

RULES

2024

BSBL

BOYS OF SUMMER BASEBALL LEAGUE



3rd Edition

The Boys of Summer Baseball League of Indiana, Inc.
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TURF FIELD RULES

1.NO METAL CLEATS

2.NO SUNFLOWERS

3.NO GUM

4.ONLY CLEAR LIQUIDS

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Throughout, italicized words pertain to 10u and/or 12u programs only and underlined words pertain to the Junior High program only.

Significant Changes from the 2nd edition (2022)

1. Rules

1-7.4 ... Eye shields shall not be attached to the catcher's mask after manufacture. Eye shields that are attached to the catcher's mask at the time of manufacture will be constructed of a molded rigid material and be clear without the presence of any tint. Tinted eyewear on the face and under the face mask is permitted...

1-7.12 is deleted. Players are allowed to wear jewelry.

1-8 (NEW) PLAYER COMMUNICATION EQUIPMENT:

1-8.1 Any wristband with defensive shifts/offensive plays/pitching choices or game directions attached shall be considered non-electronic equipment and is permitted if it is a single, solid color. For pitchers, it may not contain the colors white, gray or be distracting. It does not have to match the color of the uniform, or the sleeves worn underneath the uniform. It shall only be worn on a player(s) wrist or forearm and pitchers shall wear it on their non-pitching arm.

PENALTY: The umpire shall issue a team warning to coach of the team involved and the next offender(s) of that team will be ejected along with the head coach.

1-8.2 One-way electronic communication devices are permissible from the dugout to the catcher while the team is on defense for the purpose of calling pitches. When using the electronic communication device, the coach cannot be outside the dugout/bench area.

PENALTY: The umpire shall issue a team warning to coach of the team involved and the next offender(s) of that team will be ejected along with the head coach.

2-5-4 A baseball that remains on the playing field but has become wedged, stuck, lost, or unreachable is defined as a lodged ball. If the ball impacts any object in the course of play, stops abruptly, and does not fall or roll immediately, it is considered lodged. It is a dead ball. (5-1-1f-3, 4; 5-1-1g-4)

NOTE: If the ball becomes stuck in the webbing of the fielder's glove, it remains in play. The glove/ball combination is treated as a live ball.

2-12.1 At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher. If the offensive team bats around, the pitcher and/or catcher who had a courtesy runner inserted on their behalf may bat in their normal position in the batting order.

3-3.5 A coach may use a one-way electronic communication device to communicate with the catcher to call pitches. Coaches may not use an electronic communication device(s) to communicate with any other team member while on defense or any team member while on offense. The coach cannot be outside the dugout/bench area when using the electronic communication device.

PENALTY: The umpire shall issue a team warning to the coach of the team involved and the next offender(s) of that team will be ejected along with the head coach.

6-1.1 ... 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...

6-1.3 ... 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...

2. League fees are \$500 per team and are non-refundable. Registration starts January 1. Fees are Payments are due not later than March 1 for 10u & 12u and March 15 for Junior High.
 - a. Failure to pay the entry fee on time results in the fee doubling if spots are still available.
 - b. 10u & 12u: team rosters must be submitted by March 1.
 - c. Junior High: team roster must be submitted by March 15.
3. GameChanger (free on Google Play or in the App Store)
 - a. Used as the official "book" for games.
 - b. Used to maintain official pitch count for games.
 - c. The home team is responsible for scoring the official game on GameChanger.
4. Weather related delays or school related conflicts that cannot be rescheduled will be scored as a did-not-play and not count for or against either team.
 - a. Games that require rescheduling due to school related conflicts and that drop a team's roster below 11 players needs to be reported before the beginning of the season.
 - b. Teams that request a game to be rescheduled for nonweather-related or non-school related issues, that are reported after the season starts, will take a forfeit loss if the opposing coach elects not to make up the game.
5. 10u & 12u:
 - a. League sponsored team players must meet all eligibility requirements set by the league they represent.
 - b. Independent teams must have players that reside within the boundaries or be enrolled in the same school district.
6. Various typographical and grammatical errors were corrected.

10u & 12u Quick Reference

- Game times
 - Wednesday: 6:30 p.m.
 - Saturday: 10u – 4 p.m.; 12u – 6 p.m.
- The roster shall consist of 9-15 active players (1-2.4.a)
 - 10u players cannot be 11 years old before May 1. (1-2.4.a.1)
 - 12u players cannot be 13 years old before May 1. (1-2.4.a.2)
- Eligibility
 - League sponsored team players must meet all eligibility requirements set by the league they represent.
 - Independent teams must have players that reside within the boundaries or be enrolled in the same school district. (1-2.6)
- All players shall have photocopies of their original birth certificate in the possession of their team manager. Upon protest, failure to have a photocopy of the original birth certificate immediately available results in the offending team forfeiting the game. (1-2.6.a)
- Baseballs shall have the Little League authentication mark. (1-5.1.b)
- Bats shall bear the USA Baseball logo or be made of a single piece of wood (1-5.2.b)
- Metal cleats shall NOT be worn. (1-6.1, Note)
- Teams may wear long sleeved sweatshirts in cold weather provided that it conforms to 1-6.2, 3. Players may mix the use of team sweatshirts and team jerseys in a game if, in the umpire's judgement, it does not distract or confuse the opposing team. (1-6.4)
- The throat guard must be multi-piece with a throat guard attached to the mask regardless of the design of the mask. (1-7.4, Note)
- Balks are not called. (2-2, Note)
- Any individual player may only be intentionally walked once per game. (2-3.3, Note)
- The courtesy runner shall be a substitute or the player farthest from the batter in the lineup who is not a baserunner. (2-10.3, Note)
- A regulation game is 6 innings for 10u and 7 innings for 12u. (4-2.1)
- Mercy rule:
 - 10 run lead after 5 innings. (2-23.1)
 - 15 run lead after 4 innings. (2-23.2)
- The batter is out on a dropped third strike. (8-2.3, Note)
- A runner cannot slide headfirst (8-4.2.e PENALTY).
 - If in the judgment of the umpire a runner stumbled or tripped headfirst into a base, then the runner shall not be called out for that reason. A runner may dive headfirst back to a base (i.e., the runner over ran a base and is attempting to get back.) A headfirst "fall" or "dive" (often back to a bag after rounding too aggressively) is permissible. The difference between a "slide" and a "fall" or "dive" is that a slide has a running start, a "fall" or "dive" is a knee jerk reaction with little speed toward the base/plate. (2-35.1, Note)
 - A team will be warned if a headfirst slide is attempted. The second offense will result in an "out" on the play. (8-4.2.e, Penalty)
- Free defensive substitution is used. Except for the pitcher, any player in the batting lineup may enter the game in any defensive position as many times as deemed necessary by the team coach. (2-38.4)
 - A pitcher removed from the mound for a substitute pitcher in the defensive line-up may return to the game in another defensive position but may not return to the mound as a pitcher. (2-38.4.a)

- Players shall enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill, or ejected player or enters the game during a pitching change. (2-38.4.b)
- All players that start the game in the batting lineup must play at least 2 innings (6 outs) in the field defensively. (3-1.2.a)
- Players not starting in a 12-player batting lineup that are substituted into the lineup during the game have no minimum playing requirements either defensively or offensively. (3-1.2.b)
- If a game is ended early due to weather or the "mercy rule" the defensive "2 inning" rule will not apply. (3-1.2, Note)
- When a pitcher is replaced, he cannot return to the game as a pitcher but may play other positions on defense. (3-1.3, Note)
- An illegal pitch occurs if the pitcher starts his motion from an illegal position, is not in contact with the rubber when he delivers the pitch or if he does not come to a complete and discernible stop when pitching from the set position. If there is a runner, a ball is awarded to the batter and the runner shall not advance. (6-1.3, Note)
- A pitcher can throw only fastballs, straight changeups, and knuckleballs. (6-1.6.a.1)
 - If the plate umpire considers a pitch to be a breaking ball, then a warning will be given to the pitcher on a second breaking ball pitch by the same pitcher, the pitcher will be removed from the mound. Whenever a breaking ball pitch is thrown the pitch shall be nullified and a "ball" credited to the batter unless the team at bat elects to take the result of the play. (6-1.6.a.1, Penalty)
- Pitch count (6-1.6)

Age Group	Daily Max (Pitches in a Game)	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
10U	75	1-20	21-35	36-50	51-65	66+
12U	85	1-20	21-35	36-50	51-65	66+

- The batting order will consist of 12 batters; nine of which play defense and three are extra hitters (EH). (7-1.1.a)
 - If a team has less than 12 players attending the game, then all players must be in the batting order. (7-1.1.a.1)
 - If a team's opponent has less than 12 players in the batting order, then the team may opt to have an equal number of batters in their batting order. (7-1.1.a.2)
- All base runners must slide or attempt to get around a fielder who has possession of the ball and is waiting to make a tag. A player failing to slide or avoid contact with a fielder waiting to make a tag will be called out regardless of the outcome of the play. (8-4.2.c, Note)
- When play ends (see 2-31.1), runners must remain on their base until a legal pitch crosses the plate or is struck by the bat. (8-4.2.t, Note) The runner is out. The ball is dead immediately and the pitch is called a "no-pitch." There are no warnings. (8-4.2.t, Penalty)
- **10u:** A runner is out when a base runner that, at the start of a pitch, occupies 3rd base and then advances home on a wild pitch or pass ball. (8-4.2.u)
 - The ball remains live unless called "dead" by the umpire (see Table 1). 2. Runners on other bases may advance in these circumstances. (8-4.2.u, Note), 3. The runner on third may advance once the catcher releases the ball on a throw to a defensive player.

Junior High Quick Reference

- The roster shall consist of 9-20 active players. (1-2.4.b)
 - Players who are in the sixth, seventh, and eighth grades during the registration time and who have not started the ninth grade are eligible. (1-2.4.b.1)
 - Players who turn 16 before September 1 are not eligible. (1-2.4.b.2)
- Players shall be enrolled in and attending a school within the district the team represents. Boys that are home-schooled may participate in the Junior High division if they 1) provide proof that they are home-schooled and 2) play for the team in whose school district they live and plan to attend in ninth grade or 3) play for a private school. Upon approval of the commissioner, private schools who cannot field a full roster may supplement their roster by combining with another private school or home-school players. Those players must be able to validate their school enrollment. (1-2.9)
- Players must have a copy of their current report card or official school ID with grade, or any official government document showing the grade enrolled at the beginning of the current season. Upon protest, failure to have a photocopy of the original available results in the offending team forfeiting the game. (1-2.9.a)
- National Federation of High Schools (NFHS) approved balls shall be used. The ball shall meet the current National Operating Committee on Standards for Athletic Equipment (NOCSAE) standard for baseballs at the time of manufacture. They shall have both the NFHS and NOCSAE authentication mark. (1.5.1.c)
- Bats shall be BBCOR.50, USA Baseball no lighter than a drop 5 (-5), or be made of a single piece of wood. (1-5.2.c)
- Metal cleats shall not be worn on artificial pitching mounds or artificial turf fields. (1-6.1, Note)
- A regulation game is 7 innings. (4-2.1)
- Mercy rule:
 - 10 run lead after 5 innings. (2-23.1)
 - 15 run lead after 4 innings. (2-23.2)
- An uncharged conference is a meeting after the first time any pitcher balks to instruct the pitcher on the proper pitching procedures. (3-4.1, Exception).
- Pitch count. (6-1.6)

Age Group	Daily Max (Pitches in a Game)	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
JH	95	1-20	21-35	36-50	51-65	66+

- The batting lineup may consist of either 1) 9 batters, 2) 9 + EH, or 3) 9 with a DH. (7-1.1.b)
 - If a team uses an EH then free substitution may be used with those players in the lineup. All other substitution rules apply. (7-1.1.b.1)
 - If a team uses a DH they may use DH option 1 or 2 (3-1.5.a-b). They may still have an EH if they choose. (7-1.1.b.2)

BYLAWS

1. ORGANIZATION

The Boys of Summer Baseball League of Indiana, Inc. (dba Boys of Summer, BSBL, BOS) sanctions youth baseball competitions at the 10 & under, 12 & under, and Junior High ages to provide small towns, communities, and school districts a cost-effective way to support and develop young players. It is organized exclusively for charitable purposes, including, for such purposes, the making of distributions to organizations that qualify as exempt organizations under section 501(c)(3) of the Internal Revenue Code, or the corresponding section of any future federal tax code.

2. OPERATION

a. LEAGUE REGISTRATION.

- i. A team registration fee is paid seasonally to participate in the Boys of Summer. League play begins no sooner than the second Wednesday in April and concludes the weekend before the 4th of July. No team can compete in any sanctioned event without first paying a team registration fee.
- ii. League fees are \$500 per team and are non-refundable. Registration starts January 1. Fees are Payments are due not later than March 1 for 10u & 12u and March 15 for Junior High.
 1. Failure to pay the entry fee on time results in the fee doubling if spots are still available.
 2. 10u & 12u: team rosters must be submitted by March 1.
 3. Junior High: team roster must be submitted by March 15.

NOTE: Failure to submit a roster by the above date may result in forfeit losses until a roster is submitted.

- iii. Each team must carry a team \$1M Accident & General Liability insurance policy prior to participating. Proof of insurance must be provided when registering.
- iv. Members requesting rule or bylaw changes should submit recommendations in writing to the commissioner no later than August 15 after the conclusion of a season.

3. COACH'S RESPONSIBILITY.

a. GameChanger (free on Google Play or in the App Store)

- i. Used as the official "book" for games.
- ii. Used to maintain official pitch count for games.
- iii. The home team is responsible for scoring the official game on GameChanger.

- b. If the score is not on GameChanger then the inning teams shall notify the division director, if assigned, or commissioner of game results within 48 hours of the scheduled contest.
- c. Cancellations and postponements will also be communicated to division directors, if assigned, or commissioner by the host site head coach to avoid teams being penalized for not reporting scores. Make-up dates for postponements will be communicated to the division director, if assigned, or commissioner when a new date is set. Determining the new date is between the involved teams.
- d. Failure to report will result in a "loss" being recorded for both teams involved. This affects regular season results and tournament seeding.
- e. Results reports include- Teams, Final Score, and Date Completed.

4. UMPIRES.

- a. All league and tournament games sanctioned by the Boys of Summer shall use umpires who are "patched."
- b. **10u & 12u:** shall use BSBL, Town & Country, Little League, or IHSA certified umpires as a plate umpire. The field umpire does not need to be "patched."

NOTE: It may be difficult to get a "patched" umpire for 10u and 12u games especially for rescheduled games. A non- "patched" plate umpire may be used if agreed upon by both teams. That umpire shall not be a player's parent/guardian. Once the game has started it cannot be protested for this reason.
Only a "patched" plate umpire shall be used for tournament games.

- c. **Junior High:** shall use IHSAA officials for both plate and field umpires.

NOTE: One "patched" umpire is authorized if diligent effort is made to hire two officials for a game; or, a non-patched field umpire may be used. That umpire shall not be a player's parent/guardian. Once the game has started it cannot be protested for this reason.
Tournament games must have both a "patched" plate and "patched" field umpire at a minimum.

5. **SCHEDULING.**

- a. **10u & 12u:** play begins no sooner than the second Wednesday in April and concludes before the 4th of July. When possible, each team will play every other team in their division at least once during the regular season. The regular season games are single games scheduled on Wednesday nights and Saturday nights. All Wednesday night games are played at 6:30 p.m.; Saturday games are 4:00 p.m. for 10u and 6:00 p.m. for 12u.
- b. **Junior High:** begins play between early and mid-May. The regular season and the post-season tournament will end before the 4th of July. Regular season games will be on weeknights, and Saturday afternoons (doubleheaders when necessary). Weeknight games are played at 6:00 p.m. and Saturday games begin at 5:00 p.m. If two games are scheduled for a field the first game shall start at 3:00. The first game will have no innings start after 2-hrs 15-mins and a drop-dead time of 2-hrs 30-min.
- c. Games may be scheduled for every Saturday during the season except,
 - i. Memorial Day Weekend
 - ii. BSBL sanctioned tournaments
- d. Any game that is postponed must be rescheduled and played before the end of the regular season. The teams' head coaches are responsible for setting a make-up date, location, and time that works for both teams. Dates before the post-season tournament may be left open to accommodate any late season postponed games.
 - i. Weather related delays or school related conflicts that cannot be rescheduled will be scored as a did-not-play and not count for or against either team.
 - ii. Games that require rescheduling due to school related conflicts and that drop a team's roster below 11 players needs to be reported before the beginning of the season.
 - iii. Teams that request a game to be rescheduled for nonweather-related or non-school related issues, that are reported after the season starts, will take a forfeit loss if the opposing coach elects not to make up the game.
- e. The home team is responsible for scheduling & paying umpires and providing three game balls for each contest.
 - i. For scheduled doubleheaders the home team is responsible for scheduling umpires for both games. The teams will split the umpire fees. The home team provides three (3) game balls for one game and the visiting team provides three (3) game balls for the second game.
 - ii. If two games are scheduled on the same field on the same day, (i.e., the field is being used as a neutral site) then the "home" team of the first game will schedule umpires for both games.

