

**American Legion Youth Baseball
Regulations & Rules Handbook**

American Legion Post 210

Danville, IL 61832

Introduction

Welcome to another season of Youth Baseball at the Danville American Legion! Since 1949, the Danville American Legion Post 210 has been providing the opportunity for the youth of the community and surrounding areas to participate in a recreational baseball program. We thank the community and all of the participating families for their yearly support that allows us to continue to provide this opportunity for area youth.

The purpose of this handbook is to communicate the rules and regulations that apply to the Regular Season (Summer), Fall Season and post-season tournament games which are played at the Danville American Legion facility. The Official Playing Rules of Little League Baseball are included in this handbook and apply unless otherwise noted by special notations contained within a text box.. The first section of this handbook will address the Official Regulations for American Legion Youth Baseball. The second section contains the Official Playing Rules of Little League Baseball. The classification “Little League Baseball (Majors) Division” will be the equivalent to that that of the American Legion A, B and C Leagues at the American Legion, while “Tee Ball Baseball” is the equivalent to American Legion D League.

It is of utmost importance that the American Legion Board communicates to its players, coaches and parents the details of our Youth Baseball Program and the rules and regulation that apply during games. It is our hope that by effectively communicating this information that all individuals involved will have a clear understanding of the program and that as many instances of confusion or misunderstanding can be avoided. We urge any player, parent or coach to question any rule or regulation that may not be entirely clear or that they feel is not being followed. At least one copy of this handbook will be kept on the premises and available for anyone to view at their leisure.

See you at the ballpark!

American Legion Youth Baseball Board

SECTION I: AMERICAN LEGION YOUTH BASEBALL REGULATIONS

The League

The American Legion Youth Baseball League is a program of service to youth. Its goal is to provide children with an enjoyable baseball experience, which includes learning the basic skills of baseball, teaching and instructing youth in the rules of baseball, promoting teamwork, and developing skills necessary to play youth baseball safely. The organization aims to instill the values of sportsmanship and competition in youth and to provide lifelong habits of diet, exercise, and health in youth.

League Boundaries

There are no league boundaries in determining if players are eligible to register to play American Legion Youth Baseball. Registration is open to all individuals and league assignments are determined based on the guidelines in *The Players* section below.

The Teams

Each team in a league shall have as close to the same number of players as possible (normally 10-11), this being determined by the overall number of players signed up to play at the completion of registration. Each team is allowed a maximum of eight (8) players of the oldest age at each playing level:

A League - Eight (8) 12-year olds

B League - Eight (8) 10-year olds

C League - Eight (8) 8-year olds

The Legion Board will determine the numbers of players on each team, as well as any potential replacements players needed by a team that loses a player due to injury, illness or other reason that causes them to withdraw from the league.

The Players

A player is eligible to participate in a particular league based on the player's age on April 30th of the current year. Age groups include:

- 5-6* D League (Tee and Machine Pitch)
- 7-8 C League (Machine Pitch)
- 9-10 B League
- 11-12 A League
- 13-14 Pony League

**4-year olds are allowed to play if they have completed one (1) year of standard T-Ball.*

NOTE: A player that is eligible to play in the same age group for the third consecutive year has the option to move up and play at the next higher age level if they so desire.

Any player assignments outside of the above guidelines must be approved by the American Legion Board.

Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time in a six inning game. **PENALTY:** The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for the current game before being removed.

The manager shall for the:

- A. First Offense – receive a written warning.
- B. Second Offense – a suspension for the next scheduled game.
- C. Third Offense – a suspension for the remainder of the season.

NOTE 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked.

NOTE 2: There is no exception to this rule unless the game is shortened for any reason (i.e. weather, darkness, or the 10-run rule), at which time the League may elect not to impose a penalty on the manager/coach.

During the regular and post-season, A League and B League teams may pull players up from an affiliated team at the next lower level only in order to have nine (9) players on the roster with the consent of the opposing coach and the substitute player's parent. The player shall not play any infield position, must be placed at the end of the batting order and may only be used in a total of three (3) games in a season. If an A or B League team does not have an affiliated team at the next lower level, they may pull players up from any of the teams at the next lower level with all other restrictions and guidelines still in effect.

