further advance or putout is possible.
- D. A player or coach requests "Time" and it is granted by the umpire for a substitution, conference with the pitcher or for similar cause.
- E. The umpire suspends play for any other cause, including an award of a base after an infraction, or for inspection of the ball.

ART. 2... When the ball becomes dead:

- A. No action by the defense can cause a player to be put out (unless it is a dead-ball appeal).
- 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.
 - 1. 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.

PLAY 1: R1 is attempting to steal second when there is a balk. R1 reaches second base after the balk. **RULING:** Ball becomes dead when the balk occurs. R1 is not entitled to a stolen base since he could not advance during a dead ball. He is awarded second base as a penalty for the balk.

PLAY 2: With R1 at third, R2 at second and R3 at first, a ball batted by B4 hits R2 before passing the shortstop. R1 runs home and R3 is tagged on his way to second. **RULING:** Ball became dead when it hit R2. B4 is awarded first base and R3 would be awarded second base. R1 must return to third base unless he scored before the interference occurred.

RULE 5 – PITCHING

SECTION 1- PITCHING REGULATIONS

ART. 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 **the pitcher's** feet determines whether **the pitcher** will pitch from the windup or the set position. **The pitcher** shall take or simulate taking **the sign** from the catcher with **the pitcher's** pivot foot in contact with the pitcher's plate. **The pitcher will be considered to be in the set position when the pivot foot is in contact with or directly in front of and parallel to the pitcher's plate. The pitcher will be considered to be in the windup position when the pivot foot is in contact with the pitcher's plate and is not parallel to it. The pitching regulations begin when the pitcher intentionally contacts the pitcher's plate.** Turning the shoulders to check runners while in contact with the pitcher's plate in the set position is legal. Turning the shoulders after bringing the hands together during or after the stretch is a balk. The pitcher 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.

ART. 2... For the wind-up position, the pitcher is not restricted as to how to hold the ball. **A pitcher assumes the windup position when the hands are: (a) together in front of the body; (b) both hands are at the side; (c) either hand is in front of the body and the other hand is at the side.** The pitcher is limited to not more than two pumps or rotations. **After the pitcher starts the movement to pitch, the pitcher must continue the motion without interruption or alteration.** With the pitcher's feet in the wind-up position, the pitcher may only deliver a pitch or step backward off the pitcher's plate with the pivot foot first. After the pitcher has placed the pivot foot clearly behind the plate, the pitcher has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, the pitcher may lift the non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but

the pitcher shall not otherwise lift either foot.

ART. 3... For the set position, the pitcher shall have the ball in either the gloved hand or the pitching hand. The pitching hand shall be down at the pitcher's side or behind the pitcher's back. Before starting the delivery, the pitcher shall stand with the pivot foot in contact with or directly in front of and parallel to the pitcher's plate. ***The pitcher shall go to the set position without interruption and in one continuous motion. The pitcher 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 the glove at or below the 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 the 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 Section 2, Art. 4), or the pitcher may lift the pivot foot in a step backward off the pitcher's plate which must be in or partially within the 24" length of the pitcher's plate. In order to change to the wind-up position, the pitcher must first step clearly backward off the pitcher's plate with the pivot foot first. After the pitcher has placed the pivot foot on the ground clearly behind the plate, the pitcher then has the right to throw or feint to a base the same as that of any other infielder.

PENALTY: (All Articles) 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 dead ball.

ART. 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.

NOTE: The height of the strike zone is determined by the batter's normal 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.

PLAY 1: The pitch touches the ground and bounces into the strike zone. In (a) batter does not strike at it; or (b) swings and misses; or (c) hits a fly ball which is caught. **RULING:** In (a) it is a ball. The pitch did not enter strike zone in flight. In (b) it is a strike. In (c) batter is out.

PLAY 2: As F1 winds up, R1 advances home and is hit by the pitch. **RULING:** Ball becomes dead. Also, it is a ball or strike. If it is ruled a third strike, batter is out. If batter is third out, the run does not score. Otherwise, the run scores and all other runners advance one base.

ART. 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.