1. The game one "home" team will pay for the game one umpires and provide game balls.
 2. The game two "home" team will pay for the game two umpires and provide game balls.
6. POST-SEASON.
- a. League Championship Tournament
 - i. A seeded, single elimination tournament will be played at the conclusion of the regular season. Seeding is based on a team's regular season win/loss percentage with the following tie breaker system:
 1. Head-to-head – win/loss record.
 2. Head-to-head – allowing the fewest number of runs scored.
 3. Head-to-head – scoring the most runs.
 4. Averaging the fewest number of runs against per game through the season.
 5. Averaging the highest runs scored per game through the season.
 6. The winner of the first head-to-head game.
 - ii. ***10u & 12u: Based on the size of the league the tournament games may start on Wednesday and continue through Sunday. Games played on weeknights are hosted by the higher seeded team. The weekend games shall be played at the same site which will be identified prior to the start of the season.***
 - iii. **Junior High: The tournament shall be scheduled for after the regular season and shall be completed prior to the 4th of July.**
 - iv. Pitching will be adjusted per Rule Section 16-1.6.c
 - v. The host team is responsible for supplying a plate umpire and field umpire. The host site is responsible for paying umpires for each game.
 - vi. The league will reimburse 10u and 12u host sites \$50 per game and Junior High host sites \$100 per game. The host site will be paid in one lump sum regardless of the number of games hosted.
 - vii. Both teams will supply 2 new game balls for the tournament games (Section 11-5.1.b, c)
 1. 4 new balls will be used for each game.
 2. The host team will keep the balls at the end of the tournament.
 - viii. ***10u & 12u: shall use BSBL, Town & Country, Little League, or IHSAA patched umpires behind the plate for all tournament games.***
 - ix. **Junior High: shall use IHSAA patched umpires for both the plate and field.**
 - b. Junior High 54/80 State Championship Tournament
 - i. The Boys of Summer will organize a statewide tournament starting at the end of June or the first part of July.
 - ii. The tournament will be in a double elimination format.
 - iii. The tournament will cover no more than three weeks.
 - c. Awards
 - i. The regular season champion is the team with the best win/loss percentage or determined by the tie-breaker system. The championship team receives individual player trophies and a league champion fence sign. The runner-up team receives individual player trophies.
 - ii. The post-season tournament champion receives individual player trophies, and the runner-up receives player medals.
 - iii. The State Tournament champions receive a tournament travelling trophy, individual player's trophies and the runner-up receives individual player's trophies.

iv.

7. EXECUTIVE MEMBERS

The Boys of Summer Executive Members shall not be eligible to participate in any program as a team coach, team sponsor, umpire, or player without approval of the Commissioner and notifying the affected team(s) or division(s) involved. Division Directors are not restricted in participation.

8. SPORTSMANSHIP

a. SPORTSMANSHIP.

All players, coaches, managers, sponsors, and spectators are always expected to conduct themselves in a sportsmanlike manner. The game management has the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any player, coach, manager, sponsor, or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game.

b. FIGHTS.

Any player, coach, manager, sponsor, or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred/suspended.

c. EJECTIONS.

Any coach, manager, sponsor, or spectator ejected from a game shall immediately remove themselves from the vicinity of the playing field and/or grandstands for the remainder of the game. Any player ejected from a game shall either immediately remove themselves from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of game management. Additional penalties may be assessed at the discretion of the Commissioner.

d. REPORTS.

All incidents shall be reported to the commissioner. If necessary, a team may be forced to forfeit a game and/or be removed from the league/tournament.

e. TOBACCO & TOBACCO RELATED PRODUCTS

The use of ANY tobacco or any electronic smoking devices such as e-cigarettes, vape pens, or atomizers shall be prohibited by all participants (including but not limited to players, manager, coaches, and umpires) within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facilities and parking areas. These policies, if any, shall be recognized and enforced during Boys of Summer events.

9. ITEMS NOT SPECIFICALLY COVERED

Items not specifically covered shall be referred to the Boys of Summer Commissioner.

RULES OF THE GAME

RULE 1 OBJECTIVE, PLAYERS, FIELD, AND EQUIPMENT

1-1 OBJECTIVE.

In 10u each team is permitted six turns at bat, 12u and Junior High each team is permitted seven turns at bat (see Section 14-2.1) during which it attempts to score runs by having its batters become runners who advance to and touch first base, second base, third base and home plate. The team in the field attempts to end each turn at bat of the opponent by causing three of its batters or base runners to be out. Each of the two teams consists of at least nine players throughout the game (see Section 14-4.1.f).

1-2 TEAM ROSTERS AND PLAYER ELIGIBILITY.

1-1.1 A player shall be eligible to compete when his first name, last name (no nicknames, shortened names, slang names, or initials allowed) and date of birth are listed exactly as they appear on his original birth certificate, on the team's official roster. Failure to comply with this rule shall result in a team being prohibited from participating until the roster is completed correctly.

1-1.1.a A player is ineligible if they are not listed on the official roster, has an incorrect birthday listed, or the name is incorrect on the official roster. All players must be listed on a team's roster correctly prior to playing in their first game.

1-1.2 The official roster is submitted with the registration and amended through the commissioner.

1-1.3 A minimum of 9 players must be submitted by the roster deadline date.

1-1.4 Team rosters shall consist of

1-1.4.a 10u & 12u: 9-15 active players; or

1-1.4.a.1 10u players cannot be 11 years old before May 1.

1-1.4.a.2 12u players cannot be 13 years old before May 1.

1-1.4.b Junior High: 9-20 active players

1-1.4.b.1 Players in the sixth, seventh, and eighth grades and who have not started the ninth grade are eligible.

1-1.4.b.2 Players who turn 16 before September 1 are not eligible.

1-1.5 Players may be added to the roster at any point during the regular season. They must be submitted to the Commissioner and added to the roster before they are eligible to play in league games. A player added to the roster after the initial roster submission date must play in at least two (2) regular season games to be eligible for the post-season tournament.

1-1.6 10u & 12u:

1-1.6.a *League sponsored team players must meet all eligibility requirements set by the league they represent.*

1-1.6.b *Independent teams must have players that reside within the boundaries or be enrolled in the same school district.*

1-1.6.c 10u & 12u: *All players shall have photocopies of their original birth certificate in the possession of their team manager. Upon protest, failure to have a photocopy of the original birth certificate immediately available results in the offending team forfeiting the game.*

1-1.7 Players shall only appear on one (1) roster and shall only participate with such a team. Once a player is submitted on a roster that player will not be eligible to be placed on any other town/community/school roster during that season

1-1.8 A player shall not be on either a 10u, 12u, or JH roster simultaneously. If a player is removed from a 10u roster and placed on a 12u roster they shall not return to the 10u roster for competition the rest of the season, or league tournament. If a player is removed from a 12u roster and placed on a JH roster they shall not return to the 12u roster for

competition the rest of the season, or league tournament. The division director, if assigned, and Commissioner need to be made aware of any such changes.

1-1.8.a If a player is found to be playing on multiple teams anytime during sanctioned events, then both teams forfeit all games in which the player played while on both rosters.

1-1.9 Junior High: Players shall be enrolled in and attending a school within the district the team represents. Boys that are home-schooled may participate in the Junior High division if they 1) provide proof that they are home-schooled and 2) play for the team in whose school district they live and plan to attend in ninth grade or 3) play for a private school. Upon approval of the commissioner, private schools who cannot field a full roster may supplement their roster by combining with another private school or home-school players. Those players must be able to validate their school enrollment.

1-1.9.a Junior High: players must have a copy of their current report card or official school ID with grade, or any official government document showing the grade enrolled at the beginning of the current season. Upon protest, failure to have a photocopy of the original available results in the offending team forfeiting the game.

1-1.10 A team found guilty of using a player that is ineligible due to an age, grade, or residence violation during or after a league or tournament game results in the offending team forfeiting the game(s) in which the offending player participated. The ineligible player shall be removed from the offending team's roster.

PENALTY: Any ineligible player may cause the team to be disqualified and put in last place. Each case will be looked at by the Commissioner to determine if the player is ineligible.

1-1.11 The head coach shall be responsible for all aspects of eligibility of the players and the information of the players contained on the team's roster pursuant to these rules. This includes but is not limited to age, grade, residence eligibility, legal names of the players, and correct dates of birth of the players.

1-1.12 The intentional or unintentional act of adding ineligible players to the team's roster shall be grounds for head coach suspension and disqualification of the team.

1-1.13 The intentional or unintentional act of incorrectly entering a player's date-of-birth on the team's roster shall be grounds for head coach suspension and disqualification of the team.

1-1.14 The Commissioner shall have the authority to approve or reject all players contained on a team's roster. The Commissioner approval of a team's roster shall not release the team manager of his responsibilities pursuant to these rules.

NOTE: Special circumstances may be submitted to the commissioner for player eligibility approval.

PENALTY: Teams found guilty of playing with an ineligible player will forfeit all games played with that player.

1-3 POSITIONS OF PLAYERS.

1-3.1 The head coach represents the team in communications with umpires. The head coach's duties shall include: 1) providing the umpire-in-chief with his team's lineup card which shall include the name, shirt number, position and batting order of each starting player, the name and shirt number of each eligible substitute should also be listed; and 2) informing all players as to special ground rules as announced by the umpire-in-chief. Lineups become official after they have been exchanged, verified, and then accepted by the umpire during the pregame conference. The umpire shall not accept the lineup card until all substitutes are listed. There is no penalty assessed.

1-3.2 A player is designated on the lineup card and in the scorebook by name, shirt number, batting order position and fielding position.

- 1-3.3** At the time of the pitch, all fielders shall be on fair ground except the catcher who shall be in the catcher's box. A fielder is in fair ground when at least one foot is touching fair ground.

Penalty: Illegal pitch. (2-21)


- 1-3.4** A player may change to a different fielding position at any time except that a pitcher, after being listed as such on the official lineup card handed the umpire, cannot change until conditions in 3-3.1 are met. Changes should be reported to the umpire-in-chief and scorekeeper.

1-4 THE FIELD.

- 1-4.1** A diamond (or infield) shall be a square. When measuring the distance to first base and third base, measure from the apex of home plate to the back edge of the base.
- 1-4.1.a** *10u & 12u: the measurement is 60-feet.*
- 1-4.1.b** Junior High: the measurement is 80-feet.
- 1-4.2** A line from home plate through the pitcher's plate to second base, using a steel tape or a strong tape or a cord, must measure:
- 1-4.2.a** *10u & 12u: 84-feet 10¼-inches from the rear tip of home plate to the middle of second base; or,*
- 1-4.2.b** Junior High: 113-feet 1½-inches from the rear tip of home plate to the middle of second base.
- 1-4.3** All lines on the playing field shall be marked with a material which is not injurious to the eyes or skin. All non-permanent lines should be white. Lime or caustic material of any kind is prohibited. The recommended width of a foul line is 2½-inches.
- 1-4.4** The on-deck circle should be to the side and away from home plate, 37-feet, if space allows. Neither team's players shall warm up in the other team's on-deck circle. The on-deck circle does not have to be occupied, but if a player wishes to warm up, he shall do so only in his team's on-deck circle, provided the on-deck circle is located safely away from home plate.
- 1-4.5** The batters' boxes shall be six feet long, centered on the point between the straight and angled edges of home plate.
- 1-4.5.a** *10u & 12u: the batters' box shall be 6-feet deep, 3-feet wide, and 4-inches from the straight sides of home plate.*
- 1-4.5.b** Junior High: the batters' box shall be 6-feet deep, 4-feet wide and 6-inches from the straight sides of home plate.
- 1-4.6** If marked, the catchers' box shall be 8-feet long measured from the apex of home plate and 43-inches wide.
- 1-4.7** On a sodded field, an un-sodded area, commonly referred to as the "pitcher's mound," should have the following dimensions:
- 1-4.7.a** *10u & 12u: The mound shall have a radius of about five feet centered 1-foot in front of the midpoint of the front edge of the pitcher's plate. The pitcher's plate shall be 6-inches higher than home plate, located 46-feet from the apex of home plate to the front edge of the pitcher's plate, with a table 40-inches wide by 17-inches long starting 4-inches from the front edge of the pitcher's plate. The front slope of the mound shall be a uniform slope of 1-inch drop for each 1-foot toward home plate beginning 4-inches in from of the pitcher's plate.*
- 1-4.7.b** Junior High: The mound shall have a radius of about 7½-feet centered 1-foot in front of the midpoint of the front edge of the pitcher's plate. The pitcher's plate shall be 8-inches higher than home plate, located 54-feet from the apex of home plate to the front edge of the pitcher's plate, with a table 48-inches wide by 30-inches long starting 6-inches from the front edge of the pitcher's plate. The front slope of the mound shall be a uniform slope of 1-inch drop for each 1-foot toward home plate beginning 6-inches in front of the pitcher's plate.

- 1-4.8** The pitcher's mound may consist in part of synthetic material that is commercially manufactured for that purpose. If a mound pad is composed of natural soil and synthetic material, the synthetic material must be securely attached to the ground and installed at least flush or slightly below the surface of the ground. The mound area shall meet the suggested height and slope specifications found in 1-4.7.
- 1-4.9** Media shall be prohibited from being in live-ball area. If a designated media area is to be used, it shall be established before the game begins. The home team or game management shall designate a lined area for the media, which shall be considered dead-ball area.
- 1-4.10** First, second and third bases shall be white bags, 15-inches square and 2 to 5-inches in thickness, and made of canvas filled with a soft material, or molded rubber or synthetic material, and shall be securely attached to the ground or an anchor system. Bases may have tapered edges and/or be designed to disengage from their anchor system. A double first base is permitted. The double first base shall be a white base and a colored base. The colored base shall be in foul territory.
- 1-4.10.a** Runner should use the 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 base.
- 1-4.10.b** On a dropped third strike, fielder and runner may touch white or colored base.
- 1-4.10.c** A runner is never out for touching the white base rather than the colored base.
- 1-4.10.d** Once the runner reaches first base, the runner shall then use the white base.
- 1-4.11** The pitcher's plate shall be a rectangular slab of whitened rubber or suitable material 18-inches by 4-inches or 24-inches by 6-inches.
- 1-4.12** Any game started on a non-regulation facility by mutual agreement of the opposing coaches shall not be protested for this reason.

1-5 BALLS, BATS, AND GLOVES.

- 1-5.1** A minimum of three umpire-approved baseballs shall be provided to start the game. Unless otherwise mutually agreed upon, the home team has this responsibility. No less than two baseballs shall be used to complete a game.
- 1-5.1.a** The ball shall be a sphere formed by yarn wound around a core of cork, rubber or similar material and covered with two strips of white horsehide or two strips of white cowhide stitched together. It shall be 5 to 5¼ ounces in weight and have a circumference of 9 to 9¼ inches.
- 1-5.1.b** *10u & 12u: shall use Little League licensed baseballs; they shall have the Little League authentication mark.* 

NOTE: A current list of Little League approved balls can be found on the website: www.littleleague.org/tournament-resources/approved-balls

- 1-5.1.c Junior High:** shall use National Federation of High Schools (NFHS) approved balls. The ball shall meet the current National Operating Committee on Standards for Athletic Equipment (NOCSAE) standard for baseballs at the time of manufacture. They shall have both the NFHS and NOCSAE authentication mark.



- 1-5.2** Each bat not made of a single piece of wood shall:
- 1-5.2.a** Have a safety grip made cork, tape (no smooth, plastic tape) or commercially manufactured composition material. The grip must extend a minimum of 10-inches, but not more than 18-inches, from the base of the knob. Slippery tape or similar material shall be prohibited. Rosin, pine tar or spray substances to enhance the hold are permitted only on the grip.

NOTE: Molded grips are illegal.

1-5.2.b 10u & 12u: bats that are not made of a single piece of wood shall bear the USA Baseball logo signifying that the bat meets the USA Baseball's Youth Bat Performance Standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. No sticker or decal will be accepted on any non-wood bat.



NOTE: A list of USA Bat certified, and decertified bats can be found on the website: www.usabat.com

1-5.2.c Junior High: bats that are not made of a single piece of wood shall be permanently stamped with the BBCOR.50 logo signifying it meets the standard currently governing adult bats. This division may also use any bat permanently stamped with the official USA Baseball logo but shall be no lighter than a drop 5 (-5) bat.



PENALTY: If a batter enters the batter's box with a bat does not conform to 1-5.2 it shall be removed from the game with no penalty. If the infraction is discovered by the umpire or either team during the at bat it is illegal (see Section 14-1.3.b PENALTY)

NOTE: Be advised that certain manufacturers consider alteration, modification, and "doctoring" of their bats to be unlawful and subject to civil and, under certain circumstances, criminal action.

1-5.3 A bat made of a single piece of wood may be roughened or wound with tape not more than 18-inches from the handle end of the bat. No foreign substance may be added to the surface of the bat beyond 18-inches from the end of the handle. Each bat made of a single piece of wood shall be:

1-5.3.a 10u & 12u: 2½-inches or less in diameter at the thickest part, not less than 15/16-inch in diameter (⅞-inch for bats less than 30-inches) at its smallest part, 33-inches or less in length.

1-5.3.b Junior High: 2¾-inches or less in diameter at the thickest part, 36-inches or less in length.

1-5.3.c Solid one-piece wood barrel bats do not require a USA Baseball or BBCOR logo.