During the regular and post-season, a C League team may borrow a player from another C League team only in order to have nine (9) players on the roster with the consent of the opposing coach and the player's parent. The player shall not play any infield position, must be placed at the end of the batting order and may only be used as a substitute for any another C League team a total of three (3) times in a season.

[Selection of Players](#)

- Players returning to the same League (i.e. A, B, C or D) from the previous season will remain on the same team unless electing to enter the Player Draft, upon which they cannot be selected in that season's Player Draft by the team that they have elected to leave.
- Returning players that are moving up in age group (i.e. B to A) will remain with the same team sponsor unless electing to enter the Player Draft, upon which they cannot be selected in the Player Draft by the team sponsor that they have elected to leave. (**EXCEPTION:** All D League players moving up to C League will be entered into the Player Draft)
- Returning players that are moving up in age group (i.e. B to A) and that do not have an affiliated team sponsor in the higher age group will be entered into the Player Draft.
- Players in any age group that are new to American Legion Youth Baseball will be entered into the Player Draft.

Any player that is entered into the Player Draft is required to attend Player Evaluation Day as scheduled by the League. Player Evaluation Day is the opportunity for players to demonstrate the basic skills of baseball (i.e. fielding fly and

ground balls, throwing and base running) in the presence of other players in the same age division in which he/she will play. The Player Evaluations shall be conducted in the presence of team managers or their designated representatives and at least one Legion Board Member. Those players that do not attend Player Evaluation Day are not eligible to be listed for selection on Draft Day and will be assigned to teams by the ALYB Board. In addition, any player present for Player Evaluation Day that is deemed to be intentionally displaying skills with the intent to deceive those present to evaluate those skills will be assigned to a team by the ALYB Board.

The format for the Player Draft may vary each year for each league as to ensure the best possible balance among all teams in the same league. The recommended format will be presented to all coaches in the same league prior to the start of the draft.

Shortly after Player Evaluations and the Player Draft has been completed, all players will be contacted by their respective managers as to their team assignments and practice times.

Pitchers

Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.) Each player is allowed to pitch six (6) innings per week (Sunday – Saturday). During Fall Baseball Seasons, the only pitching regulation in effect is that pitchers are allowed to pitch a maximum of two innings per game. One pitch in an inning is considered an inning pitched. A pitcher is charged with the number of innings pitched in the specific calendar week in which they are pitched, regardless of whether they are League Games, Postponed Games, Suspended Games, Called Games, Tie Games or Exhibition Games. The required days of rest for a pitcher are as follows (days of rest do not reset with a new week and are mandatory):

Two (2) innings in a game	No rest is required
Three (3) innings in a game	One (1) full calendar day of rest required
Four (4) or more innings in a game	Three (3) full calendar days of rest required

EXCEPTION: All pitchers are eligible to pitch starting on the first day of the Post-Season Tournament. This is the only time that the days of rest requirements do not apply.

A maximum of fourteen (14) twelve-year old pitching innings is allowed per week.

Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule [4.19](#).

A player may not pitch in more than one game in a day.

NOTES:

- 1) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. ALYB managers and coaches are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- 2) Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

- 3) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Schedules

A, B and C League teams will be scheduled to play 1-3 games per week, typically at 5:45 pm or 7:30 pm, with regularly scheduled games typically occurring Monday-Thursday evenings. Make up games or the resumption of suspended games will be scheduled by the Legion Board as needed and may occur on Friday evenings or weekends (NOTE: This may result in a team playing more than three games in a week). A suspended game may be completed prior to a scheduled game involving the same team or teams. All teams will be scheduled for play on July 4th.

Team Sponsors

No firm or company whose advertising primarily reflects the sale or use of alcoholic beverages or tobacco products shall be permitted as a sponsor of an American Legion Youth Baseball team and shall not be permitted to display any form of such advertising in connection with the American Legion Youth Baseball Program.