SECTION 2 - INFRACTIONS BY PITCHER

ART. 1... Illegal acts include:

- A. Applying a foreign substance to the ball.
- B. Spitting on 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 exposed undershirt sleeves that are white or gray.

NOTE: Under umpire supervision, pitcher may dry the hands by using a finely meshed cloth

bag of powdered rosin. The pitcher may rub the ball with bare hands to remove any extraneous coating.

PENALTY: For defacing ball (A-D) – The ball is dead immediately. The umpire may eject the pitcher. If such defaced ball is pitched and then detected, it is an illegal pitch. For infraction (E), a ball shall be awarded each time a pitcher violates this rule and subsequently engages the pitching plate. For infraction (F-H), 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 have that item removed.

ART. 2... Delay of 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. Failing to pitch or make or attempt a play, including a legal feint, within twenty seconds after the pitcher 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: At the beginning of each inning the pitcher may warm up by using not more than five throws completed in one minute (timed from the first throw). When a pitcher is replaced during an inning, the relief pitcher may not use more than five throws. In either case, the umpire-in-chief may authorize more throws because of an injury or inclement weather.

ART. 3... Intentionally pitch close to a batter.

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

PLAY: F1 throws a pitch that brushes B2 away from the plate or to prevent B2 from bunting the ball on a squeeze play. **RULING:** In some cases the umpire may have a difficult time determining whether or not F1 intentionally tried to move B2 back from the plate or intimidate him by throwing close to him. If the umpire is not sure, he may warn F1 and eject him if he again throws close to the batter.

ART. 4... Balk. If there is a runner or runners, any of the following acts by a pitcher while the pitcher 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.
- 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.
- D. Failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as the pitcher habitually uses in the delivery.
 1. If the pitcher, with a runner on base, stops or hesitates in the delivery because the batter steps out of the box (a) with one foot or (b) with both feet or (c) holds up a 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. In (a-c), if the pitcher legally delivers the ball, it shall be called a strike and the ball remains live. Thus, two strikes are called on the batter in (b).
- E. Taking a hand off the ball while in a set position, unless the pitcher pitches to the batter or throws to a base or the pitcher steps toward and feints a throw to second or third base as in (b) above.
- 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.

NOTE: There shall be *no balks in the 1A or 2A divisions*. It will be ruled as a no-pitch.

ART. 5... It is also a balk if a runner or runners are on base and the pitcher, while the pitcher is not touching the pitcher's plate, makes any movement naturally associated with the pitch, or the pitcher places the feet on or astride the pitcher's plate, or takes a position within approximately five feet of the pitcher's plate without having the ball.

PENALTY: (ART. 4-5), Ball becomes dead immediately and each runner is awarded one base.

PLAY: R1 is on second with no outs, B2 has three balls and two strikes. F1 delivers an illegal pitch such as a quick-return without a stop or one with the pivot foot off the plate. The pitch is: (a) through the strike zone and caught by F2 or hits B2; or (b) not through the strike zone and caught by F2; or (c) hit by B2 with both B2 and R1 advancing. **RULING:** (All), The balk causes the ball to become dead immediately and balk penalty is enforced.

SECTION 3 - PITCHING DISTANCES

ART. 1... The pitching distances are as follows:

1A Division - 43 feet (43')

2A Division - 46 feet (46')

3A Division - 55 feet (55')

4A Division - 60 feet 6 inches (60'6")

ART. 2... Measurement is made from the back of home plate to the front of the pitching mound.

SECTION 4 - MAXIMUM INNINGS PITCHED

ART. 1... In the 1A division, pitchers will be allowed to pitch a *maximum of three* innings.

ART. 2... In the 2A, 3A, and 4A divisions, pitchers will be allowed to pitch a *maximum of four* innings.

NOTE: 1. A maximum of five warm-up pitches will be allowed the pitcher before the start of play in each inning.