1-5.4 Only bats may be used in warming up (including weighted bats used for this purpose) at any location. Only bats and items designed to remain part of the bat, such as weighted bats, batting donuts, and wind-resistant devices are legal at any location.

1-5.5 Bats that are altered from the manufacturer's original design and production, or that do not meet the rule specifications, are illegal (see Section 17-4.1.a). No artificial or intentional means shall be used to control the temperature of the bat. No foreign substances may be inserted into the bat. Bats that are broken, cracked, or dented or that deface the ball, i.e., tear the ball, shall be removed without penalty. A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire.

1-5.6 Gloves/mitts shall be worn by all fielders and not be altered to create an adhesive, sticky, and/or tacky surface. The glove/mitt worn by the catcher may be any size. The glove/mitt worn by the pitcher that includes the colors white and/or gray shall be removed from the game upon discovery by either team and/or umpire.

- 1-5.7 Loose equipment, such as gloves, bats, helmets, or catcher's gear, of either team may not be on or near the field.

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

1-6 UNIFORMS.

- 1-6.1 Jerseys and caps of all team members must be of the same color and style. Caps and shoes are required equipment (no track spikes allowed). When a player is required to wear a head protector, it replaces the cap as mandatory equipment.

NOTE: In all divisions, molded cleats may be worn. Only in Junior High traditional metal baseball cleats shall be permitted but shall not be worn on commercially manufactured mounds or artificial turf fields.

- 1-6.2 For individual players, uniform sleeve lengths may vary. However, sleeves of each individual player shall be approximately the same length and shall not be ragged, frayed, or slit. If the pitcher's undershirt sleeves are exposed, they shall not be white or gray. Compression sleeves that are solid black or solid dark-colored shall be the only colors allowed to be worn by the pitcher below his elbow. A pitcher shall not wear any item on his hands, wrists or arms which may be distracting to the batter. A pitcher shall not wear white or gray exposed undershirt sleeves or any white or gray sleeve that extends below the elbow. A vest and coordinating shirt that is worn underneath is viewed as a type of uniform top.

- 1-6.3 A uniform shall not have any dangerous or reflective buttons or ornaments. Each player shall be numbered on the back of his shirt with a plain number of a solid color contrasting the color of the shirt. This number shall be in plain Arabic style and shall be at least six inches high, and no players on the same team shall wear identical numbers.

- 1-6.4 *10u & 12u: Teams may wear long sleeved sweatshirts in cold weather provided that is conforms to 1-6.2, 3. Players may mix the use of team sweatshirts and team jerseys in a game if, in the umpire's judgement, it does not distract or confuse the opposing team.*

NOTE: Protests on uniforms shall not be allowed. Violation of the uniform rules shall result in the violator being allowed to immediately conform or be removed from the game. Managers and coaches may wear athletic type gear.

1-7 PLAYER EQUIPMENT.

- 1-7.1 It is mandatory for on-deck batters, batters, runners, retired runners, players/students in the coaches' boxes as well as non-adult bat/ball shaggers to wear a batting helmet that has a non-glare (not mirror-like) surface and meets the NOCSAE standard at the time of manufacture. The batting helmet shall have extended ear flaps that cover both ears and temples and display the NOCSAE stamp and the exterior warning statement. The warning statement may be affixed to the helmet in sticker form, or it may be embossed at the time of manufacture. A violation by a non-adult bat/ball shagger shall result in a warning to the coach of the team and the individual. A subsequent violation may result in the individual not being allowed on the field.

PENALTY: When an umpire observes anyone who is required to wear a batting helmet deliberately remove his batting helmet while in live-ball territory and the ball is live (non-adult ball/batt shaggers required to wear batting helmet in live-ball area even if ball is dead), the umpire shall issue a warning to the coach of the involved team, unless the ball becomes dead without being touched by a

fielder or, after being touched, goes directly to dead-ball area. A subsequent violation of the rule shall result in ejection.

- 1-7.2** A face mask/guard may be attached to batting helmets at the time of manufacture. All face mask/guards shall meet the NOCSAE standard at the time of manufacture. A face mask/guard specifically designed for a particular helmet may be attached after manufacture if the procedure is approved by the manufacturer and meets NOCSAE standard at the time of manufacture.
- 1-7.3** The catcher shall wear, in addition to a head protector, a mask with a throat protector, body/chest protector that meets the NOCSAE standard, protective cup, and baseball protective shin guards.
- 1-7.4** The catcher's helmet and mask combination shall meet the NOCSAE standard at the time of manufacture. Eye shields shall not be attached to the catcher's mask after manufacture. Eye shields that are attached to the catcher's mask at the time of manufacture will be constructed of a molded rigid material and be clear without the presence of any tint. Tinted eyewear on the face and under the face mask is permitted. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). A throat protector, which is either a part of or attached to the catcher's mask, is mandatory. A throat protector shall adequately cover the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multi-piece design.



NOTE: 10u & 12u: A throat protector must be attached to the catcher's mask regardless the design of the mask.

While in a crouching position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup (male only).

PENALTY: Failure by a player to wear proper equipment after being so ordered by the umpire, shall result in ejection.

- 1-7.5** Defensive players are permitted to wear face/head protection in the field. If a pitcher or any defensive player wears face/head protection, its outer covering shall have a non-glare (not mirror-like) surface.
- 1-7.6** Defective equipment must be repaired or replaced immediately.
- 1-7.7** If a ball is touched with an illegal glove or mitt (see 1-5.6) that is discovered by the umpire, the coach of the team at bat has the choice of taking the result of the play or having the award (Section 18-3.3.a, b, c) for use of an illegal glove or mitt. The illegal glove or mitt must be replaced immediately. A foul fly caught with an illegal glove/mitt shall be nullified and treated as a foul ball, unless the team at bat elects to take the result of the play.
- 1-7.8** Hard and unyielding items (guards, casts, braces, splints, etc.) must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. Knee and ankle braces which are unaltered from the manufacturer's original design/production do not require any additional padding.
- 1-7.9** Any player equipment judged by the umpire to be unreasonably dangerous is illegal.
- 1-7.10** Any questions regarding the legality of a player's equipment shall be resolved by the umpire-in-chief.
- 1-7.11** Non-traditional playing equipment must be reviewed by the Commissioner before it is permitted to be used.

1-8 PLAYER COMMUNICATION EQUIPMENT

1-8.1 Any wristband with defensive shifts/offensive plays/pitching choices or game directions attached shall be considered non-electronic equipment and is permitted if it is a single, solid color. For pitchers, it may not contain the colors white, gray or be distracting. It does not have to match the color of the uniform, or the sleeves worn underneath the uniform. It shall only be worn on a player(s) wrist or forearm and pitchers shall wear it on their non-pitching arm.

PENALTY: The umpire shall issue a team warning to coach of the team involved and the next offender(s) of that team will be ejected along with the head coach.

1-8.2 One-way electronic communication devices are permissible from the dugout to the catcher while the team is on defense for the purpose of calling pitches. When using the electronic communication device, the coach cannot be outside the dugout/bench area.

PENALTY: The umpire shall issue a team warning to coach of the team involved and the next offender(s) of that team will be ejected along with the head coach.

RULE 2 PLAYING TERMS AND DEFINITIONS

2-3 AWARDED BASES.

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

2-4 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.

NOTE: 10u & 12u: Balks are not called.

2-5 BALL, BASE ON BALLS, INTENTIONAL BASE ON BALLS, LODGED BALL

2-5.1 The ball is one of the playing implements (see 1-5.1.a, b, c). The term is also used to designate a pitch which is not touched by the bat and is not a strike as in Section 17-2.1.a and Section 17-2.1.b.

2-5.2 A base on balls is an award of first base (often referred to as a "walk") if a batter receives four such balls. The batter must go immediately to first base before time-out is called.

2-5.3 An intentional base on balls may be given by the defensive team by having its 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.

NOTE: 10u & 12u: Any individual player may only be intentionally walked once per game.

NOTE: If the ball becomes stuck in the webbing of the fielder's glove, it remains in play. The glove/ball combination is treated as a live ball.

2-5.4 A baseball that remains on the playing field but has become wedged, stuck, lost, or unreachable is defined as a lodged ball. If the ball impacts any object in play, stops abruptly, and does not fall or roll immediately, it is considered lodged. It is a dead ball. (5-1-1f-3, 4; 5-1-1g-4)

2-6 FAIR BALL/BASE HIT.

2-6.1 A fair ball is a batted ball which:

2-6.1.a Settles on fair territory between home and third base or between home and first base; or

2-6.1.b Contacts fair ground on or beyond an imaginary line between first and third base; or

2-6.1.c Is on or over fair ground when bounding to the outfield past first or third base; or

2-6.1.d First falls on fair ground on or beyond first or third base; or

2-6.1.e Touches first, second, or third base; or

2-6.1.f While on or over fair territory, touches the person of an umpire or player, their clothing or equipment; or

2-6.1.g While over fair ground passes out of the playing field in flight.

2-6.1.g.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.

2-6.2 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.

2-6.3 An extra base hit is one which 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.

2-7 BATTED BALL.

2-7.1 A batted or thrown ball is in flight until it has touched the ground or some object other than a fielder.

2-7.2 A fly ball is a batted ball which rises an appreciable height above the ground.

2-7.3 A line drive is a batted ball which travels parallel, or nearly so, with the ground through most of its flight.

2-7.4 A ground ball is one which is neither a fly nor a line drive.

2-8 BATTER, BATTER'S BOX, BATTER-RUNNER.

2-8.1 The batter is the player of the team at bat who is entitled to occupy either of the two batters' boxes.

2-8.2 The batter's box is the area in which the batter shall stand when batting. The lines are part of the box (see 1-4.5).

2-8.3 A batter-runner is a player who has finished a time at bat until he is put out or until playing action ends.

2-9 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 as in Section 17-4.1.e.

2-10 CATCH, CATCHER, CATCHER'S BOX.

2-10.1 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 this 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, bleachers or over any boundary or barrier, such as a fence, rope, chalk line, or a pregame determined imaginary boundary line from the field of play. Falling into does not include merely running against such object. (See 2-28.4 for fielder juggling ball and Section 18-4.1.c for intentionally dropped ball; 2-18.2 and Section 15-1.1.d.2 for ball striking catcher before touching his glove.) It is not a catch when a fielder touches a batted ball in flight which then contacts a member of the offensive team or an umpire and is then caught by a defensive player.

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

2-10.2 The catcher is the player to whom the pitcher throws when delivering the ball to the batter.

2-10.3 The catcher's box is an area 8-feet long measured from the apex of home plate and 43-inches wide (1-4.6).

2-11 CONFERENCES.

2-11.1 A charged conference is a meeting that involves the coach or his non-playing representative and a player or players of the team. Defensive (Section 13-4.1); Offensive (Section 13-4.2).

2-11.2 Junior High: An uncharged conference is a meeting after the first time any pitcher balks to instruct the pitcher on the proper pitching procedures. (Section 13-4.1 EXCEPTION).

2-11.3 A pregame conference is a meeting involving the umpires and both head coaches near home plate. The meeting should begin approximately five minutes before the game. The purpose of the pregame conference is to exchange and check each team's lineup cards and to discuss ground rules. Umpires also shall ask the head coaches of the two opposing teams if their players are legally and properly equipped. In addition, the expectation of good sporting behavior is shared with both teams and representatives (Section 14-1.3.a). Both teams shall remain in their dugout (bench) or bullpen area until this meeting has concluded.

2-12 COURTESY RUNNERS.

2-12.1 At any time, the team at bat may use courtesy runners for the pitcher and/or the catcher. If the offensive team bats around, the pitcher and/or catcher who had a courtesy runner inserted on their behalf may bat in their normal position in the batting order.

2-12.2 The same individual runner may not be used for both positions (pitcher and catcher) during the game.

2-12.3 Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

NOTE: 10u & 12u: *The runner shall be a substitute or the player farthest from the batter in the lineup who is not a baserunner.*

2-12.4 Junior High:

2-12.4.a Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners.

2-12.4.b A player may not run as a courtesy runner for the pitcher or the catcher and then be used as a substitute for another player in that half inning. If an injury, illness, or ejection occurs and no other runners are available, the courtesy runner may be used as a substitute.

2-12.4.c The umpire-in-chief shall record courtesy runner participation and announce it to the scorer.

2-12.4.d A player who violates the courtesy-runner rule is an illegal substitute.

2-12.5 Should an injury, illness, or ejection occur to the courtesy runner, another courtesy runner for the pitcher or catcher may run.

2-13 DEAD BALL.

The ball becomes dead when acts listed in 5-1 occur or play is suspended as in Section 15-2.1 Section 15-2.1 (see table in Rule 5).

2-14 ERROR.

2-14.1 An error is a misplay by a fielder or a team, which is recorded in the error column of the player's or team's record.

2-14.2 Other misplays that are not recorded in the error column but are included in the game summary include a balk (Section 16-2.4), wild pitch (Section 1), batter hit by pitched ball (Section 18-1.1.d) and passed ball (2-30).

2-15 FIELDER.

2-15.1 A fielder is any one of the nine players of the defensive team.

2-15.1.a The players who play left field, right field and center field are outfielders.

2-15.1.b The others are infielders.

2-15.1.c The pitcher and catcher are the battery.

2-15.2 In the play rulings, a fielder is referred to as F1, F2, etc.

2-16 FIELDER'S CHOICE.

2-16.1 A fielder's choice is the act of a fielder with a live ball, who elects to throw for an attempted putout or to retire unassisted any runner or batter-runner, thus permitting the advance of another runner(s). The scorer decides whether the batter is credited with a safe hit or an extra base hit. Scorers use the term in the following ways:

2-16.1.a To indicate the advance of the batter-runner who takes one or more bases when the fielder who handles his batted ball plays on a preceding runner;

2-16.1.b To indicate the advance of a runner (other than by stolen base or error) while a fielder is trying to put out another runner; and

2-16.1.c To indicate the advance of a runner due to the defensive team's refusal to play on him (an undefended steal).

2-17 FORFEITED GAME.

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

2-18 FOUL, FOUL TIP.

2-18.1 A foul is a batted ball:

2-18.1.a Which settles on foul territory between home and first base or between home and third base; or

2-18.1.b That bounds past first or third base on or over foul territory; or

2-18.1.c That first falls on foul territory beyond first or third base; or

2-18.1.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; or

2-18.1.e That touches the ground after inadvertently being declared foul by an umpire.

2-18.1.f That hits the batter in the batter's box; or

2-18.1.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.

2-18.2 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.

2-19 GAME, CALLED GAME, SUSPENDED GAME.

2-19.1 A regulation game consists of six (6) innings for 10u and seven (7) innings for 12u and Junior High, unless the game is shortened as in Section 14-2.2 and Section 14-2.3, or unless extra innings are necessary to break a tie score.

2-19.2 A called game is one which is ended by order of the umpire in accordance with 4-3.

2-19.3 A suspended game is a called game to be completed later.

2-20 GAME MANAGEMENT.

The host site managers, directors, etc., including the umpire-in-chief, excluding coaches.

2-21 ILLEGAL PITCH.

An illegal pitch is an illegal act (Section 16-2.1) committed by the pitcher with no runner on base, which results in a ball being awarded the batter. When an illegal pitch occurs with a runner, or runners, on base, it is a balk (2-4).

2-22 INFIELD FLY.

2-22.1 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude 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.

- 2-22.2** When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "infield fly, if fair." (See Section 18-4.1.j for batter being out and the right of base runner to advance after retouching his base.)

2-23 INNINGS.

- 2-23.1** An inning is that portion of the game which includes a turn at bat for each team.
- 2-23.2** A half-inning is the interval during which one team is on offense (batting) and the other is on defense (fielding). A half-inning ends when there is a third out or when, in the last inning, the winning run is scored. In either case, if there is a delayed out declared by the umpire for a base running infraction, a possible fourth out may be recognized.
- 2-23.3** An extra inning is one which extends the game to break the tie score.

2-24 INTERFERENCE – OFFENSIVE, UMPIRE, SPECTATOR.

- 2-24.1** Offensive interference is an act (physical or verbal) by the team at bat:
- 2-24.1.a** Which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play; or
- 2-24.1.b** When a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline.
- 2-24.2** It is umpire interference when he inadvertently moves so as to hinder a catcher's attempt to throw, or when a fair ball touches an umpire as in Section 15-1.1.f.1 or thrown ball as in Section 15-1.1.g.4.
- 2-24.3** Spectator interference is an act by a spectator which impedes the progress of the game.
- 2-24.4** Follow-through interference is when the bat hits the catcher after the batter has swung at a pitch and hinders action at home plate or the catcher's attempt to play on a runner.
- 2-24.5** Backswing interference is when a batter contacts the catcher or his equipment prior to the time of the pitch.

2-25 MERCY RULE.

- 2-25.1** The game shall end when the visiting team is behind 10 or more runs after 4 ½ innings, or after the fifth inning if either team is 10 runs behind and both teams have had an equal number of times at bat. Additionally,
- 2-25.2** The game shall end when the visiting team is behind 15 or more runs after 3 ½ innings, or after the fourth inning if either team is 15 runs behind and both teams have had an equal number of times at bat.

2-26 OBSTRUCTION AND FAKE TAG.