Special Games

The league will schedule Spring Training Games one week prior to the beginning of the regular season. Any team may also arrange for a practice game any time prior to or during the season, provided it does not conflict with another team's practice time or with any make-up or regularly scheduled games.

The seeding for Post-Season Tournaments (A, B and C Leagues only) will be determined by the regular season final standings. If there is a tie, the first tie breaker will be head-to-head competition during the regular season and the second tie breaker will be runs allowed against the league. Tournament games will be played until there is a winner.

Umpires

Umpires for all ALYB Leagues must go through an application process on a yearly basis. Once approved, all League umpires must attend an Umpire Clinic as arranged by the ALYB Board in order to familiarize themselves with Official Little League Baseball Rules as well as Legion-specific rules.

Scheduled umpires on A, B and C League will be compensated on a per game basis. Umpires will be given one beverage per game. Umpires are expected to ask the concession stand staff for assistance with their order.

Umpires should notify the Officer of the Day to resolve any issues concerning a game or the Legion Facility in general.

Admission to Games

No admission shall be charged to any American Legion Youth Baseball regular season or post-season tournament game.

Awards

At the completion of the regular season and following the final post-season tournament games, all teams will be provided with awards for participation in the American Legion Youth Baseball Program. Additional awards will be provided for regular season champions, post-season tournament champions and any other awards earned for participation in special events such as a Home Run Derby or Hit & Throw Contest.

Field Decorum

The actions of players, managers, coaches, and umpires must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game or any other league activity, is subject to disciplinary action by the ALYB Board.

The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. Alcohol is prohibited at the game site.

SECTION II: OFFICIAL PLAYING RULES
LITTLE LEAGUE BASEBALL (MAJORS) DIVISION, MINOR LEAGUE BASEBALL, TEE BALL BASEBALL, JUNIOR LEAGUE BASEBALL, SENIOR LEAGUE BASEBALL, BIG LEAGUE BASEBALL

1.0 - OBJECTIVES OF THE GAME

1.01 - Little League Baseball in all divisions is a game between two teams of nine players each, under the direction of a manager and not more than two rostered coaches, played on a regulation Little League field in accordance with these rules, under the jurisdiction of one or more umpires. **Tee Ball/Minor League Instructional Division is a game between two teams, under the direction of a manager and not more than two coaches, played on a regulation Little League field in accordance with these rules, under the jurisdiction of one or more umpires. Note: Competitive minor leagues and above may only use nine players on defense. See Rules 4.16 and 4.17.**

1.02 - The objective of each team is to win by scoring more runs than the opponent. (Tee Ball: It is recommended that no score be kept.)

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

1.04 - THE PLAYING FIELD. The field shall be laid out according to the instructions, supplemented by Diagrams No. 1 and No. 2 on pages 46 and 47 (Diagrams No. 3 and No.4 on pages 48 and 49 for **Junior/Senior/Big League Baseball**). The infield shall be a 60-foot square for Little League Baseball (majors) division, Minor League Baseball and Tee Ball. For **Junior/Senior/Big League Baseball**, the infield shall be a 90-foot square. (**Tee Ball option**: The infield may be a 50-foot square.)

ALYB RULE: C League shall have an infield that is a 55-foot square.

The outfield shall be the area between the two foul lines formed by extending two sides of the square, as in Diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory should be 200 feet or more (300 feet or more for **Junior/Senior/Big League Baseball**). A distance of 200 feet or more (300 feet or more for **Junior/Senior/Big League Baseball**) along the foul lines, and to center field is recommended. The infield shall be graded so that the base lines and home plate are level.

The pitcher's plate shall be six inches (10 inches for **Junior/Senior/Big League Baseball**) above the level of home plate. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

It is desirable that the line from home base through the pitcher's plate to second base shall run east-northeast.

It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory should be 25 feet or more (45 feet or more for **Junior/Senior/Big League Baseball**). See Diagrams.