2. One pitch to a batter constitutes an inning pitched.

PENALTY: *It is the coach's responsibility to ensure that their pitchers do not exceed these limits. Failure to adhere to this rule is cause for forfeiture of game.*

RULE 6 - BATTING

SECTION 1 - POSITION AND BATTING ORDER

ART. 1... Each player of the team at bat shall become the batter and shall take a position within a batter's box on either side of home plate, in the order in which each player's name appears on the lineup card as delivered to the umpire prior to the game. This order shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order. A batter is in proper order if the person follows the player whose name precedes his in the lineup, even through such preceding batter may have batted out of order. An improper batter is considered to be at bat as soon as the improper batter 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. Only the defensive team may appeal batting out of order after the batter has completed the time at bat. Any outs made on the play stand. An out for batting out of order supersedes an out by the improper batter on a play. 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.

ART. 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 the time at bat in the preceding inning.

PENALTIES: For batting out of order (ART. 1 - 2):

A. A batter shall be called out, on appeal, when the batter fails to bat in the batter's proper turn and another batter completes a time at bat in the proper batter's place.

- B. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first legal pitch or illegal pitch, 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 pitch.
- 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 the improper batter's time at bat become legal.
- D. When the proper batter is called out because the proper batter 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 that player is a runner, such player remains on base, but that player is **NOT** out as a batter.

- PLAY 1:** B4 is up to bat with a count of one ball and two strikes when R1 attempts to steal second base and is thrown out to make the third out. **RULING:** B4 is the first batter in the next inning with no ball or strike count.
- PLAY 2:** B7 erroneously bats instead of B5. With a count of three balls and two strikes on B7, the batting infraction is detected by the opposing coach. **RULING:** B5 will take the place of B7 at bat with a count of three balls and two strikes.
- PLAY 3:** With R1 on second, it is time for B3 to bat but B4 erroneously bats. B4 hits a double and the infraction is discovered by the opposing coach before the next pitch. **RULING:** B3 shall be declared out and B4 shall bat again with no ball and strike count, and R1 returns to second base.
- PLAY 4:** With R1 on second and R2 on first, it is B3's turn to bat but B4 erroneously bats. B4 gets a base hit and runs to first base. R1 advances home and R2 advances to second. The infraction is discovered by F2 before a pitch to the next batter. **RULING:** B3 is declared out. R1 returns to second, R2 to first and B4 is removed from first base. The next batter is B4, who will be followed by B5.
- PLAY 5:** Batter B1 is due to bat but B3 erroneously bats and: (a) hits safely; or (b) flies out to left field. B1 erroneously bats after B3 and gets walked. B2 then bats after B1 and also gets walked. It is now time for B3 to bat but he is on third base. **RULING:** There is no penalty. In (a), B3 is left on base and B4 becomes the next batter. In (b), B3 is entitled to bat a second time since it is his normal time to bat.

SECTION 2 - STRIKES, BALLS AND HITS

ART. 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.
- F. A batted ball contacts the batter in the batter's box (foul ball).

ART. 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.

ART. 3... A foul ball or fair hit (which may be a bunt) occurs when a pitch is touched by the bat of the batter who is in his box.

SECTION 3 - BATTING INFRACTIONS

A BATTER SHALL NOT:

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

EXCEPTION: A batter may leave the batter's 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 takes a position more than five feet from the pitcher's plate after receiving the ball.
- F. A member of either team requests and is granted "time".
- G. The catcher leaves the catcher's box to adjust the catcher's 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 live.

ART. 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.

ART. 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.

PLAY: B1 has been batting right-handed. After having one or more balls or strikes, he desires to bat left-handed. **RULING:** He may change boxes before the pitcher is in position, if "Time" has been granted.

ART. 4... Permit a pitched ball to touch the batter's person.

PLAY: B1 has two strikes. He swings at the next pitch and (a) without touching the bat; or (b) after touching his bat, the ball strikes his forearm. **RULING:** In (a) B1 is out because the ball became dead when it hit his forearm. In (b) it is a foul ball.

ART. 5... Interfere with the catcher's fielding or throwing by leaning over home plate; stepping out of the batter's box; making any other movement, including follow-through interference, which hinders actions at home plate or the catcher's attempt to play on a runner; or by 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.