- 2-26.1** Obstruction is an act (intentional or unintentional, as well as physical or verbal) by a fielder, any member of the defensive team or its team personnel that hinders a runner or changes the pattern of play as in Section 15-1.2.b, Section 18-1.1.e, Section 18-3.1.c, and Section 18-3.3. 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 (exceptions Section 18-4.2.c, Section 18-4.2.d).
- 2-26.2** A fake tag is an act by a defensive player without the ball that simulates a tag. A fake tag is considered obstruction.
- 2-26.3** The fielder without possession of the ball denies access to the base the runner is attempting to achieve.

2-27 ON-DECK CIRCLE.

- An on-deck circle for each team is a circle five feet in diameter located 37 feet to the side and away from home plate if space permits. Otherwise, it should be a safe distance to the side and away from home plate.

2-28 OUT: FORCE-OUT, PUTOUT, STRIKEOUT, TAG OUT, THROW OUT.

- 2-28.1** 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.
- 2-28.2** A putout is the act of a fielder in retiring a batter or runner. An "out" is one of the three required retirements of players of the team at bat.
- 2-28.3** A strikeout is the result of the pitcher getting a third strike charged to the batter. This usually results in the batter being out but does not so result if the third strike is not caught and the batter-runner legally reaches first base (often referred to as the "dropped third strike rule.")

NOTE: 10u & 12u: does not use the "dropped third strike rule." If a batter receives a third strike he is out.

- 2-28.4** A tag out is the putout 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 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 (Section 18-4.2.i.2).
- 2-28.5** 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.

2-29 OVERRUNNING OR OVERSLIDING.

- 2-29.1** 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.
- 2-29.2** For the right to overrun first base see Section 18-2.7. For cases where a runner is not credited with a stolen base or a batter with an extra base hit, see 2-6.3. If a force is involved, 2-33.3 states that touching a base ends a force.

2-30 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.

2-31 PENALTY.

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

- 2-31.1** Restricting the coach to the dugout;
- 2-31.2** Ejecting an offending player or coach;
- 2-31.3** Declaring a batter or runner out;
- 2-31.4** Awarding a base to a batter or runner;
- 2-31.5** Awarding a ball to a batter (for an illegal pitch when there is no runner or for delay by the pitcher);
- 2-31.6** Charging a batter with a strike (for delay);
- 2-31.7** Forfeiting a game; or
- 2-31.8** Removing nonplayers from the bench or field.

2-32 PITCHER, PITCH, PIVOT FOOT.

- 2-32.1** The pitcher is the player who is designated in the lineup as being responsible for delivering (pitching) the ball to the batter.
- 2-32.2** A live ball delivered to the batter is a pitch. The term implies a legally delivered ball unless otherwise stated. When a pitcher commits a balk and completes his delivery to the batter, or delivers an illegal pitch, it is not considered a pitch, because the ball became dead at the time of the infraction.

2-32.3 The time of the pitch is when the pitcher has committed himself to delivering the pitch to the batter. For the windup position, the "time of the pitch" occurs when the pitcher, (a) first starts any movement of his arm(s) or leg(s) after stepping onto the pitcher's plate with his hands already together in front of his body; (b) with both hands at his side, first starts any movement with both arms or leg(s) prior to the pitch; (c) with either hand in front of the body and the other hand at his side, after bringing his hands together, first starts any movement of his arm(s) or leg(s) prior to the pitch. For the set position, the "time of 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 commit him to the pitch.

2-32.4 A pitch ends when the pitched ball:

2-32.4.a Is secured by the catcher,

2-32.4.b Comes to rest,

2-32.4.c Goes out of play,

2-32.4.d Becomes dead,

2-32.4.e Or the batter hits the ball (other than a foul tip).

2-32.5 A feint is a movement which simulates the start of a pitch or a throw to a base and which is used to deceive a runner.

2-32.6 The pitcher's pivot foot is that foot with which the pitcher contacts the pitcher's plate when he delivers the ball. For example, the pivot foot is the left foot for a left-handed pitcher (Section 16-1.1).

2-33 PLAY, DOUBLE PLAY, FORCE PLAY, PLAY RULING, SQUEEZE PLAY.

2-33.1 "Play" is the order given by the umpire when it is time for the game to begin, or to be resumed after having been suspended when he called "time." The term is also used to denote a unit of action which begins when a pitcher has the ball in his possession in pitching position and ends when ball becomes dead, or pitcher again holds the ball while in pitching position.

2-33.2 A double play is a continuous activity which results in two putouts during a play as defined in 2-31.1.

2-33.3 A force play is a play in which a runner (or two or three runners) loses his right to the base he occupies and is forced to advance because the batter becomes a batter-runner. For a given runner, a force play ends as soon as he touches the next base or a following runner is put out at a previous base. When a runner advances beyond a base to which he is forced without touching it, the force play remains. Also, a force situation is reinstated when a runner retreats past the base to which he was forced to advance.

2-33.4 A play ruling is a statement of a play situation and the correct ruling. It is considered an integral part of the rules and applies to analogous situations.

2-33.5 A squeeze play is one in which a runner advances toward home plate from third base as the ball is being pitched, and during which the batter bunts to permit the runner to score.

2-33.6 A defensive appeal of a runner failing to touch a base or tag up is not a play.

2-34 PLAYING FIELD.

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

2-35 RUN, RUNNERS, RETIRED RUNNERS.

2-35.1 A run is the score made by a runner who legally advances to and touches home plate.

2-35.2 A runner is a player of the team at bat who has finished his time at bat and has not yet been put out. The term includes the batter-runner and any runner who occupies a base.

- 2-35.3** 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.

2-36 SACRIFICE.

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

2-37 SLIDE.

- 2-37.1** A legal slide can be either feet first or headfirst. 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 (Section 18-4.2.b).

NOTE: 10u & 12u: *A runner cannot slide headfirst (Section 18-4.2.e PENALTY). If in the judgment of the umpire a runner stumbled or tripped headfirst into a base, then the runner shall not be called out for that reason. A runner may dive headfirst back to a base (i.e., the runner over ran a base and is attempting to get back.) A headfirst "fall" or "dive" (often back to a bag after rounding too aggressively) is permissible. The difference between a "slide" and a "fall" or "dive" is that a slide has a running start, a "fall" or "dive" is a knee jerk reaction with little speed toward the base/plate.*

- 2-37.2** A slide is illegal if:

- 2-37.2.a** The runner uses a rolling, cross-body, or pop-up slide into the fielder, or
- 2-37.2.b** The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or
- 2-37.2.c** Except at home plate, the runner goes beyond the base and then contacts or alters the play of the fielder. A home plate, it is permissible for the slider's momentum to carry him through the plate in a straight line (baseline extended), or
- 2-37.2.d** The runner slashes or kicks the fielder with either leg, or
- 2-37.2.e** The runner tries to injure the fielder, or
- 2-37.2.f** The runner, on a force play, does not slide on the ground and in a direct line between the two bases.

2-38 STOLEN BASE, DOUBLE STEAL, TRIPLE STEAL.

- 2-38.1** A stolen base is an advance of a runner to the next base without the aid of a base hit, a putout, or a fielding (including battery) error.
- 2-38.2** A double steal is two runners advancing on such a play.
- 2-38.3** A triple steal is three runners advancing on such a play.

2-39 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 middle of 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.

2-40 SUBSTITUTIONS, FREE SUBSTITUTION.

- 2-40.1** A substitute is a player who is eligible to replace another player already in the lineup.
- 2-40.2** An unreported substitute is a player who, by rule, can be in the game but has entered without reporting.
- 2-40.3** An illegal substitute is:
 - 2-40.3.a** A player who enters or reenters the game without eligibility to do so, or
 - 2-40.3.b** A player who reenters the game in the wrong position in the batting order, or

2-40.3.c Junior High: A player who enters the game on defense while the player for whom he is batting is also on defense, or (available only for player/DH option 1)

2-40.3.d Junior High: When the player for whom the DH is batting enters the game as a batter or runner in a different position in the batting order, or (available only for player/DH option 1)

2-40.3.e A player who violates the courtesy runner rule (2-12).

2-40.4 10u & 12u: *Free defensive substitution is used. Except for the pitcher, any player in the batting lineup may enter the game in any defensive position as many times as deemed necessary by the team coach.*

2-40.4.a 10u & 12u: *A pitcher removed from the mound for a substitute pitcher in the defensive line-up may return to the game in another defensive position but may not return to the mound as a pitcher.*

2-40.4.b 10u & 12u: *Players shall enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill, or ejected player or enters the game during a pitching change.*

2-41 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.

2-42 TIME.

"Time" is the command of the umpire to suspend play. The ball becomes dead when it is given (Section 15-2.1). The term is also used in recording the length of the game.

2-43 TIME AT BAT.

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

2-44 TOUCHING BALL, BASE OR RUNNER.

2-44.1 Touching is contact with, and there is no distinction between the act of touching or by being touched. The term applies to contact with any part of the person or his clothing if the clothing is reasonably well fitted. This includes:

2-44.1.a A pitched ball touching a batter, or

2-44.1.b A batted ball touching a batter or any runner, or

2-44.1.c The catcher touching the bat, or

2-44.1.d A player touching a base, or

2-44.1.e A ball touching a player or nonplayer.

NOTE: For failure to touch home plate, see Section 18-2.5 PENALTY; for retouching base, see Section 18-2.8; for base coming loose, see Section 18-4.2.i.2; and for oversliding, see 2-29.1.

Section 1 WILD PITCH.

A wild pitch shall be charged in the summary to the pitcher when a ball legally delivered to the batter is so high, or so low (including any pitch that touches the ground in front of home plate), or so far away from home plate that the catcher does not stop or control it with ordinary effort so that the batter-runner advances to first base or any runner advances a base. When a catcher enables a runner, other than the batter-runner, to advance by failing to control a pitch that he should have been able to control, it is not a wild pitch but a "passed ball."

RULE 3 SUBSTITUTING, COACHING, BENCH AND FIELD CONDUCT, CHARGED CONFERENCES**3-1 SUBSTITUTING.**

3-3.1 After the lineup cards are official (1-3.1) prior to the game, the player listed as pitcher shall pitch until the first opposing batter has been put out or has advanced to first base. In any other case, a substitute may replace a player of his team when the ball is dead, and time has been called. The umpire-in-chief shall record any reported substitutions on the lineup card and announce immediately any change(s) to the opposing team. Projected substitutions are not allowed. In each of the following situations, the ball is declared live by the umpire-in-chief. Should there be no announcement of substitution, a substitute has entered the game when the ball is live and:

3-3.1.a A runner takes the place of a runner he has replaced,

3-3.1.b A pitcher takes his place on the pitcher's plate,

3-3.1.c A fielder reaches the position usually occupied by the fielder he has replaced, or

3-3.1.d A batter takes his place in the batter's box.

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

For discovery of an illegal substitute (see 2-38.3) on offense by an umpire or either team, that player shall be called out and restricted to the bench/dugout for the duration of the game. If a restricted player re-enters the game on offense, he shall be ejected upon discovery by an umpire or either team. If a restricted player re-enters on defense, he shall be ejected upon discovery by an umpire or either team.

The penalty for illegal substitution shall supersede the penalty for batting out of order.

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

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

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

Any player who is substituted for by an illegal substitute may re-enter only if he is eligible to do so under the re-entry rule (3-1.4).

3-3.2 Free substitution is used for players in the batting lineup (2-38.4). Players on the roster but not in the lineup are substituted normally.

3-3.2.a 10u & 12u: *All players that start the game in the batting lineup must play at least 2 innings (6 outs) in the field defensively.*

3-3.2.b 10u & 12u: *Players not starting in a 12-player batting lineup that are substituted into the lineup during the game have no minimum playing requirements either defensively or offensively.*

NOTE: 10u & 12u: *If a game is ended early due to weather or the "mercy rule" the defensive "2 inning" rule will not apply.*

3-3.3 If a pitcher is replaced while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made. To ensure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conferences that will violate this rule. If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored. A player may be removed as pitcher and returned as pitcher

only once per inning, provided the return as pitcher does not violate either the pitching, substitution, or charged conference rule. If the pitcher, because of an injury or being incapacitated, is replaced as a pitcher and the above rule is not satisfied, or if his replacement requires more warm-up throws than permitted in 6-2.2 Exception, he cannot return to the game as a pitcher.

NOTE: *10u & 12u: When a pitcher is replaced, he cannot return to the game as a pitcher but may play other positions on defense.*

- 3-3.4 Junior High:** Any of the starting players may be withdrawn and re-entered once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. The pitcher is governed by the provisions of 3-1.2 above. A substitute who is withdrawn may not re-enter. A starting pitcher who is replaced in the top of the first inning while his team is at bat shall be governed by the provisions of 3-1.1 and 3-1.2 above.
- 3-3.5 Junior High:** A hitter may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the umpire-in-chief and to the official scorer. A team forfeits the use of the designated hitter if it fails to declare a designated hitter prior to the game. If a pinch hitter or pinch runner for the designated hitter is used, that player becomes the new designated hitter. The player who was the designated hitter may re-enter as the designated hitter under the re-entry rule. A designated hitter and player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation. A designated hitter may be used in one of the two scenarios:
- 3-3.5.a** The designated hitter may be a 10th starter hitting for any one of the nine starting defensive players. If the designated hitter (DH) is used in this manner, the role of DH is terminated for the remainder of the game when:
- 3-3.5.a.1** The defensive player, or any previous defensive player for whom the designated hitter batted, subsequently bats, pinch hits or pinch runs for the designated hitter; or
- 3-3.5.a.2** The designated hitter or any previous designated hitter assumes a defensive position.
- 3-3.5.b** The starting designated hitter may be any one of the starting defensive players. In this manner, the starting defensive player has two positions: the defensive player and the designated hitter. The role of the defensive player may be substituted for by any legal substitute. If the defensive player has been substituted for, the original player/DH may re-enter one time. The role of the DH is terminated for the remainder of the game when:
- 3-3.5.b.1** A substitute or former substitute for the defensive role subsequently participates in an offensive role; or
- 3-3.5.b.2** The starting defensive player/DH is substituted for either as a hitter or a runner.
- 3-3.6** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional. (See NFHS Suggested Guidelines for Management of Concussions.)
- 3-3.7** A player or coach who is bleeding or who has an opened wound shall be prohibited from participating further in the game until appropriate treatment has been administered. If medical care or treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgement. The reentry rule applies to starters. If there is any

amount of blood on the uniform, it shall be changed or cleaned before that individual participates again. (See Communicable Disease Procedures.)

Section 2 3-2 COACHING.

3-3.8 One player or coach may occupy each coach's box while his team is at bat. Coaches may wear prostheses and use mobility devices. Any member of the team at bat, who has not been ejected for unsportsmanlike conduct, may occupy a coach's box.

3-3.9 No coach shall physically assist a runner during playing action.

PENALTY: The runner shall be called out immediately. (8-4.2.s).

3-3.10 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 7-4.1.f and 8-4.2.h. Other runners return as in 8-2.8.

3-3.11 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 refuses to attend the pregame conference.

3-3 BENCH AND FIELD CONDUCT.

3-3.1 A coach, player, substitute, attendant, or other bench personnel shall not:

3-3.1.a Leave the dugout during a live ball for an unauthorized purpose;

3-3.1.b Fake a tag without the ball;

3-3.1.c Carelessly throw a bat;

3-3.1.d Wear bandannas;

3-3.1.e Hit the ball to players on defense after the game has started;

PENALTY: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected. In (b) it is also obstruction (8-3.2).

3-3.1.f Commit any unsportsmanlike act to include, but not limited to,

3-3.1.f.1 Use of words or actions to incite or attempt to incite spectators' demonstrations,

3-3.1.f.2 Use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting. The Boys of Summer Baseball League disapproves of any form of taunting.

3-3.1.f.3 Use of any language intended to intimidate,

3-3.1.f.4 Behavior in any manner not in accordance with the spirit of fair play;

3-3.1.f.5 Being in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game.

3-3.1.f.6 Any member of the coaching staff who is not the head coach (or designee) in 3-2.4 leaving the vicinity of the dugout or coaching box to dispute a judgement call by an umpire.

3-3.1.f.7 Confronting or directing unsportsmanlike conduct to the umpires after the game has concluded and until the umpires have departed the game site.

3-3.1.g Enter the area behind the catcher while the opposing pitcher and catcher are in their positions;

3-3.1.h Use of any object in this possession in the coach's box other than a stopwatch, rule book (hard copy), or scorebook;

3-3.1.i Be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box, or one of the nine players on defense;

3-3.1.j Charge an umpire;

3-3.1.k Use amplifiers or bullhorns for coaching purposes during the game;

PENALTY: The umpire shall warn the offender unless the offense is judged to be major, in which case the ejection shall occur. A warning may be verbal or written. If written, the offender shall be restricted to the bench/dugout for the remainder of the game. If a coach has previously received a verbal warning, he shall receive a written warning and be restricted to the bench/dugout for the remainder of the game. If a coach has previously received a written warning, he shall be ejected for any subsequent offense. Any offense judged to be major in nature shall result in an immediate ejection. For coaches who violate 3-3.13-3.1.f.1-5, g, h, i, j, or k above, the umpire may (1) issue a verbal warning to the offender, (2) issue a written warning to the offender (any offender receiving a written warning shall be restricted to the bench/dugout for the remainder of the game), or (3) eject the offender for a major offense. For violation of 3-3.1.f.6 above both the head coach and offending coach shall receive a written warning and be restricted to the dugout for the remainder of the game unless the offense is so severe the umpire may eject the offender and restrict or eject the offender and restrict or eject the head coach. A coach may leave the bench/dugout to attend to a player who becomes ill or injured. In 3-3.1.f.7 above, the Commissioner shall determine appropriate action.