When the location of home base is determined, with a steel tape measure 84 feet, 10 inches (127 feet 3 3/8 inches for **Junior/Senior/Big League Baseball**) in the desired direction to establish second base. From home base, measure 60 feet (90 feet for **Junior/Senior/Big League Baseball**) towards first base, from second base, measure 60 feet (90 feet for **Junior/Senior/Big League Baseball**) towards first base; the intersection of these lines establishes first base. From home base, measure 60 feet (90 feet for **Junior/Senior/Big League Baseball**) towards third base; from second base measure 60 feet (90 feet for **Junior/Senior/Big League Baseball**) towards third base; the intersection of these lines establishes third base. The distance between first base and third base is

84 feet, 10 inches (127 feet 3 3/8 inches for **Junior/Senior/Big League Baseball**). All measurements from home base shall be taken from the point where the first and third base lines intersect. (Base paths of 80 feet are optional for **Junior League** regular season play only.)

The catcher's box, the batter's box, the base coaches' boxes and the runner's lane shall be laid out as shown in Diagrams.

The catcher's box extends approximately 6 feet 4-3/4 inches to the rear of home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate. **Junior/Senior/Big League Baseball**: The rear line of the catcher's box is 8 feet directly back from the point of home plate. It extends forward to the rear line of the batter's box. It is 3 feet 7 inches wide.

The batter's box shall be rectangular, 6 feet by 3 feet (6 feet by 4 feet for **Junior/Senior/Big League Baseball**). The inside line, if used, shall be parallel to and 4 inches away (6 inches away for **Junior/Senior/Big League Baseball**) from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

The base coaches' boxes shall be 4 feet by 8 feet (10 feet by 20 feet for **Junior/Senior/Big League Baseball**) and shall not be closer than 6 feet from (10 feet for **Junior/Senior/Big League Baseball**) the foul lines.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with chalk or other white material. Caustic lime must not be used.

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

1.05 - Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners filled in so that one edge is 17 inches long, two 8-1/2 inches and two are 12 inches. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home plate.

1.06 - First, second and third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The base bags shall not be less than fourteen (14) nor more than fifteen (15) inches square and the outer edges shall not be more than two and one-fourth (2 1/4) inches thick and filled with a soft material. **Leagues are required to ensure that first, second and third bases will disengage their anchor.**

NOTE 1: If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag or the point marked by the original location of the dislodged bag.

NOTE 2: Use of the "Double First Base" is permissible at all levels of play. See Rule 7.15.

1.07 - The pitcher's plate shall be a rectangular slab of whitened rubber 18 inches by 4 inches (24 inches by 6 inches for **Junior/Senior/Big league Baseball**). It shall be set in the ground as shown in the Diagrams, so that the distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be 46 feet (60 feet 6 inches for **Junior/Senior/Big League Baseball**; **NOTE:** 54 feet pitching distance is optional for **Junior League** regular season only).

1.08 - The league shall furnish player's benches, one each for the home and visiting teams. Such benches should not be less than twenty-five feet from the base lines. They shall be protected by wire fencing.

NOTE 1: The on-deck position is not permitted in Tee Ball, Minor League or Little League (Majors) Division.

NOTE 2: Only the first batter of each half-inning will be permitted outside the dugout between half-innings in Tee Ball, Minor League or Little League (Majors) Division.

1.09 - The ball used must meet Little League specifications and standards. It shall weigh not less than five (5) nor more than five and one-fourth (5-1/4) ounces, and measure not less than nine (9) nor more than nine and one-fourth (9-1/4) inches in circumference. (Tee Ball: The ball may carry the words "Little League Tee Ball")

NOTE: Baseballs licensed by Little League will be printed with one of two designations: "RS" (for regular season play) or "RS-T" (for regular season and tournament play).

1.10 - The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

Little League (Majors) and below: it shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2X) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less;

Junior League: it shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.

Senior/Big League: it shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All non-wood bats shall meet the BESR performance standard, and such bats shall be labeled with a permanent certification mark.

In all divisions, wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches (18 inches for **Junior/Senior/Big League Baseball**) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. An illegal bat must be removed. Any bat that has been altered shall be removed from play.