ART. 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: (ART. 2 - 3), The ball becomes dead immediately and the batter is out. (ART. 4), Batter remains at bat (pitch is a ball or strike), unless pitch was a third strike or ball four. (ART. 5), When there are two outs, the batter is out. When there is less than 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 out and all runners must return to the bases they occupied at the time of the pitch. If the pitch is a third strike and in the umpire's judgment interference prevents a possible double play (additional outs), two may be ruled out. (ART. 6), the batter is out and runners return. If, in the umpire's judgment, interference prevented a possible double play, two players may be ruled out.

ART. 7... Commit backswing interference.

PENALTY: The ball is immediately dead.

SECTION 4 - BATTER IS OUT:

ART. 1... A batter is also out as in the above penalty or when:

- A. The batter enters the batter's box with an illegal bat 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.
 1. **(For 3A - 4A divisions only)**, If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.
- C. A third strike 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.
- E. An attempt to bunt on third strike is a foul.
- F. An offensive player, other than the runner(s), or coach interferes with a fielder who is attempting to field a foul fly ball.
- G. A team playing with one or two less than the starting number and those turn's at bat are reached.
- H. The batter enters the game as an illegal substitute and is discovered.

SECTION 5 - DESIGNATED HITTER

ART. 1... Designated hitters **are not allowed** in any division.

SECTION 6 - 1A/2A DIVISION BATTING

All players present and on the official line-up card must be in the batting order (all players bat in the order listed on the line-up card throughout the game). Players arriving late may be added to the bottom of the batting order. Late arriving players not added to the line-up card prior to the **start of the third inning in 1A and prior to the start of the fourth inning in 2A** are ineligible for competition in that game. Teams are free to substitute, and re-enter players defensively throughout the game provided:

- A. Each player must play a minimum of two innings defensively and at least one complete inning prior to the start of the fourth inning **in 1A and prior to the start of the fifth inning in 2A**.
- B. If the game is called prior to the fifth inning **in 1A and prior to the sixth inning in 2A**, a player has satisfied the minimum play requirement if **the player** has played at least one complete inning prior to the start of the fourth inning **in 1A and prior to the start of the fifth inning in 2A**.
- C. Although players may re-enter as substitutes defensively, the batting order never changes.
- D. When an injured player comes out of the game the player's spot in the batting order will be skipped and no outs will be assessed.

NOTE 1: Substitutes can be listed in the line-up in any batting position.

NOTE 2: See substitute requirement under Rule 2, Section 1, Article 8.

PENALTY: Not batting all eligible players present - Forfeiture of game if protested properly.

RULE 7 - BASERUNNING

SECTION 1 - WHEN BATTER BECOMES A RUNNER

ART. 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. A batter hits a fair ball.
 1. The batter becomes a batter-runner when entitled to run.
- B. The batter is charged with a third strike.
 1. If third strike is caught, the batter is out an instant after the batter becomes a runner.
- C. An intentional base on balls is awarded, or a fourth ball is called by the umpire.
- D. A pitched ball hits the batter or the batter's clothing, provided the batter does not strike at the ball.
 1. If the batter 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 location of the pitch.

2. 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 the batter. 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 the team 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 award of an intentional base on balls, or 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.
1. Any runner attempting to advance (i.e., steal or squeeze) on a catcher's obstruction of the batter shall be awarded the base the runner is attempting. If a runner is not attempting to advance on the catcher's obstruction, the runner 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 base occupied at time of the pitch. The batter is awarded first base, if the runner did not reach base.
 2. If obstruction is not enforced, all other runners advance at their own risk.

ART. 2... A batter-runner is awarded first base if the batter-runner's fair ball, other than an infield fly, becomes dead and provided a preceding runner or retired runner does not interfere in such a way as to prevent a potential double play.

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.

SECTION 2 - TOUCHING, OCCUPYING AND RETURNING TO A BASE

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

ART. 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 intervening bases.

ART. 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.

ART. 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.

ART. 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 proper and successful appeal.

PENALTY: (ART. 1 - 5), For failure to touch base (advancing and 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. See Rule 1, Section 1 - Appeals.

EXCEPTION: A runner must be tagged if he attempts to return to a missed base before the defense initiates appeal action, unless this is a force-out or the runner touched a succeeding base.

ART. 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 the batter-runner 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.