3-3.1.l Deliberately throw a bat, helmet, etc.;

3-3.1.m Initiate malicious contact on offense or defense;

3-3.1.n Call "time" or use any command or commit any act to cause a balk;

3-3.1.o Use tobacco or tobacco-like products within the confines of the field;

3-3.1.p Leave their positions or bench area during a fight or physical confrontation; or

3-3.1.q 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 3-3.1.m above, 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 (p) above, a coach who attempts to prevent a fight or restore order is not in violation of this rule.

3-3.2 A coach who is ejected shall leave the vicinity of the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game. He may return when requested to attend to an ill or injured player.

3-3.3 Players loosening up to bat shall remain in the area of their team's on-deck circle while the pitcher is warming-up (1-4.4).

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

3-3.4 Whenever team members are loosening up in an area which is not protected by a fence or other structure, another member of the team with a glove must be positioned between them and the batter to protect them from a batted or thrown ball within the confines of the playing field. No one is to interfere with a live ball.

3-3.5 A coach may use a one-way electronic communication device to communicate with the catcher to call pitches. Coaches may not use an electronic communication device(s) to communicate with any other team member while on defense or any team member while on offense. The coach cannot be outside the dugout/bench area when using the electronic communication device.

PENALTY: The umpire shall issue a team warning to the coach of the team involved and the next offender(s) of that team will be ejected along with the head coach.

3-4 CHARGED CONFERENCES.

3-4.1 Each team, when on defense, may be granted not more than three charged conferences during a six or seven-inning game, without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty. The number of charged conferences permitted is not cumulative. A request for time for this purpose shall be made by a coach, player, substitute, or attendant. Time granted for an incapacitated player shall not constitute a charge conference. Before accumulating three charged conferences in seven innings or less, a conference is not charged if the pitcher is removed as a pitcher.

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

EXCEPTION: A defensive coach may request an uncharged conference after the first time any pitcher balks to instruct the pitcher on the proper pitching procedures.

3-4.2 Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter, or other offensive team personnel. The umpire shall deny any subsequent offensive time requests for charged conferences.

3-4.3 A defensive charged conference is concluded when the coach or non-playing representative crosses the foul line if the conference is in fair territory. If the conference was in foul territory, the conference concludes when the coach or non-playing representative initially starts to return to the dugout/bench area.

3-4.4 An offensive charged conference concludes when the coach or team representative initially starts to return to the coach's box or dugout/bench area. For 3-4.2 and 3-4.3, if a coach who is restricted to the dugout/bench area is involved in a charged conference, that conference shall end when the players involved initially start to return to their positions on the field. The coach shall be given a reasonable amount of time for the charged conference as determined by the umpire-in-chief.

3-4.5 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, so that the game is not further delayed.

RULE 4 STARTING AND ENDING GAME

4-1 STARTING A GAME.

4-1.1 The home coach shall decide whether the grounds and other conditions are suitable for starting the game. After the game starts, the umpires are the sole judges as to whether conditions are fit for play and as to whether conditions are suitable for starting the second game of a scheduled double-header (two games between the same teams during the same day).

4-1.2 If there are unusual conditions, such as spectators or obstacles too near the playing field, the home coach shall propose special ground rules. If sanctioned by the visiting team, these shall be in force. If the teams cannot agree, the umpires shall formulate ground rules. Ground rules do not supersede a rules book rule. All special rules shall be announced.

4-1.2.a The field should be clearly marked. Markings should include poles along the foul lines at least 140 feet (10u & 12u) or 210 feet (Junior High) past first and third and vertical foul line markings on any wall that limits the outfield.

4-1.2.b When a fair or foul fly comes down near a stand or fence, 7-4.1.d applies. If there is a screen behind the catcher or other permanent obstruction in front of the stand, a

batted ball that goes behind these becomes dead and cannot be caught. It is recommended that no such obstruction be less than 25-feet (10u & 12u) or 40-feet (Junior High) from the diamond.

- 4-1.2.c** Wild pitches, overthrows, and batted balls that go over, through, or wedge in a fence are governed by 8-3.3. If the field has unusual obstructions, ground rules should, as nearly as possible, be similar to this rule.
- 4-1.2.d** For a special field condition, such as a drain pipe that makes a spot where it is impossible or very difficult for a fielder to retrieve the ball, the ball should become dead if it goes to that spot and each runner's advance should be limited to two bases.
- 4-1.2.e** In an unfenced field where cars are parked along the foul lines, umpires should consider these the same as bleachers and ball becomes dead if it bounces into the line of cars. They should anticipate such a situation and announce the ground rule in advance.
- 4-1.3** Before game time, the home team and then the visiting team shall deliver their respective batting orders in duplicate to the umpire-in-chief. The umpire then permits inspection by both head coaches. Each team's lineup card shall list a minimum of nine players to start the game. (See 4-4.1.f for the game to continue with less than nine players.) The substitution regulations, as in RULE 3, are then in effect.
- 4-1.3.a** The umpire-in-chief shall emphasize to both head coaches that all participants are expected to show good sporting behavior throughout the game(s).
- 4-1.3.b** Before the start of the game, the umpire-in-chief shall receive verification from each head coach that his participants are properly equipped per these rules. In addition, each coach shall verify that his participants are using only legal equipment, including bats and balls that are unaltered from the manufacturer's original design and production and that meet the provisions of 1-5, and helmets that meet the provisions of 1-7 are free of cracks and damage.

PENALTY: On the first violation of 4-1.3.b for entering the box with an illegal bat, the penalty for an illegal bat is applied (7-4.1.a) and the head coach shall be restricted to the bench/dugout for the remainder of the game. On the second violation for entering the box with an illegal bat, the penalty for an illegal bat is applied and the head coach shall be ejected. On subsequent violations for entering the box with an illegal bat, the penalty for an illegal bat is applied and the designated head coach shall be ejected. On detected violations of 4-1.3.b for use of a damaged helmet, the helmet shall be immediately removed from play.

- 4-1.4** The visiting team shall be the first to take its turn at bat. On a neutral field or by agreement, either team may be designated as the home team.
- 4-1.5** The game begins when the umpire calls "Play" after all infielders, pitcher, catcher, and batter are in position to start the game.

4-2 ENDING A REGULATION GAME.

- 4-2.1** A regulation game consists of six innings for 10u and seven innings (turns at bat) for 12u & Junior High unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team needs none of its half of the sixth (10u) or seventh (12u & JH) or only a fraction of it (4-2.2); or because of weather, or darkness (4-2.3). Each team must have nine players in its lineup throughout the game (see 4-4.1.f). Otherwise, the game will be forfeited. A forfeited game is regulation, regardless of innings played (4-4.2).
- 4-2.2** The game ends when the team behind in score has completed its turn at bat in the sixth inning (10u) or seventh inning (12u and Junior High), or any inning thereafter if extra innings are necessary. If the home team scores a go-ahead run in the bottom of the last inning, or in any extra inning, the game is terminated at that point. Any game that is tied at the end of 4 ½ or at least five full innings when the game is called shall be a tie game. Batting and fielding records are counted, but the game is not counted in computing

percentages of games won and lost. The game shall end if the mercy rule (see 2-23) is used.

4-2.2.a If an over-the-fence home run is hit, all runs score before the game is ended.

4-2.2.b Two five-inning games shall constitute a doubleheader.

4-2.3 If weather or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game:

4-2.3.a If four full innings have been played, or if the home team has scored an equal or greater number of runs in three or three and a fraction turns at bat than the visiting team has scored in four turns at bat; or

4-2.3.b If play has gone beyond four full innings, and 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 recorded when the game is called.

4-3 CALLED GAME.

If a game is called before completion of the number of innings and conditions as specified in 4-2.3, the game shall be resumed at a later date agreed upon by the teams playing. The game will start at the exact spot where it was suspended.

4-4 FORFEITED GAME.

4-4.1 A game shall be forfeited to the offended team by the umpire when a team:

4-4.1.a Is late in appearing or in beginning play after the umpire calls "Play." Unless a late arriving team provides notice, they are allowed 15-minutes past the scheduled start time to have the required number of players present. Regardless of notification a team must be fielded within 30-minutes of the scheduled start time; or

4-4.1.b Refuses to continue play after the game has started; or

4-4.1.c Delays more than a reasonable amount of time in resuming play, or in not obeying the umpire's order to remove a player for violations of the rules; or,

4-4.1.d Persists in tactics designed to delay or shorten the game; or

4-4.1.e Willfully and persistently violates any of the rules after being warned by the umpire; or

4-4.1.f Is unable to provide at least nine players to start the game or cannot provide eight players to finish the game.

NOTES:

1. If a team starts with or reaches the 9-player point and a player has to be removed from the game then that team will have to take an out when that player's batting position comes up.

2. A team playing with fewer than nine players may return to nine players.

3. If a team starts the game with 10 or more players in their batting line-up and a player must leave the game due to injury, sickness, or emergency that team will not be forced to take an out when the players batting position comes up.

4-4.1.g On its home field, fails to comply with the umpire's order to put the field in condition for play.

4-4.2 Score of a forfeited game is 7 to 0 except if the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0.

4-5 PROTESTED GAMES.

Umpires shall work to settle all situations on the field. Protests shall be allowed for age, pitching violations, or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the game management before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. No

protest shall be allowed following the game. Umpires and game management shall rule on all protests and their decisions shall be final. A report of the protest will be sent to the commissioner.

RULE 5 DEAD BALL – SUSPENSION OF PLAY

5-1 DEAD BALL.

5-1.1 Ball becomes dead immediately when:

5-1.1.a A pitch touches a batter or his clothing (8-1.1.d), a runner (8-3.1.a);

5-1.1.a.1 The ball becomes dead even though that batter strikes at it (8-1.1.d).

5-1.1.b The ball is illegally batted (7-3.2 and 7-4.1.a) or is intentionally struck a second time with the bat as in 8-4.1.d;

5-1.1.c The batter enters the batter's box with an illegal bat;

5-1.1.d A foul ball (2-16.1):

5-1.1.d.1 Touches any object other than the ground or any person other than a fielder; or

5-1.1.d.2 Goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand;

5-1.1.d.3 Or becomes an uncaught foul; or

5-1.1.e There is interference by a runner, batter-runner (8-4.1.g), or a retired runner (3-3.1.m, 8-4.1.a, h or 8-4.2.b, e, f, g or k), the batter (7-3.5), or by any person (3-2.3);

5-1.1.f A fair batted ball:

5-1.1.f.1 Touches a runner or an umpire before touching any fielder and before passing any fielder other than the pitcher,

5-1.1.f.2 Touches a runner after passing through or by an infielder and another infielder could have made a play on the ball,

5-1.1.f.3 Touches a spectator,

5-1.1.f.4 Goes over or through or wedges in the field fence, or

5-1.1.f.5 Lodges in player's or umpire's equipment or uniform (except ball lodged in glove); or

5-1.1.g A pitch or any other thrown ball:

5-1.1.g.1 Is touched by a spectator;

5-1.1.g.2 Is intentionally touched by a non-participating squad member;

5-1.1.g.3 Goes into a stand or other dead-ball area or players' bench (even if it rebounds to the fence), or over or through or wedges in the field fence (8-3.3.c or d);

5-1.1.g.4 Lodges in an umpire's, catcher's or offensive player's equipment or uniform; or

5-1.1.h The umpire handles a live ball or calls "Time" for inspecting the ball or for any other reason, including items in 5-2 or gives the "Do Not Pitch Signal" or inadvertently announces "Foul" on a ball that touches the ground; or

5-1.1.i A fielder, after catching a fair or foul ball (fly or line drive), leaves the field of play by stepping with both feet or by falling into a bench, dugout, stand, bleacher, or over any boundary or barrier such as a fence, rope, chalk line, or a pregame determined imaginary boundary line; or

5-1.1.j An infielder intentionally drops a fair fly, fair line drive or fair bunt in flight with at least first base occupied and with less than two outs.

EXCEPTION: Infield-fly rule (2-20).

5-1.1.k A balk or an illegal pitch is committed; or

5-1.1.l A batted, thrown, or pitched ball touches a designated media area or anyone or anything that is entirely or partially in the designated media area.

5-1.1.l.1 The umpire has the authority to remove any member of the media for not staying in or keeping their equipment in the designated dead ball area.

5-1.1.m When malicious contact (offensive or defensive) occurs;

5-1.1.n Backswing interference occurs.

5-1.2 It is a delayed dead ball when:

5-1.2.a There is interference by a batter (Exception 7-3.5 PENALTY),

5-1.2.a.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.

5-1.2.b A catcher or any fielder obstructs a batter or runner; or obstructs the ball through use of detached player equipment (8-3.3);

5-1.2.c Umpire interferes with the catcher who is attempting to throw;

5-1.2.d Any personnel connected with the offensive team calls "Time" or uses any other command or commits any act to try to cause the opposing pitcher to balk;

5-1.2.e Anyone who is required to wear a batting helmet deliberately removes his helmet, while in live-ball territory and the ball is live;

5-1.2.f A ball touches an illegal glove/mitt.

5-1.3 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.

5-1.4 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, and the umpire calls "Play" and gives the appropriate signal.

Table 1 DEAD BALL AND DELAYED DEAD BALL TABLE
Ball Dead Immediately

	Activity	Reference		Awards or Penalties	Reference
1.	Illegal pitch (no runner)	5-1.1.k	1.	The pitch is ruled a ball.	6-1.2, 3 Penalty; 8-3.1.a
2.	Pitch touches batter	5-1.1.a	2.	Batter awarded first base except when he permits the ball to touch him, or pitch is a strike.	8-1.1.d
3.	Pitch touches runner	5-1.1.a	3.	All runners advance one base except when pitch is a strike or third out.	8-3.1.a; 6-1.4
4.	Illegally batted ball	5-1.1.b	4.	Batter is out. Runners return	7-3.2; 7-4.1.a; 8-2.2
5.	Intentionally hitting ball second time	5-1.1.b	5.	Batter is out. Runners return	8-4.1.d; 8-2.2
6.	An uncaught foul	5-1.1.d	6.	Runners return to bases occupied at time of pitch	8-2.2
7.	Interference by runner or retired runner (including malicious contact)	5-1.1.e	7.	Interferer is out, also batter-runner if interference prevented a double play at first base. Interferer is out and so is another runner if interference prevented a double play on the batter. Other runners return. For malicious contact the player guilty of the infraction is ejected.	3-3.1.m; 8-2.6; 8-4.1.a, h; 8-4.2.b, f, g, k
8.	Interference with fielder by runner attempting to catch foul fly ball	5-1.1.e	8.	Runner is out and another runner is out if interference prevented a possible double play.	8-4.2.h
9.	Interference by others connected with team	5-1.1.e	9.	Runner is out. Other runners return.	8-4.2.h; 3-2.3; 8-2.6; 7-3.5
10.	Fair ball over fence in flight or prevented by spectator or player's detached equipment	5-1.1.f	10.	Award all runners home base.	8-3.3.a
11.	Fair ball touches a spectator	5-1.1.f	11.	Award or penalize according to umpire's judgement.	8-3.3.e
12.	Fair ball bounces over, through or lodges in fence or lodges in player's or umpire's uniform or equipment (except ball lodged in glove)	5-1.1.f	12.	Award all runners two bases from base occupied at time of pitch.	8-3.3.c
13.	Fair ball touches runner before it touches an infielder or after it passes any fielder	5-1.1.f	13.	Hit runner is out. Batter awarded first base and credited with single. Other	8-4.2.l

	except the pitcher and another fielder has a play			runners return to base occupied at time of interference unless forced by batter-runner.	
14.	Fair batted ball touches umpire before it touches a fielder or passes any fielder except the pitcher	5-1.1.f	14.	Runners return to bases occupied at time of pitch unless forced by batter-runner. Batter awarded first base and credited with a single.	8-1.2.b
15.	A thrown ball, not by pitcher from plate, goes into bench, stand, through or over fence	5-1.1.g	15.	Award all runners two bases.	8-3.3.c; 8-3.4
16.	A pitch or ball thrown by pitcher from plate goes into stand, bench, or over or through fence, backstop, or touches a spectator (in live ball area) or lodges in umpire's or catcher's equipment	5-1.1.g	16.	Award all runners one base.	8-3.3.d
17.	Umpire handles a live ball or calls time to inspect ball or for other reason, including items 5-1 or umpire inadvertently declares "Foul" as in 2-16-1e	5-1.1.h	17.	Runners return to bases they had reached or passed when ball became dead.	8-2.9
18.	Fair or foul ball is caught by a fielder, who then steps or falls with both feet from field of play over any boundary or barrier such as a fence, rope, chalk line or pregame determined imaginary line or into a stand, bench or dugout	5-1.1.i	18.	Award all runners one base except when ball is third out.	8-3.3.d
19.	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	5-1.1.j	19.	Batter is out and all runners return to base occupied at time of pitch.	8-4.1.c
20.	Balk	5-1.1.k	20.	All runners advance one base. Batter remains at bat.	6-2.4, 5; 8-3.1.a; 8-3.4
21.	Umpire gives "do not pitch signal"	5-1.1.h	21.	No play can take place.	5-2.1
22.	Award intentional base on balls	5-1.3	22.	Batter awarded first base.	8-1.1.c
23.	Batter enters box with an illegal bat	5-1.1.c	23.	Batter is out. Coach is restricted to the bench/dugout upon first offense, then ejected after second offense.	7-4.1.a; 1-4.5; 4-1.3.b Penalty