EXCEPTION: For the 2010-2011 Junior, Senior and Big League regular and tournament season, composite bats are prohibited unless an approved waiver has been granted by Little League International. This waiver will be based on additional testing verifying that the composite bat(s) meet current standards. A list of any approved composite bats can be found on the Little League website at www.littleleague.org. Beginning January 1, 2012, all bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be labeled as approved tamper evident, and be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.

NOTE 1: Junior/Senior/Big League: The 2 3/4 inch in diameter bat is not allowed in any division.

NOTE 2: The traditional batting donut is not permissible

NOTE 3: The bat may carry the mark "Little League Tee Ball"

NOTE 4: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2 1/4 inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions. The 2 5/8 inch bat ring must be used for bats in the Junior, Senior and Big League divisions of baseball.

1.11 -

- (a)
 - (1) All players on a team shall wear numbered uniforms identical in color, trim and style.
 - (2) The Official Little League Shoulder Patch must be affixed to the upper left sleeve of the uniform blouse. Patches are worn 3" below the left shoulder seam on raglan sleeve; 1" below seam on set-in sleeve; over left breast on sleeveless style.
 - (3) Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. A pitcher shall not wear any items on his/her hands, wrists or arms which may be distracting to the batter. **NOTE:** White long sleeve shirts are not permitted.
- (b) A league must provide each team with a distinctive uniform. Uniforms are the property of the league. Minor league and Tee Ball: T-shirts and caps are recommended, but hand-me-down uniforms may be worn.

- (c) Sleeve lengths may vary for individual players, but the sleeves of each individual shall be approximately the same length. No player shall wear ragged, frayed or slit sleeves.
- (d) No players shall attach to a uniform tape or other material of a different color than the uniform.
- (e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- (f) Glass buttons and polished metal shall not be used on a uniform.
- (g) No player shall attach anything to the heel or toe of the shoe other than a toe plate.
- (h) Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible. (**Junior/Senior/Big League:** shoes with metal spikes or cleats are permitted.)
- (i) Managers and coaches must not wear conventional baseball uniforms or shoes with metal spikes but may wear cap, slacks and shirt. (**Junior/Senior/Big League:** Managers and coaches may wear conventional baseball uniforms or cap, slacks and shirts. They may not wear shoes with metal spikes.)
- (j) Players must not wear watches, rings, pins, jewelry or other metallic items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)
- (k) Casts may not be worn during the game by players and umpires. **NOTE:** Persons wearing casts, including managers and coaches, must remain in the dugout during the game.

1.12 - The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size or weight consistent with protecting the hand.

1.13 - The first baseman must wear a glove or mitt of any weight with the following maximum specifications:

- (a) not more than 14 inches long (measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove or mitt), and;
- (b) not more than eight inches wide across the palm (measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove or mitt), and,
- (c) webbing not more than 5 $\frac{3}{4}$ inches wide (measured across the top end or along any line parallel to the top). See Diagram No. 5.

1.14 - Each defensive player (other than the first baseman and catcher) must wear a glove of any weight, with the same maximum specifications as noted in Rule 1.13.

1.15 -

- (a) The pitcher's glove may not, exclusive of the piping, be white or light gray, nor, in the judgment of an umpire distracting in any manner.
- (b) No pitcher shall attach to the glove any foreign material of a color different from the glove. The pitcher may wear a batting glove on the non-pitching hand under the pitcher's glove provided the batting glove is not white, gray, or optic yellow.
- (c) No pitcher shall wear sweat bands on his/her wrists.

1.16 - Each league shall provide in the dugout or bench of the offensive team six (6) (seven (7) for **Junior/Senior/Big League Baseball**) protective helmets which must meet NOCSAE specifications and standards. Use of the helmet by the batter, all base runners and base coaches is mandatory. Use of a helmet by an adult base coach is optional. Each helmet shall have an exterior warning label. The helmets provided by each league must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label as noted above. **Warning!** Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty. Helmets may not be re-painted and may not contain tape or re-applied decals unless approved in writing by the helmet manufacturer or authorized dealer.