PLAY 1: B1 hits and overruns first base. In coming to a stop he turns toward second but makes no attempt to advance or feint an advance but returns to touch first. **RULING:** The player may return without liability of being put out.

PLAY 2: R1 is stealing second when B2 receives a fourth ball. R1 over slides second or after reaching the base, he steps off towards third. In either case, R1 is tagged. **RULING:** R1 is out since the ball does not become dead on the fourth ball.

ART. 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 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.

A. 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.

PLAY 1: While fielders try to tag out R1 between second and third, R2 advances to second. R1 escapes to second. If one or both are on the base when tagged, which can be put out? **RULING:** If both are on the base only R2, when tagged is out. If only one is on the base when tagged, he is not out.

PLAY 2: With R1 on first, B2 hits ground ball to F3 who: (a) steps on first and then tags R1 who has remained on first; or (b) tags R1 while R1 is on first and then steps on first. **RULING:** In (a) R1 is not out since the force was removed when B2 was put out. In (b) both R1 and B2 are out.

ART. 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 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 awarded the next base.

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

SECTION 3 - BASERUNNING AWARDS

ART. 1... Each runner other than the batter-runner is awarded one base when:

- A. There is a balk; or a pitch strikes a runner.
- 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.
- C. He is attempting to steal or he is forced from the base he occupies by a batter-runner or 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.

ART. 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/her 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 umpire shall award this preceding runner the necessary base or bases. Malicious contact supersedes obstruction. Runner(s) will be awarded appropriate base(s) per umpire judgment. 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.

PLAY 1: With R1 on second and R2 on first, F5 who neither has the ball, nor is attempting to field a batted ball, obstructs R1 when he is: (a) attempting to advance on a hit; or (b) returning to third after being trapped between third and home. **RULING:** In (a) and (b), the umpire would signal a delayed dead ball when the obstruction occurred. At the end of playing action the umpire would award all runners effected by the obstruction the base or bases they would have reached had there been no obstruction.

PLAY 2: R1 is on first and attempts to steal second. F6 fakes a tag on R1. **RULING:** The umpire will signal a delayed dead ball for the obstruction by F6 and award R1 second base.

ART. 3... Each runner is awarded:

- A. Four bases (home) if a fair ball goes over a fence in flight 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, kicked or held by a fielder.
- B. Three bases if a batted ball (other than in item A above) is touched by illegal glove or 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 foul 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 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.
 2. Goes into a stand of 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.
 3. 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.
 4. Runners between second and third would score, because the award does not result in both runners occupying the same 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 line.
- E. Bases as determined by the umpire, who shall also impose such penalties as in his/her judgment that will nullify the act of spectator interference with any thrown or batted ball. The ball shall become dead at the moment of the interference.

ART. 4... Illegal use of detached player equipment or an illegal glove or mitt does not cause ball to immediately become dead. If each runner advances to or beyond the base that 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.

ART. 5... An award is from the base determined as follows:

- A. If the award is the penalty for an infraction such as a balk, or use of detached player equipment, the award is from the base occupied at 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, 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 that 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.

PLAY: With R1 on first, B2 hits safely to F5 or to outfielder F8. The throw is over or through F3.

RULING: If the overthrow does not become dead, there are no awards. If the overthrow becomes dead, two bases are awarded each runner (including the batter-runner) from the base occupied when the throw left the hand of F5 or F8.