24.	Batter refuses to enter box after being warned by umpire	7-3.4	24.	Strike is called.	7-3.1 Penalty
25.	Interference by batter who hits throw from the pitcher, not in contact with pitcher's plate when runner is advancing to home base.	5-1.1.b	25.	With less than two outs, the runner is out. Otherwise, batter is out.	7-3.5 Penalty
26.	A batted, thrown, or pitched ball touches a designated media area or anyone or anything that is entirely or partially in the designated media area.	5-1.1.l	26.	Award each runner the following two bases – fair batted ball or thrown ball not by pitcher in contact with the pitcher's plate; one base – throw or pitch by pitcher.	8-3.3.c
27.	Defensive malicious contact	5-1.1.m	27.	Umpire will rule safe or out on the play and award runner(s) appropriate base(s) per his judgement.	8-4.2.f
28.	Batter contacts the catcher or his equipment prior to the time of pitch	5-1.1.n	28.	The ball is dead immediately and there is no penalty	2-22.5

After Infraction, Ball Not Dead Until Umpire Calls "Time"

	Activity	Reference		Awards or Penalties	Reference
1.	Interference by batter when attempted put out is on runner other than at home	5-1.2.a	1.	With two out, batter is out. Otherwise, if attempt of runner is unsuccessful, ball is dead, batter is out, and runners return. If third strike, batter is out, and umpire can call a second out.	7-3.5; 8-2.6; 8-4.2.h
2.	Interference by batter when runner is advancing to home plate (other than hitting a throw from the pitcher, not in contact with the pitcher's plate)	5-1.2.a	2.	Runner is out unless two are out, then batter is out. If runner is put out, ball remains alive.	7-3.5; 8-4.2.m
3.	Obstruction with batter by catcher or fielder	5-1.2.b	3.	If batter and all runners attempting to steal or who are forced do not advance, award each one base.	8-1.1.e; 8-3.1.c

4.	Obstruction	5-1.2.b; 5-1.3	4.	If obstructed runner and all other runners hindered by the obstruction do not reach bases they otherwise would have reached, award runner or runners such bases.	8-3.2
5.	Intentionally touching batted ball with detached player equipment over fair ground, or over foul ground which might become fair ball	5-1.2.b	5.	Award batter-runner and runners three bases if not made	8-3.3.b
6.	Intentionally touching thrown ball (including a pitch) with detached player equipment	5-1.2.b	6.	Award runners two bases if not made	8-3.3.c
7.	Offensive team personnel call "Time" or uses any other command or commits an act for the purpose of trying to cause opposing pitcher to balk	5-1.2.d	7.	No runners allowed to advance. Eject offender from the game.	3-3.1.n
8.	Interference with catcher by umpire	5-1.2.c	8.	If runner is not put out, runners return.	8-3.5
9.	Deliberately removing batting helmet in live ball territory while ball is live	5-1.2.c	9.	Team warning. Subsequent players on that team to violate rule are ejected.	1-7.1
10.	Use of illegal glove/mitt	5-1.2.f	10.	Award four bases for home run over fence, three bases for other fair batted ball, two bases for thrown or pitched ball.	8-3.3.a-c

5-2 SUSPENSION OF PLAY.

5-2.1 "Time" shall be called by the umpire and play is suspended when:

5-2.1.a The ball becomes dead (5-1.2, 5-1.3);

5-2.1.b The umpire considers the weather or ground conditions unfit for play

5-2.1.b.1 After 30 minutes, he may declare the game ended.

NOTE: Host sites shall have a protocol for inclement weather. See Guidelines on Handling Practices and Contests During Lightning or Thunder Disturbances, Handling Practices and Contests During Cold Weather, During Hot Weather for examples.

5-2.1.c A player, bench personnel, or spectator is ordered from the grounds, or a player is ordered to secure protective equipment;

5-2.1.d 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;

5-2.1.d.1 If there is a medical emergency or if, in the umpire's judgment, further play could jeopardize the injured player's safety, "Time" shall be called.

5-2.1.e A player or coach requests "Time" and it is granted by the umpire for a substitution, conference with the pitcher, or for a similar cause; or

5-2.1.f The umpire suspends play for any other cause, including an award of a base after an infraction, or for inspection of the ball.

5-2.2 When the ball becomes dead:

5-2.2.a No action by the defense can cause a player to be put out (unless it is a dead-ball appeal);

5-2.2.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;

5-2.2.b.1 A runner who is on or beyond a succeeding base when the ball becomes dead, or advances and touches a succeeding base after the ball becomes dead, may not return and shall be called out upon proper and successful appeal (8-4.2.q).

5-2.2.c Any runner may advance when awarded a base(s) for an act that occurred before the ball became dead provided any base in (b) above is retouched and all bases are touched in their proper order (8-1.2, 8-2.1, 8-3).

RULE 6 PITCHING

6-1 PITCHING.

6-1.1 The pitcher shall pitch while facing the batter from either a windup position (6-1.2) or a set position (6-1.3). The position of his feet determines whether he will pitch from the windup or set position. He shall take or simulate taking his sign from the catcher with his 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 he 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. He shall not make a quick-return pitch in an attempt to catch a batter off balance. The catcher shall have both feet in the catcher's box at the time of the pitch. If a pitcher is ambidextrous, the umpire shall require the pitcher to face a batter as either a left-handed pitcher or right-handed pitcher, but not both.

6-1.2 For the wind-up position, the pitcher is not restricted as to how he shall hold the ball. A pitcher assumes the windup position when his hands are: (a) together in front of the body; (b) both hands are at his side; (c) either hand is in front of the body and the other hand is at his side. The pitcher is limited to not more than two pumps or rotations. After he starts his movement to pitch, he must continue the motion without interruption or alteration. With his feet in the wind-up position, the pitcher may only deliver a pitch or step backward off the pitcher's plate with his pivot foot clearly behind the plate, he has the right to change to the set position or throw or feint to a base the same as that of any infielder. During delivery, he may lift his non-pivot foot in a step forward, a step sideways, or in a step backward and a step forward, but he shall not otherwise lift either foot.

6-1.3 For the set position, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back. Before starting 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. He shall go to the set position without interruption and in one continuous motion. He shall come to a complete and discernible stop (a change of direction is not considered an acceptable stop) with the ball in both hands in front of the body and his glove at or below his chin. Natural preliminary motions such as only one stretch may be made. During these preliminary motions and during the set position until a delivery motion occurs, the pitcher may turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting as outlined in 6-2.4 and 2-30.5, or he may lift his pivot foot in a step backward off the pitcher's plate which must be in or partially within the 18-inch length of the pitcher's plate. To change to the wind-up position, he must first step clearly backward off the pitcher's plate with his pivot foot first. After the pitcher has placed his pivot foot on the ground clearly

behind the plate, he then has the right to throw or feint to a base the same as that of any other infielder.

NOTE: 10u and 12u: an illegal pitch occurs if the pitcher starts his motion from an illegal position, is not in contact with the rubber when he delivers the pitch, or if he does not come to a complete and discernible stop when pitching from the set position.

PENALTY (6-1.1, 2, 3): The ball is dead immediately when an illegal pitch occurs. If there is no runner, a ball is awarded to the batter. If there is a runner, such an illegal act is a balk. In both situations, the umpire signals a dead ball.

NOTE: 10u and 12u: If there is a runner, a ball is awarded to the batter and the runner shall not advance.

6-1.4 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.

6-1.5 When a pitcher is attempting to field a batted or thrown ball or is throwing to a base while his pivot foot is clearly off his plate, his status is that of an infielder except that if a batted ball passes but does not touch him and then strikes an umpire or a runner, the ball may become dead because of interference (8-4.2.h, 8-4.2.l).

6-1.6 Pitching restrictions:

6-1.6.a 10u and 12u:

6-1.6.a.1 A pitcher can throw only fastballs, straight changeups, and knuckleballs.

PENALTY: If the plate umpire considers a pitch to be a breaking ball, then a warning will be given to the pitcher on a second breaking ball pitch by the same pitcher, the pitcher will be removed from the mound. Whenever a breaking ball pitch is thrown the pitch shall be nullified and a "ball" credited to the batter unless the team at bat elects to take the result of the play.

6-1.6.b The following pitch counts will be implemented for regular season league contests. Pitch count rules for tournament play is the Tournament modification (6-1.6.c):

6-1.6.b.1 Pitcher may only throw in one game per day.

6-1.6.b.2 Any player on a team's roster may pitch under the following guidelines:

Table 2 PITCH COUNT TABLE

Age Group	Daily Max (Pitches in a Game)	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
10U	75	1-20	21-35	36-50	51-65	66+
12U	85	1-20	21-35	36-50	51-65	66+
JH	95	1-20	21-35	36-50	51-65	66+



EXCEPTION: If a pitcher reaches the maximum number of pitches in a pitch count level during an at-bat, the pitcher may complete the at-bat without advancing to the next pitch count threshold but must be removed after that at-bat.

EXAMPLE: If a pitcher reaches 65 pitches during an at-bat, the pitcher can finish pitching to that batter and still require only three days of rest, if immediately removed afterward.

EXAMPLE: A pitcher who threw 20 pitches on Monday may pitch on Tuesday. If the same pitcher threw 65 pitches on Monday, he would be able to pitch again on Friday (Tuesday, Wednesday, & Thursday would be three days of rest).

6-1.6.b.3 All pitch counts will be charged against a pitcher's eligibility for the day in which they pitched.

NOTE: If a previously suspended game is played later, the pitch count will be charged to the pitchers when they were pitched.

6-1.6.b.4 The penalty for violation of the innings pitched rule in a game or during a round shall result in the forfeiture of that game.

6-1.6.c Tournament Modification of Rule 6-1.6.b.

6-1.6.c.1 These rules replace the regular season pitching regulations.

6-1.6.c.2 The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

6-1.6.c.3 League Age:

6-1.6.c.3.a. JH: 95 pitches per day

6-1.6.c.3.b. 12u: 85 pitches per day

6-1.6.c.3.c. 10u: 75 pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

Note: Intentional Walk – Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base on balls. The umpire-in-chief waves the batter to first base. The ball is dead.

6-1.6.c.4 Pitcher's must adhere to the following requirements:

6-1.6.c.4.a. If a player pitches 46 or more pitches in a day, two (2) calendar days of rest must be observed.

6-1.6.c.4.b. If a player pitches 21 to 45 pitches in a day, one calendar day of rest must be observed.

6-1.6.c.4.c. If a player pitches 1 to 20 pitches in a day, no rest is required.

6-1.6.c.5 A player may not pitch in consecutive games.

Exceptions: A player may pitch in consecutive games if:

1. Less than 21 pitches were pitched in the previous game, or,
2. The previous game was at another level, and the pitcher has received the required number of days of rest as noted above (e.g., regional, semi-state, or state tournaments).

6-1.6.c.5.a. A player may not pitch in more than one game in a day.

6-1.6.c.6 Any violation of pitching rules shall result in immediate forfeiture of the game.

6-1.6.c.7 An Innings Pitched affidavit sheet will be supplied for each coach to sign after every game played to verify players pitched innings for the tournament. Sheets reflecting the previous pitching totals should be presented to the host site prior to the commencement of any games. The tournament host team will be responsible to maintain the pitching affidavit sheet. Any sheet used to track pitches and innings-accompanied with both winning and losing team head coach signatures, will be considered a pitching affidavit sheet.

6-2 INFRACTIONS BY PITCHER.

6-2.1 Illegal acts include:

6-2.1.a Applying a foreign substance to the ball;

6-2.1.b Spitting on the ball or glove;

6-2.1.c Rubbing the ball on glove, clothing or person if the act defaces the ball;

- 6-2.1.d** Discoloring the ball with dirt;
- 6-2.1.e** Bringing the pitching hand in contact with the mouth without distantly wiping off the pitching hand before it touches the ball;
- 6-2.1.f** Wearing any items on the hands, wrists or arms that may be distracting to the batter;
- 6-2.1.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;
- 6-2.1.h** Wearing a glove/mitt that includes the colors white or grey;
- 6-2.1.i** Wearing exposed undershirt sleeves that are white or gray.

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

PENALTY: For defacing the ball (a-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-i), the infraction must be corrected before the next pitch. In (f), the umpire has sole authority to judge whether an item is distracting and shall have that item removed.

6-2.2 Delay of the game includes:

- 6-2.2.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.

- 6-2.2.b** Consuming time as the result of the coach or his representative conferring with a defensive player or players after being charged with three conferences (3-4.1);

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

- 6-2.2.c** Failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after he has received the ball.

PENALTY: The batter shall be awarded one ball.

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

EXCEPTION: The starting pitchers may warm up by using not more than eight throws, completed in one minute (timed from the first throw). When a pitcher is replaced during an inning or prior to an inning, the relief pitcher may not use more than eight throws completed in one minute (timed from the first throw). At the beginning of each subsequent inning, the pitcher may warm up by using not more than five throws, completed in one minute (timed from the third out of the previous half-inning) (3-1.2). In either case, the umpire-in-chief may authorize more throws because of an injury, ejection or inclement weather.

6-2.3 Intentionally pitch close to a batter.

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

6-2.4 Balk. If there is a runner or runners, any of the following acts by a pitcher while he is touching the pitcher's plate is a balk:

NOTE: 10u & 12u: there are no balks.

NOTE: Junior High: A defensive coach may request an uncharged conference after the first time any pitcher balks to instruct the pitcher on the proper pitching procedures. (3-4.1 EXCEPTION)

- 6-2.4.a** Any feinting towards the batter or first base, or any dropping of the ball (even though accidental) and the ball does not cross a foul line (6-1.4);
- 6-2.4.b** Failing to step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out, or drive back a runner; or throwing or feinting to any unoccupied base when it is not an attempt to put out or drive back a runner;
- 6-2.4.c** Making an illegal pitch from any position (6-1, 6-2.1.a-d);
- 6-2.4.d** Failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery;
- 6-2.4.d.1** If the pitcher, with a runner on base, stops or hesitates in his delivery because the batter steps out of the box (a) with one foot or (b) with both feet, or (c) holds up his hand to request "Time," it shall not be a balk. In (a) and (c), there is no penalty on either the batter or the pitcher. The umpire shall call "Time" and begin play anew. In (b), a strike shall be called on the batter for violation of 7-3.1. In (a), (b) and (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). If the umpire judges the batter's action to be a deliberate attempt to create a balk, he will penalize according to 3-3.1.n.
- 6-2.4.e** Taking a hand off the ball while in a set position (6-1.3), unless he pitches to the batter or throws to a base or he steps toward and feints a throw to second or third base as in (b); or
- 6-2.4.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.
- 6-2.5** It is also a balk if a runner or runners are on base and the pitcher, while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch, or he places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.

RULE 7 BATTING

7-1 POSITION AND BATTING ORDER.

- 7-1.1** Each player of the team at bat shall become the batter and shall take his position within a batter's box, on either side of home plate, in the order in which his name appears on the lineup card as delivered to the umpire prior to the game (4-1.3).
- 7-1.1.a** *10u & 12u: the batting order will consist of 12 batters; nine of which play defense and three are extra hitters (EH).*
- 7-1.1.a.1** *If a team has less than 12 players attending the game, then all players must be in the batting order.*
- 7-1.1.a.2** *If a team's opponent has less than 12 players in the batting order, then the team may opt to have an equal number of batters in their batting order.*
- 7-1.1.b** **Junior High:** the batting lineup may consist of either 1) 9 batters, 2) 9 + EH, or 3) 9 with a DH.
- 7-1.1.b.1** If a team uses an EH then free substitution may be used with those players in the lineup. All other substitution rules apply.
- 7-1.1.b.2** If a team uses a DH they may use DH option 1 or 2 (3-1.5.a-b). They may still have an EH if they choose.
- 7-1.1.c** 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 he follows the player whose name precedes his in the lineup, even though such preceding batter may have batted out of order. An improper batter is considered to be at bat as soon as he is in the batter's box and the ball is live. 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 his 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.

- 7-1.2** After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completed his time at bat in the preceding inning.

PENALTIES: For batting out of order (7-1.1 and 7-1.2):

- 1. A batter shall be called out, on appeal, when he fails to bat in his proper turn and another batter completes his time at bat in his place.**
- 2. When an improper batter becomes a runner or is put out and the defensive team appeals to the umpire before the first legal or illegal pitch, or play or attempted play, or prior to an intentional base on balls or before the infielders leave the diamond if a half-inning is ending, the umpire shall declare the proper batter out and return all runners to the base occupied at the time of the pitch.**
- 3. When an improper batter becomes a runner or is put out and a legal 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 result of his time at bat becomes legal.**
- 4. When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.**
- 5. When an improper batter becomes a proper batter because no appeal is properly made as above, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.**

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

7-2 STRIKES, BALLS AND HITS.