SECTION 4 - RUNNER IS OUT

ART. 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 his foul (other than a foul tip that 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 base(s).
 - 1. 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 applies.
- PLAY:** With one out and R1 on first. B3 hits a fly ball to center field. (a) F8 catches the ball but intentionally drops it for an attempted double play. **RULING:** The umpire should immediately declare the ball dead and call B3 out. R1 must return to first base, the base he occupied at the time of the pitch.
- D. After hitting or bunting a ball, he intentionally contacts the ball with the bat a second time in foul or fair territory. The ball is dead and no runner(s) advance.
 - 1. In the case of a foul ball, it must have a chance to become fair in the umpire's judgment.
 - 2. 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; or, in 3A & 4A divisions the third strike is not caught while a runner is on first and there are less than two outs.
PLAY: B1 has two strikes. On the next pitch: (a) he hits a foul ball which strikes the umpire who is positioned behind F2; or (b) he swings and misses and the ball strikes either the catcher or the umpire. In both (a) and (b), the ball rebounds into hands of the catcher. **RULING:** In (a) the ball became dead and B1 is not out. In (b) the ball is live. If it touched the umpire, it is no longer in flight and it is not a catch. If it touched only the catcher, it is a catch and B1 is out.
- F. After a dropped third strike 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 securely in a hand, touches first base or touches first base with the ball before the batter-runner touches first base.
- 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.
 - 1. 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.
 - 2. The batter runner is considered outside the running lane lines if either foot is outside either line.
- H. Any runner or retired runner interferes in a way which obviously hinders an obvious double play.
- 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.
- J. Hits an infield-fly and the infield-fly rule is in effect.
- K. He deliberately removes his head protector during playing action unless the ball becomes dead without being touched by a fielder or after being touched goes directly into a dead ball area. When a batter-runner is declared out for removing his head protector, he is called out immediately.

ART. 2... Any runner is out when he:

- A. Runs more than three feet away from a direct line between bases to avoid being tagged or to hinder a fielder while the runner is advancing or returning to a base.
 - 1. 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.
 - 2. When a play is being made on a runner or batter-runner, he establishes his baseline 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.
1. A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.
 2. Runners are never required to slide, but, if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground.

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.

- C. Does not legally attempt to avoid a fielder in the immediate act of making a play on him.

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

- D. Initiates malicious contact.

1. Malicious contact always supersedes obstruction. Runner(s) will be awarded appropriate base(s) per umpire's judgment.

- E. 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.

- F. Intentionally interferes with a throw or a thrown ball; or he hinders a fielder on his initial attempt to field a batted ball. 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 or by the batter-runner; for runner returning to base; and for runner being hit by a batted ball. 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.

1. 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.

- G. 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.

1. 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 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.

2. The ball is not securely held if it is dropped or juggled after the runner is touched.

- H. Does not retouch his base before a fielder tags him out or holds the ball while touching such base after any situation. Umpire may also call him out at the end of playing action.

Also, it is not necessary for runner to retouch his base after a foul tip.

PLAY: R1 is on first when B2 hits line drive that is touched by F4 and bounds off his glove to F8 who catches it. R1 leaves first after F4 touched the ball but before the catch.

RULING: Legal advance by R1. B2 is out.

- I. Fails to reach the next base before a fielder either tags the runner out or holds the ball while touching such base, after 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.

1. 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).

PLAY: With R1 on second and R2 on first, B3 hits a fair ground ball. Ball is thrown: (a) to second and then to third; or (b) to third and then to second; or (c) to third and then to first. In all cases, throw arrives before runner but runner is not touched with ball.

RULING: In (a) R2 is out but R1 is not. In (b) both R1 and R2 are out. In (c) both R1 and B3 are out.

- J. When a fair batted ball contacts him 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.
1. 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.
 2. If runner is hit by infield fly when he is not touching his base, both he and the batter are out.
- K. Attempts to advance to home base when the batter interferes with a play at home base, with less than two outs.
1. If there are two outs, the batter is out because of his interference and since he is the third out, the runner cannot score. But if there are not two outs, the runner is out and the batter is not penalized.
- L. Passes an unobstructed preceding runner before such runner is out (including awarded bases).
- M. Runs bases in reverse to confuse opponents or makes a travesty of the game.
- N. Deliberately removes his head protector.
- O. Positions himself behind a base to get a running start.
- P. After at least touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base.
- 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 the succeeding base when the ball is declared dead 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.
- R. Deliberately knocks the ball from the fielder's hand.

SECTION 5 – DOUBLE FIRST BASE

ART. 1... When a double first base is being used:

- A. Runner should use colored base on initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored.
- B. On a dropped third strike, fielder and runner may touch white or colored base.
- C. A runner is never out for touching the white base rather than the colored base.
- D. Once the runner reaches first base, the runner shall then use the white base.