- 7-2.1** A strike is charged to the batter when:

- 7-2.1.a** A pitch enters any part of the strike zone in flight and is not struck at;
- 7-2.1.b** A pitch is struck at and missed (even if the pitch touches the batter);
- 7-2.1.c** A pitch becomes a foul when the batter has less than two strikes;
- 7-2.1.d** A pitch becomes a foul tip (even on the third strike) or a foul from an attempted bunt;
- 7-2.1.e** A batter delays (6-2.4.d.1 and 7-3.1); or
- 7-2.1.f** A batted ball contacts the batter in the batter's box (foul ball).

- 7-2.2** A ball is credited to the batter when a pitch is not touched by the bat and is not a strike or when there is an illegal pitch (6-1 PENALTY, 6-1.4) or pitcher delay (6-2.2.c).

- 7-2.3** 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 (2-5.1, 2-17.1, 2).

7-3 BATTING INFRACTIONS – A BATTER SHALL NOT:

- 7-3.1** Delay the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.

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 leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball,
- f. A member of either team requests and is granted "Time,"
- g. The catcher leaves the catcher's box to adjust his equipment or give defensive signals, or
- 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.

7-3.2 Hit the ball while either foot or knee is touching the ground completely outside the lines of the batter's box or touching home plate.

7-3.3 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.

PENALTY: For infraction of 7-3.2 and 7-3.3, the ball becomes dead immediately and the batter is out.

7-3.4 Permit a pitched ball to touch him.

PENALTY: The batter remains at bat (pitch is a ball or strike) unless pitch was a third strike or ball four.

7-3.5 Interfere with the catcher's fielding or throwing by:

7-3.5.a Leaning over home plate,

7-3.5.b Stepping out of the batter's box,

7-3.5.c 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

7-3.5.d Failing to make a reasonable effort to vacate a congested area when there is a throw to home plate and there is time for the batter to move away.

PENALTY: When there are two outs, the batter is out. When there are not two outs and the runner is advancing to home plate, if the runner is tagged out, the ball remains live, 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 base is unsuccessful, the batter is out, and all runners must return to bases occupied at the time of the pitch. If the pitch is a third strike and in the umpire's judgement interference prevents a possible double play (additional outs), two may be ruled out.

7-3.6 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: The batter is out, and the runners return. If, in the umpire's judgement, interference prevented a possible double play, two players may be ruled out.

7-3.7 Commit backswing interference.

PENALTY: The ball is immediately dead.

7-4 BATTER IS OUT.

7-4.1 A batter is out when:

7-4.1.a The batter enters the batter's box with an illegal bat (see 1-5.5) 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 the illegal bat, the defense may take the penalty or the result of the play;

7-4.1.b A third strike is not caught, provided a runner occupy first base and there are less than two outs;

7-4.1.b.1 If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged out or thrown out.

NOTE: 10u & 12u: players cannot attempt to advance to first base on a dropped 3rd strike. The batter is out.

7-4.1.c A third strike (7-2) is caught;

7-4.1.d A foul ball (other than a foul tip not a third strike) is caught by a fielder or such catch is prevented by a spectator reaching into the playing area (8-3.3.e);

7-4.1.e An attempt to bunt on third strike is a foul;

7-4.1.f Any member of the offensive team or coach other than the runner(s) interferes with a fielder who is attempting to field a foul fly ball;

7-4.1.g A team playing with one less than the starting number and that turn to bat is reached;

7-4.1.h He enters the game as an illegal substitute and is discovered; or

7-4.1.i He intentionally deflects a foul ball which has a chance of becoming fair.

RULE 8 BASERUNNING

8-1 WHEN BATTER BECOMES A RUNNER.

8-1.1 A batter becomes a runner with the right to attempt to score by advancing to first, second, third and home bases in the listed order when:

8-1.1.a He hits a fair ball (2-5.1);

8-1.1.a.1 He becomes a batter-runner when entitled to run.

8-1.1.b He is charged with a third strike;

8-1.1.b.1 If third strike is caught, he is out an instant after he becomes a runner.

8-1.1.c An intentional base on balls is awarded, or a fourth ball is called by the umpire.

8-1.1.d A pitched ball hits his person or clothing, provided he does not strike at the ball; or

8-1.1.d.1 If he permits the pitched ball to touch him (7-3.4), 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.

8-1.1.d.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.

8-1.1.e The catcher or any other defensive player obstructs him. The coach of the team at bat, after being informed by the umpire-in-chief of the obstruction, shall indicate whether he elects to decline the obstruction penalty and accept the resulting play. Such election shall be made before the next pitch (legal or illegal), before the 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.

8-1.1.e.1 Any runner attempting to advance (i.e., steal or squeeze) on a catcher's obstruction of the batter shall be awarded the base he is attempting. If a runner is not attempting to advance on the catcher's obstruction, he shall not be entitled to the next base, if not forced to advance because of the batter being awarded first base. If obstruction is enforced, all other runners on the play will return to base occupied at time of the pitch. The batter is awarded first base, if he did not reach base.

8-1.1.e.2 If obstruction is not enforced, all other runners advance at their own risk.

8-1.2 A batter-runner is awarded first base if:

8-1.2.a He is a runner because of 8-1.1.c, d, e; or

8-1.2.b His fair ball, other than an infield fly, becomes dead (5-1.1.f.1, 2) and provided a preceding runner or retired runner does not interfere in such a way as to prevent a potential double play (8-4.1.h).

NOTE: Unless awarded first base as above, a batter-runner is entitled to first base only if he reaches it before being tagged out or thrown out or called out for hitting an infield fly (8-4.1).

8-2 TOUCHING, OCCUPYING AND RETURNING TO A BASE.

- 8-2.1** An advancing runner shall touch first, second, third and then home plate in order, including awarded bases.
- 8-2.2** 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. The umpire will not make the ball live until the runner returns to the appropriate base.
- 8-2.3** 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.

- 8-2.4** If a fair or foul batted ball is caught, other than a foul tip, each base runner shall touch his base after the batted ball has touched a fielder. (See 8-4.1.c for fielder intentionally dropping the ball and 8-4.2.j for runner being put out.)
- 8-2.5** 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 (8-2.1-5): For failure to touch a base (advancing or returning), or failure to tag up as soon as the ball is touched on a caught fly ball, the runner may be called out if an appeal is made by the defensive team. The defense may appeal during a live ball immediately following the play and before a pitch (legal or illegal), granting an intentional base on balls, or before the next play or attempted play. If the offensive team initiates a play before the next pitch, the defensive team does not lose the right to appeal. A live-ball appeal may be made by a defensive player with the ball in his possession by tagging the runner or touching the base that was missed or left too early. A dead-ball appeal may be made by a coach or any defensive player with or without the ball by verbally stating that the runner missed the base or left the base too early. Appeals must be made (1) before the next legal or illegal pitch; (2) at the end of an inning, before the pitcher and all infielders have left fair territory; (3) before an intentional base on balls is granted; or (4) on the last play of the game, an appeal can be made until the umpire(s) leave the field of play.

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

8-2.6 Appeal procedures and guidelines

8-2.6.a Types

8-2.6.a.1 Missing a base

8-2.6.a.2 Leaving a base on a caught fly ball before the ball is first touched.

- 8-2.6.b** Live ball. In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if he is still on the playing field.
- 8-2.6.c** Dead ball. The dead-ball appeal may be made: 1) once all runners have completed their advancement and time has been called, a coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then decide 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.

8-2.6.d May Not Return. A runner may not return to touch a missed base, or one left too soon on a caught fly ball if:

8-2.6.d.1 He has reached a base beyond the base missed or left too soon and the ball becomes dead,

8-2.6.d.2 He has left the field of play, or

8-2.6.d.3 A following runner has scored.

8-2.6.e 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.

8-2.6.f More Than One Appeal. Multiple appeals are permitted as long as they do not become a travesty of the game.

8-2.6.g Awards. An appeal must be honored even if the base missed was before or after an award unless it was subsequently corrected.

8-2.6.h 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.

8-2.6.i Fourth-out Appeal. An appeal may be made after the third out if it is made properly, and the resulting appeal is an apparent fourth out.

8-2.6.j End of Game. If any situation arises which could lead to an appeal by the defense on the last play of the game, the appeal must be made while an umpire is still on the field of play.

8-2.6.k Third-out Baserunning Infraction. If a baserunning infraction is the third out, runs scored by following runner(s) would not count. With two outs, if the base missed was the first to which the batter or runner was forced to advance, no runs would score. When a runner is legally returning after a fly ball has been caught, he can be put out by being tagged with the ball by a defensive player or merely by the defensive player with the ball touching the base occupied by the runner at the time of the pitch.

8-2.6.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 base running infraction (8-4.2.q Exception).

8-2.7 A batter-runner who reaches first base safely and then overruns or overslides may immediately return without liability of being put out provided he does not attempt or feint an advance to second.

8-2.8 A runner acquires the right to the proper unoccupied base if he touches it before he is out. He is then entitled to this base until he is put out, or until he legally touches the next base while it is unoccupied or until a following runner is forced (2-26.1) to advance to the base he has occupied. A runner need not vacate his base to permit a fielder to catch a fly ball in the infield, but he may not interfere.

8-2.8.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.

8-2.9 Each runner shall touch his base after the ball becomes dead. All awarded bases must be touched in their proper order. The runner returns to the base he had reached or passed when the ball became dead. In the event of interference, a runner returns to the base he had legally reached at the time of the interference. If the interference does not cause the batter to be out and any other runner cannot return to the base last legally occupied at the time of the interference, he is advanced to the next base.

8-2.9.a The runner returns to the base occupied at the time of the pitch if his advance was during an uncaught foul.

8-3 BASERUNNING AWARDS.

8-3.1 Each runner other than the batter-runner (who is governed by 8-1.2) is awarded one base when:

8-3.1.a There is a balk (6-1.4, 6-2.4) or a pitch strikes a runner (5-1.1.a);

8-3.1.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 pitch, or hits a fair ball which becomes dead (5-1.1.f, 5-1.1.g);

8-3.1.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 (8-1.1.e). Instances may occur when the infraction may be ignored (8-1.1.e).

8-3.2 When a runner is obstructed while advancing or returning to a base, the umpire shall award the obstructed runner a minimum of one base beyond his position on base when the obstruction occurred. The umpire shall award the obstructed runner and each other runner(s) any additional bases that would nullify the obstruction.

8-3.3 Each runner is awarded:

8-3.3.a Four bases (home) if a fair ball goes over a fence in flight or hits a foul pole above the fence, or is prevented from going over by being touched by a spectator, or is touched by an illegal glove/mitt or detached player equipment which is thrown, tossed, kicked or held by a fielder;

8-3.3.b Three bases if a batted ball (other than in item a) is touched by an illegal glove/mitt or 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;

8-3.3.c Two bases if a fair batted or thrown ball becomes dead because of bouncing over or passing through a fence, or lodges in a defensive player's or umpire's equipment or uniform (except ball lodged in glove); or if a live thrown ball:

8-3.3.c.1 Including a pitch, is touched by an illegal glove or mitt, or by detached player equipment which is thrown, tossed, kicked or held by a fielder; or

8-3.3.c.2 Goes into a stand for spectators, dugout or player's bench or over or through or lodges in a fence and it is not thrown by a pitcher from his plate as in 8-3.3.d;

8-3.3.c.3 When two runners are between the same bases on an overthrow into deadball territory, the lead runner receives two bases and the following runner is awarded one since both runners cannot share the same awarded base.

8-3.3.c.4 Runners between second and third would score because the award does not result in both runners occupying the same base.

8-3.3.d One base if a pitch or any throw by the pitcher from his pitching position on his plate goes into a stand or bench or over or through or lodges in a fence or backstop or touches a spectator or lodges in an umpire's or catcher's equipment; or with less than two outs, the batter hits a fair or foul ball (fly or line drive) which is caught by a fielder, who then leaves the field of play by stepping with both feet or by falling into a bench, dugout, stand bleacher or over any boundary or barrier such as a fence, rope, chalk line or a pregame determined imaginary boundary line. A runner shall not be declared out if the fielder deliberately throws or carries the ball into dead territory to prevent that runner who has touched or advanced beyond a succeeding base from returning to a missed base or a base left too soon. Award the runner two bases. This allows the runner(s) to correct any base-running error. The defense may still appeal the play.

8-3.3.e Bases, as determined by the umpire, who shall also impose such penalties as in his judgment, will nullify the act of spectator interference with any thrown or batted ball. The ball shall become dead at the moment of interference (8-3.3.a, b, c, d). It is not spectator interference if a spectator physically hinders a fielder who is reaching into a dead ball area to make a play on a batted or thrown ball.

8-3.3.f One base beyond the last legally acquired base, if in the umpire's judgment, the runner was attempting to advance at the time the ball becomes lodged in an offensive player's uniform or equipment. If the lodged ball occurs during play when the batter-runner is attempting to reach first base, the batter-runner will be awarded first base. Preceding runners will be awarded bases needed to complete the award.

8-3.4 Illegal use of detached player equipment (8-3.3.a, b, c) or an illegal glove/mitt does not cause the ball to immediately become dead. If each runner advances to or beyond the base that he would reach because 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.

8-3.5 An award if from the base determined as follows:

8-3.5.a If the award is the penalty for an infraction such as a balk, use of detached player equipment, or an illegal glove/mitt, the award is from the base occupied at the time of the infraction.

8-3.5.b If any pitch (batted or unbatted) is followed by a dead ball before the pitcher is in position for the next pitch and before there is any throw by the fielding team, any award is from the base occupied at the time of the pitch.

When a runner, who is returning to touch a base after a batted ball has been caught is prevented from doing so because a thrown live ball has become dead (5-1.1.g), his award shall be from the base he occupied at the time of the pitch. In any situation other than (a) or (b), on a batted ball which is the first play by an infielder, all runners including the batter-runner are awarded two bases from their positions at the time of the pitch. For purposes of this rule, the act of fielding is not considered a play. If every runner, including the batter-runner, has advanced on 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.

Table 3 BASE AWARD TABLE

No. Bases Awarded		Determined from Base Occupied at Time of:	
ONE BASE (runners)			
1.	Balk	1.	Infraction
2.	Pitch from pitcher's plate thrown out of play	2.	
3.	Throw from pitcher's plate goes out of play	3.	Throw
4.	Unintentional catch and carry	4.	Pitch
5.	*Catcher obstruction (if attempting to advance)	5.	Pitch
6.	Forced (because batter is awarded first base)	6.	Pitch
7.	Pitch strikes runner	7.	Pitch
ONE BASE (batter)			
1.	Walk	1.	Pitch
2.	Pitch thrown out of play on ball four	2.	Pitch
3.	*Batter is obstructed	3.	Pitch
4.	Hit by pitch	4.	Pitch
5.	Runner interference (unintentional)	5.	
6.	Umpire interference (hit by batted ball)	6.	Pitch
7.	Pitch lodges in defensive player's or umpire's uniform or equipment on ball four	7.	Pitch
TWO BASES (batter and runners)			
1.	Fair batted ball bounces over, goes under, through, lodges in or under fence	1.	Pitch
2.	#Fair batted ball or thrown ball lodges in defensive player's or umpire's uniform or equipment	2.	Pitch
3.	*#Live thrown ball or pitch touched by illegal glove or mitt	3.	Infraction
4.	*#Live thrown ball or pitch touched by detached player equipment which is thrown, tossed, kicked or held by fielder	4.	Infraction
5.	First throw by infielder and ball goes out of play or lodged in or under fence	5.	Pitch
6.	For any subsequent play by an infielder or for any throw by an outfielder and ball goes out of play or lodges in or under fence	6.	Throw
7.	Intentional catch and carry (runners only)	7.	Pitch
THREE BASES (batter and runners)			

1.	Fair batted ball contacted with detached player equipment or illegal glove/mitt	1.	Infraction
FOUR BASES (batter and runners)			
1.	Fair batted ball over fence in flight	1.	Pitch
2.	Fair batted ball hits foul pole above fence in flight	2.	Pitch
3.	Fair batted ball prevented from going over fence because it is touched by spectator	3.	Pitch
4.	Fair batted ball prevented from going over fence because of contact with detached player equipment or illegal glove/mitt	4.	Pitch
UMPIRE JUDGMENT			
	Spectator interference		Infraction
	*Runner(s) obstruction (minimum of one base)		Infraction
	Defensive malicious contact		Infraction

*Award only if infraction is not ignored.

#An award to the batter-runner on a pitch is only made if he has the right to advance to first base.

8-3.6 When a plate umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base or retire a runner on a pickoff play, if an out is not made at the end of the catcher's initial throw, the ball shall be dead, and all runners shall return to the bases occupied at the time of the interference.

8-4 RUNNER IS OUT.

8-4.1 The batter-runner is out when:

8-4.1.a He intentionally interferes with the catcher's attempt to field the ball after a third strike;

8-4.1.b His fair hit or foul (other than a foul tip which is not a third strike) is caught by a fielder, or such catch is prevented by a spectator reaching into the playing field;

8-4.1.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(s) shall return to the respective base(s).

8-4.1.c.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 (2-20) applies (5-1.1.j).