SECTION 6 - BASE DISTANCES

ART. 1... The base distance in the 1A and 2A divisions will be sixty (60) feet.

ART. 2... The base distance in the 3A division will be seventy-five (75) feet.

ART. 3... The base distance in the 4A division will be ninety (90) feet.

SECTION 7 - 1A/2A DIVISION BASE STEALING

ART. 1... There will be ***no base stealing*** in the 1A division.

PENALTY: The runner is out when they touch the base they are attempting to steal. A “no-pitch” is declared and the ball is dead.

ART. 2... Runners can lead off from a base when the ball leaves the pitcher's hand.

PENALTY: Runner is out, a “no-pitch” is declared and the ball is dead.

- ART. 3...** Stealing home from third base shall not be permitted. If in the event a runner should steal home, and touch home plate, an out will be declared. The only way a runner can score from third base is:
- A. Base hit.
 - B. Overthrow to the pitcher.
 - C. Play on the runner himself.
 - D. Play on another runner.
 - E. A walk with the bases loaded.
- ART. 4...** After a pitched ball, all runners may advance if the return throw by the catcher to the pitcher is overthrown (has gone clearly past the pitcher). A return throw to the pitcher that is dropped or knocked down in front of or to the side of the pitcher is not considered an overthrow. A runner on third may advance, if the ball is thrown to any player, other than the pitcher while he is standing on the mound. A throw to catch any runner off base also allows all runners to advance at their own risk.
- ART. 5...** After a pitched ball, the catcher may not roll the ball on the ground back to the pitcher. First infraction will result in a warning. Subsequent attempts will result in the awarding of one base to each base runner. The ball will become dead.

RULE 8 - BASE COACHES

- ART. 1...** In all divisions, adult coaches are permitted to occupy both the 1st and 3rd base coaching boxes, provided that an adult coach is in the dugout at all times.
- ART. 2...** Only adult coaches or team members, are allowed to occupy a coach's box.
- ART. 3...** Coaches cannot change from one coaching box to another during the same inning.
PENALTY: One out will be assessed.
- ART. 4...** Player base coaches must wear protective headgear at all times.

RULE 9 - 8 RUN RULE

In all divisions, the first two innings will be limited to eight runs per inning. All runs scored while the ball is in play will count regardless of the "8 RUN RULE" (i.e., a home run with runners on all bases – all runs scored will count, even if it makes for more than eight runs in the inning).

CITY PLAY-OFFS AND CHAMPIONSHIP GAMES

- A. The City Championship Tournament will be conducted the week following the end of the regular season league play.
- B. The same rules and regulations which governed league play shall govern the City Play-offs and Championship games.
- C. To be eligible for playoffs a player must have participated in at least one regular season game.
- D. The time limit will be waived in tied games during the City Play-offs and final Championship games only.
- E. The 8 Run Rule will not be in effect for any division.
- F. A paid scorekeeper will be the official scorekeeper in final Championship games only.
- G. In the event a player is discovered during the City Play-offs to be ineligible, the opposing team playing, or the last team to have played the offending team, will advance to the next round of the Play-offs, or be awarded the City Championship (if ineligible player is discovered during or following the final City Championship game) by forfeit.
- H. Protests during City Play-offs or Championship games will be rendered on the site by the Center Supervisor or Youth Sports Coordinator. In the absence of both, the highest ranking staff member

present will handle all protests. The protest must be made verbally to the Umpire-in-chief, stating the Rule #, Section, and/or Article that governs the rule interpretation in question.

- I. The curfew is waived in Play-off games.

SANDLOT AND ROOKIE T-BALL RULES

The following rules have been adopted for the 2023 T-Ball Season. With the exception of the following rules, the 2023 City of Carson Boys Baseball Rule Book shall govern all other play.

A. FIELD REQUIREMENTS / EQUIPMENT

1. There will be a fifteen (15) foot arc from home plate. This line will indicate the area the ball must be hit past in order to be a fair ball.
2. The arc will extend to the out-of-play line or fence line. If a ball is thrown into or crosses the boundaries of this area, the play will be dead and runners that are at least halfway to a base or home plate will be awarded that base.
3. If possible, bases will be fifty (50) feet apart for Sandlot and sixty (60) feet apart for Rookie.
4. All batters, on deck batters, and base runners **must wear protective batting helmets at all times.**
5. Tennis shoes or rubber cleats must be worn.

B. STARTING AND ENDING GAME

1. A regulation game is limited to five complete innings with no new inning beginning after forty-five (45) minutes of play time has elapsed.
2. In the Sandlot Division, all team members will play the entire game, both offensively and defensively unless injured, requiring rest, etc. In the Rookie Division there will only be eight (8) players on defense, no catching position will be utilized and players can be freely substituted.
3. Only one (1) player is allowed to play at the pitcher's plate and be inside of the base line. In the Rookie Division, in addition to the player playing in the pitching position, four (4) players shall be placed in the infield (1B, 2B, 3B and SS) and three (3) players must be positioned in the outfield (RF, CF and LF).
4. Late-running games can be ended early at the discretion of either the head umpire or a staff member in charge of supervision.

C. BATTING

Sandlot Division

1. Every player present on both teams will bat once in each inning. If they are put out at a base they must return to the dugout.
2. All players must hit from the batting tee. Coaches are not allowed to pitch the ball to the batter. Batter's will be allowed a maximum of four (4) swings to hit the ball from the batting tee. If the batter fails to put the ball in play after four (4) swings, they will be called out. Coaches are not allowed to pitch the ball to the batter at any time.
3. The batter may not throw the bat. **PENALTY:** Batter is out, ball is dead, and runners may not advance.

Rookie Division

1. Every player present on both teams will bat once in the first inning. If they are put out at a base they must return to the dugout. Starting with the second inning, a team's turn to bat will end after three (3) outs are made.
2. A coach may elect to pitch the ball to a batter. The batter will be allowed a maximum of four (4) swings to hit a fair ball. A coach may choose to **either** pitch the ball to the batter or have the batter hit off the batting tee. If the batter fails to put the ball in play after four (4) swings, they will be called out.
3. The batter may not throw the bat. **PENALTY:** Batter is out, ball is dead, and runners may not advance.

D. BASERUNNING

1. There will be no stealing or leading off base. **PENALTY:** Runner is out, ball is dead.
2. There will be no plays made at home plate within the fifteen (15) foot arc.

E. COACHING

1. All coaches will be allowed on the field prior to the start of their defensive inning, to set their players in position. **Up to** three (3) coaches will be allowed to remain on the field when play begins. In the Sandlot Division, one (1) coach can be positioned behind second base and the other two (2) coaches can be behind the infielders on the left and right sides of the infield, to encourage players and coach their team defensively. In the Rookie Division only two (2) coaches positioned behind the infielders on the left and right sides of the infield will be permitted. It is the responsibility of all coaches to ensure that their presence on the field does not hinder any live ball play.
2. Only coaches and their assistants will be allowed in the first and third base coach's boxes.
3. A base coach shall not interfere by holding or pushing a runner in such a way as to assist them in returning to or leaving a base.

F. GENERAL

1. The goal of this league is to encourage and teach the proper fundamentals of baseball and softball, and for all participants to have fun and learn good sportsmanship. Coaches and parents shall at all times set good examples for their children.
2. Bad sportsmanship by coaches, players, or fans **will not be tolerated**. The head coach is **responsible for the conduct of everyone** associated with his/her team.
3. The umpire's decision is final! **NO PROTESTS** will be allowed.
4. As in all clinic division sports in the City of Carson, this is a fundamental league only. **NO SCORES WILL BE KEPT. EVERYONE IS A WINNER!**
5. No rolling of the ball to make a play is permitted. **PENALTY:** Runner is safe.
6. No pre-game warm ups will be permitted on the field.

NOTE: Umpire's, like coaches, are there to help players learn the fundamentals of the game. Calling every infraction that they see arise, not only slows down the pace of the game, but sometimes it takes all the fun out. When an infraction arises, Umpire's should use their judgment as to **whether an infraction needs to be strictly enforced, or perhaps a warning would be sufficient**. Umpires should also take the time to explain a foul or penalty to a player and/or coach.