8-4.1.d After hitting or bunting a ball, he intentionally contacts the ball with the bat a second time in fair or foul territory. The ball is dead and no runner(s) advance.

8-4.1.d.1 In the case of a foul ball, it must have a chance to become fair in the umpire's judgment.

8-4.1.d.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.

8-4.1.e A third strike is caught by the catcher, or the third strike is not caught with first base occupied and there are less than two outs (2-16.2);

8-4.1.f After a dropped third strike (see 8-4.1.e) or a fair hit, if the ball held by any fielder touches the batter before the batter touches first base; or if any fielder, while holding the ball in his grasp, touches first base or touches first base with the ball before the batter-runner touches first base; or

8-4.1.g He runs outside the three-foot running lane (last half of the distance from home plate to first base), while the ball is being fielded or thrown to first base; or

8-4.1.g.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.

8-4.1.g.2 The batter-runner is considered outside the running lane lines if either foot is outside either line.

8-4.1.h Any runner or retired runner interferes (2-22.1, 2-33.3) in a way that hinders an obvious double play; or

8-4.1.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;

8-4.1.j Hits an infield fly and the infield-fly rule is in effect;

8-4.1.k Enters the game as an illegal substitute and is discovered.

8-4.2 Any runner is out when he:

8-4.2.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;

8-4.2.a.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.

8-4.2.a.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.

8-4.2.b Does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases; or

8-4.2.b.1 A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.

8-4.2.b.2 Runners are never required to slide, but if a runner elects to slide, the slide must be legal (2-35.1, 2). Jumping, hurdling, and leaping are all legal attempts to avoid a fielder if the fielder is lying on the ground. Diving over a fielder is illegal.

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

8-4.2.c Does not legally attempt to avoid a fielder in the immediate act of making a play on him; or

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

NOTE: 10u & 12u: all base runners must slide or attempt to get around a fielder who has possession of the ball and is waiting to make a tag.

A player failing to slide or avoid contact with a fielder waiting to make a tag will be called out regardless of the outcome of the play.

8-4.2.d Dives over a fielder; or

PENALTY: The runner is out, and the ball remains live unless interference occurs and is declared.

8-4.2.e 10u & 12u: slides headfirst into a base; or

PENALTY: A team will be warned if a headfirst slide is attempted. The second offense will result in an "out" on the play.

8-4.2.f Initiates malicious contact;

8-4.2.f.1 Malicious contact always supersedes obstruction. Runner(s) will be awarded appropriate base(s) per umpire's judgment.

8-4.2.g As a runner or retired runner, fails to execute a legal slide, or does not attempt to avoid the fielder or the play on a force play at any base; or

8-4.2.h 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 (2-22.1, 3-2.2, 3) or by the batter-runner; for runner returning to base (8-2.6); and for runner being hit by a batted ball (8-4.2.k). If, in the judgment of the umpire, a runner including the batter-runner interferes in any way and prevents a double play anywhere, two shall be declared out (the runner who interfered and the other runner involved). If a retired runner interferes, and in the judgment of the umpire, another runner could have been put out, the umpire shall declare that runner out. If the umpire is uncertain who would have been played on, the runner closest to home shall be called out; or

- 8-4.2.h.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.
- 8-4.2.i** 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.
- 8-4.2.i.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 or feint to second. Also, if any base comes loose from its fastening when any runner contacts it, such runner cannot be tagged out because the base slides away from him.
- 8-4.2.i.2** The ball is not securely held if it is dropped or juggled after the runner is touched.
- 8-4.2.j** Does not retouch his base before a fielder tags him out or holds the ball while touching such base after any situation (8-2.1, 2, 3, and 4). Umpire may also call him out at end of playing action upon proper and successful appeal. Also, it is not necessary for runner to retouch his base after a foul tip (2-16.2); or
- 8-4.2.k** 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. There shall be no accidental appeals on a force play.
- 8-4.2.k.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).
- 8-4.2.l** Is contacted by a fair batted ball before it touches an infielder, or after it passes any infielder, except the pitcher, and the umpire is convinced that another infielder has a play (5-1.1.f, 6-1.5).
- 8-4.2.l.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.
- 8-4.2.l.2** If a runner is hit by an infield fly when he is not touching his base, both he and the batter are out.
- 8-4.2.m** Attempts to advance to home base when the batter interferes with a play at home base, with less than two outs; or
- 8-4.2.m.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.
- 8-4.2.n** Passes an unobstructed preceding runner before such runner is out (including awarded bases); or
- 8-4.2.o** Runs bases in reverse to confuse opponents to make a travesty of the game; or
- 8-4.2.p** After at least touching first base, leaves the baseline, obviously abandoning his effort to touch the next base; or

NOTE: Any runner, after reaching first base, who leaves the baseline heading for the dugout or his defensive position believing that there is no further play, shall be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases.

- 8-4.2.q** Is on or beyond a succeeding base when the ball is declared dead (5-2.2.b.1) 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;
- 8-4.2.r** Deliberately knock the ball from a fielder's hand.
- 8-4.2.s** Is physically assisted by a coach (3-2.2).
- 8-4.2.t** *10u & 12u: when a runner leaves the base before the ball crosses the plate.*

NOTE: 10u & 12u: When play ends (see 2-31.1), runners must remain on their base until a legal pitch crosses the plate or is struck by the bat.

PENALTY: The runner is out. The ball is dead immediately and the pitch is called a "no-pitch." There are no warnings.

8-4.2.u 10u: when a base runner that, at the start of a pitch, occupies 3rd base and then advances home on a wild pitch or pass ball.

- NOTE:**
1. The ball remains live unless called "dead" by the umpire (see Table 1).
 2. Runners on other bases may advance in these circumstances.
 3. The runner on third may advance once the catcher releases the ball on a throw to a defensive player.

GUIDELINES ON HANDLING PRACTICES AND CONTESTS DURING LIGHTNING OR THUNDER DISTURBANCES

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning.

Lightning Procedures and Evacuation

Boys of Summer Baseball League utilizes the SPARK application (part of the Weather Bug app) as the official lightning monitoring tool.

Proactive Planning

1. Assign staff to monitor local weather conditions before and during practices and contests.
2. Identify appropriate nearby safer areas and determine the amount of time needed to get everyone to a designated safer area.

A designated safer place is a substantial building with plumbing and wiring where people live or work, such as a school, gymnasium or library. An alternative safer place from the threat of lightning is a fully enclosed (not convertible or soft top) metal car or school bus.

- Stay away from metal fencing, including dugouts.
- Do not hold a metal bat.
- Walk, don't run, to car and wait for a decision on whether to continue the game or practice.

3. Criteria for suspension and resumption of play:

a. When thunder is heard, or a cloud-to-ground lightning bolt is seen, the leading edge of the thunderstorm is close enough to strike your location with lightning. Suspend play for 30-minutes and vacate the outdoor activity to the previously designated safer location immediately.

b. **Thirty-minute rule.** Once play has been suspended, wait at least 30-minutes after the last thunder is heard or flash of lightning is witnessed* prior to resuming play.

c. Any subsequent thunder or lightning* after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.

d. When lightning-detection devices or mobile phone apps are available, this technology could be used to assist in deciding if a lightning strike is noted to be within 10-miles of the event location. However, you should never depend on the reliability of these devices and, thus, hearing thunder or seeing lightning* should always take precedence over information from a mobile app or lightning-detection device.

Lightning Detector warning and procedures

- A reading of 11-20 miles: Coaches and Umpire advised.
- A reading of 7-10 miles: All participants must leave field and seek cover.
- A reading of less than 7 miles multiple times during a 30-minute period will cause a suspension and rescheduling of a game if it is not called as an official.
- or 10 minutes after clearing the field, and with no readings below 8 miles, the game can be resumed. In the event a team must leave the field more than once during a game the game will be suspended and rescheduled unless it is called as an official game.

* - At night, under certain atmospheric conditions, lightning flashes may be seen from distant storms. In these cases, it may be safe to continue an event. If no thunder can be heard and the flashes are low on the horizon, the storm may not pose a threat. Independently verified lightning detection information would help eliminate any uncertainty.

GUIDELINES ON HANDLING PRACTICES AND CONTESTS DURING COLD WEATHER

During cold weather, players are more likely to become injured. To protect the players, these guidelines should be used when the temperature is likely to be dropping during the game. Prior to games a determination will be made whether it is safe to begin. During the games, a designated person will monitor to determine if it is safe to proceed. If the designee decides that the wind chill factor is at or below the stated values, and the temperature is not likely to rise, the game will be postponed, suspended, or called.

WIND (MPH)	°F																			
	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31
0	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31
1	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31
2	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31
3	50	49	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	30	29
4	49	48	47	45	44	43	42	41	40	39	38	37	36	35	34	33	32	30	29	28
5	48	47	46	45	44	42	41	40	39	38	37	36	35	34	33	32	31	29	28	27
6	48	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	29	27	26
7	47	46	45	44	42	41	40	39	38	37	36	35	34	33	32	30	29	28	27	25
8	47	46	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	28	27	26
9	46	45	44	43	41	40	39	38	37	36	35	34	33	32	30	29	28	27	25	24
10	46	45	44	42	41	40	39	37	36	35	34	32	31	30	29	27	26	25	24	22
11	46	44	43	42	41	40	39	38	37	36	34	33	32	31	29	28	27	26	24	23
12	45	44	43	42	40	39	38	37	36	35	34	33	32	30	29	28	27	25	24	23
13	45	44	43	41	40	39	38	36	35	34	32	31	30	29	27	26	25	24	22	21
14	45	44	42	41	40	39	37	36	35	33	32	31	30	28	27	26	25	23	22	21
15	45	43	42	41	40	38	37	36	34	33	32	31	29	28	27	25	24	23	22	20
16	44	43	42	41	39	38	37	35	34	33	32	30	29	28	26	25	24	23	21	20
17	44	43	42	40	39	38	36	35	34	33	31	30	29	27	26	25	23	22	21	20
18	44	43	41	40	39	37	36	35	34	32	31	30	28	27	26	24	23	22	21	19
19	44	42	41	40	39	37	36	35	33	32	31	29	28	27	26	24	23	22	20	19
20	44	42	41	40	38	37	36	34	33	32	30	29	28	27	25	24	23	21	20	19

- Use the following wind velocities when determining the Wind Chill Factor and not using a commercially available weather equipment or app:
 - Calm
 - 10 Miles per Hour
 - 20 MILES PER HOUR
- All games and practices are postponed at 35° F wind chill.

The above is merely guidelines and it is the responsibility of parents to make the ultimate decision as to the participation of their child, taking into consideration the age and physical condition of their child. Parents also have the ultimate responsibility to inform their child about the dangers of cold and need for protection, including proper hydration.

GUIDELINES ON HANDLING PRACTICES AND CONTESTS DURING HOT WEATHER

These guidelines provide participants with a standard for safe play in situations of extreme heat. The two values that will take into account when modifying, postponing, suspending or canceling games/practices are air temperature and relative humidity. The combination of these two elements reflects the heat index. Commercially available personal weather stations or weather apps may be used to determine the heat index. These zones are based on recommended guidelines published by the American College of Sports Medicine (ACSM) for participation in sports activities during periods of extreme heat.

	F	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	
5	77	78	79	79	80	81	81	82	83	84	84	85	86	87	87	88	89	90	91	92	93	93	94	95	96	97	98	99	100	100	101	102	104	104	105	106		
10	78	79	80	80	81	81	82	83	84	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	106	107	108	109	110			
15	78	79	80	80	81	82	83	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	102	103	104	105	107	108	109	111	112	113	115		
20	79	79	80	81	81	82	83	84	85	85	86	87	88	89	90	91	93	94	95	96	97	99	100	101	103	104	106	107	109	110	112	114	115	117	119	121		
25	79	79	80	81	82	82	83	84	85	86	87	88	89	90	91	93	94	95	97	98	100	101	103	104	106	108	109	111	113	115	117	119	121	123	125	127		
30	79	80	80	81	82	83	84	85	86	87	88	89	90	92	93	94	96	97	99	101	102	104	106	108	110	112	114	116	118	120	122	125	127	129				
35	80	80	81	82	83	84	85	86	87	88	89	90	92	93	95	96	98	100	102	104	106	108	110	112	114	116	119	121	123	126	129							
40	80	81	81	82	83	84	85	87	88	89	91	92	94	95	97	99	101	103	105	107	109	112	114	116	119	121	124	127										
45	80	81	82	83	84	85	87	88	89	91	92	94	96	98	100	102	104	106	109	111	114	116	119	122	124	127												
50	81	82	83	84	85	86	88	89	91	93	95	97	99	101	103	105	108	110	113	115	118	121	124	127														
55	81	82	84	85	86	88	89	91	93	95	97	99	101	104	106	109	112	114	117	120	124	127																
60	82	83	84	86	88	89	91	93	95	97	100	102	105	107	110	113	116	119	123	126	129																	
65	82	84	85	87	89	91	93	95	98	100	103	105	108	111	114	118	121	125	128																			
70	83	85	86	88	90	93	95	98	100	103	106	109	112	116	119	123	126																					
75	84	85	88	90	92	95	97	100	103	106	109	113	116	120	124	128																						
80	84	86	89	91	94	97	100	103	106	110	113	117	121	125	129																							
85	85	87	90	93	96	99	102	106	110	113	117	122	126																									
90	86	89	92	95	98	102	105	109	113	117	122	126																										
95	88	91	94	97	101	105	109	113	117	122	127																											
100	89	93	96	100	104	108	112	116	121	126																												

RELATIVE HUMIDITY (%)	Caut	Fatigue possible with prolonged exposure and/or physical activity
	Extrem	Sunstroke, muscle cramps, and/or heat exhaustion possible with prolonged exposure
	Danger	Heat stroke likely

Caution	Fatigue possible with prolonged exposure and/or physical activity
Extreme Caution	Sunstroke, muscle cramps, and/or heat exhaustion possible with prolonged exposure
Danger	Heat stroke likely

White Zone

Heat index of 65-79 degrees. In this range, the participant is in very little danger from heat and no special measures will be taken.

Yellow Zone (Caution)

Heat index of 80-89 degrees. In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated.

Orange Zone (Extreme Caution)

Heat index of 90-105 degrees. In this range, the following will be implemented at games: ensure players stay well hydrated, extended time between half-innings, and catchers will be allowed to catch only two innings in succession. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

Red Zone (Danger)

Heat index above 105 degrees. In this range, games and practices will be postponed, suspended, or called until the heat index returns to 105 or below.

If it is a practice day, coaches are instructed to reduce the time of practice, take frequent breaks, and keep players well hydrated by having them drink water.

The above is merely guidelines. It is the responsibility of parents to make the ultimate decision as to the participation of their child in events when heat may be a factor, taking into consideration the age and physical condition of their child. Parents also have the ultimate responsibility to inform their child about the dangers of heat and need for protection, including sunscreen and proper hydration.

SUGGESTED GUIDELINES FOR MANAGEMENT OF CONCUSSIONS IN SPORTS

A concussion is a traumatic brain injury that interferes with normal brain function. An athlete does not have to lose consciousness (be “knocked out”) to have suffered a concussion.

Common Signs and Symptoms of Concussions Include:

- | | |
|--|--|
| ❖ Loses consciousness (even briefly) | changes |
| ❖ Seizure | • Can't recall events prior to hit or fall |
| ❖ Increased sleepiness | • Can't recall events after hit or fall |
| ❖ Worsening headache | • Balance problems or dizziness |
| ❖ Persistent vomiting | • Double or blurry vision |
| • Appears dazed or stunned | • Sensitivity to light |
| • Is confused about assignment or position | • Sensitivity to noise |
| • Forgets an instruction | • Feeling sluggish, hazy, foggy or groggy |
| • If unsure of game, score, or opponent | • Concentration or memory problems |
| • Moves clumsily | • Confusion |
| • Answers questions slowly | • Does not “feel right” or is “feeling down” |
| • Shows mood, behavior, or personality | |
| ❖ RED FLAGS | |

Suggested Concussion Management:

1. *RED FLAGS: Go to emergency department if any red flags present.
2. No athlete should return to play (RTP) or practice on the same day of a concussion.
3. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional as soon as possible.
4. Any athlete with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or competition.
5. After medical clearance, RTP should follow a stepwise protocol with provisions for delayed RTP based upon return of any signs or symptoms at rest, while doing schoolwork or with physical activity.

For further details please see the “NFHS Suggested Guidelines for Management of Concussion” at www.nfhs.org.



RISK FACTORS OF ARM INJURY

BASED ON THE MOST RECENT NATIONWIDE STUDY

45%

PITCHED IN A LEAGUE WITHOUT
PITCH COUNT LIMITS

43.5%

PITCHED ON CONSECUTIVE DAYS

30.4%

PITCHED ON MULTIPLE TEAMS WITH
OVERLAPPING SEASONS

19%

PITCHED IN MULTIPLE GAMES ON THE SAME DAY

13.2%

PITCHED COMPETITIVE BASEBALL FOR MORE
THAN 8 MONTHS PER YEAR



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PITCH SMART.

A SERIES OF PRACTICAL, AGE-APPROPRIATE
GUIDELINES TO HELP PARENTS, PLAYERS,
AND COACHES AVOID OVERUSE INJURIES
AND FOSTER LONG, HEALTHY CAREERS
FOR YOUTH PITCHERS.