1.17 - All male players must wear athletic supporters. Male catchers must wear the metal, fibre or plastic type cup, and a long-model chest protector. Female catchers must wear long or short model chest protectors. **Junior/Senior/Big League** catchers must wear approved long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmet, all of which must meet Little League specifications and standards. The catcher's helmet must meet NOCSAE specifications and standards, and bear the NOCSAE stamp. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games. **NOTE:** Skull caps are not permitted. **Warning!** Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty. Helmets may not be re-painted and may not contain tape or re-applied decals unless approved in writing by the helmet manufacturer or authorized dealer.

2.00 - DEFINITION OF TERMS

(All definitions in Rule 2.00 are listed alphabetically)

ADJUDGED is a judgment decision by an umpire.

An **APPEAL** is an act of a fielder in claiming a violation of the rules by the offensive team.

A **BACKSTOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

A **BALK** is an illegal act by the pitcher with a runner or runners on base entitling all runners to advance one base (**Junior/Senior/Big League**). A balk is not called in the Little League (Majors) Division, Minor League or Tee Ball. (See Rule 8.05 - Illegal Pitch.)

A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter. (**NOTE:** If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, the batter shall be awarded first base. If the batter swings at such a pitch and misses, it is a strike.

Junior/Senior/Big League Baseball: If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (b) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.)

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A **BASE COACH** is a team member in uniform or an adult manager and/or coach who is stationed in the base coach's box at first and/or third base to direct the batter and the runners. **Note:** Two (2) adult base coaches are permitted at all levels. The second coach may be 16 years or older. See Rule 4.05 (2) for restrictions.

A **BASE ON BALLS** is an award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone.

ALYB Rule: *An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.*

A **BATTER** is an offensive player who takes a position in the batter's box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished a time at bat until that player is put out or until the play on which that player becomes a runner ends.

The **BATTER'S BOX** is the area within which the batter must stand during a time at bat.

The **BATTERY** is the pitcher and catcher.

The **BATTING ORDER** is the list of current defensive players (and the designated hitter in Big League) in the order in which they are to bat. **Exceptions:** In all divisions, the batting order may contain the entire roster of players. In Tee Ball, the batting order shall contain the entire roster of players.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager, and not more than two coaches when they are not actively engaged on the playing field. Batboys and/or batgirls are not permitted.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt. (Tee Ball: Bunts are not permitted. Batters are not permitted to take a half-swing. If the umpire feels the batter is taking a half-swing, the batter may be called back to swing again.)

ALYB RULE: *No bunting is allowed during C League games.*

A **CALLED GAME** is one in which, for any reason, the umpire-in-chief terminates play.

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately

following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.

The **CATCHER** is the fielder who takes the position back of the home base.

The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball. (See Rule 4.03)

A **COACH** is an adult appointed to perform such duties as the manager may designate. **NOTE:** If two (2) coaches are appointed, the second coach may be age 16 or older.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) is the team, or any player of the team, in the field.

A **DOUBLE HEADER** is two regularly scheduled or rescheduled games, played by the same team(s) on the same day.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is made at any base and the second out is made by tagging a runner who originally was forced, before the runner touches the base to which that runner was forced.

DUGOUT (see definition of "BENCH")

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

NOTE: A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing it to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference. (Undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner. (**NOTE:** Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Runner on first, one out, ground ball hit sharply to first baseman, who touches the base and the batter-runner is out. The force is removed at that moment and the runner advancing to second must be tagged. If there had been a runner at second or third, and either of these runners scored before the tag-out at second, the run(s) would count. Had the first baseman thrown to second and

the ball had been returned to first, the play at second would have been a force-out, making two outs, and the return throw to first would have made the third out. In that case, no run would score.)

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6 to 0 (7-0 for Junior/Senior/Big League), for violation of the rules. (Tee Ball: There shall be no forfeits in Tee Ball)

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

NOTE (1): A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.

NOTE (2): In Tee Ball, the ball is foul if it travels less than 15 feet in fair territory from home plate. The ball is also foul if the batter hits the tee with the bat.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A foul tip can only be caught by the catcher.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team which takes the field first at the start of the game. Adopted schedules will determine which team this will be.

ILLEGAL (or **ILLEGALLY**) is contrary to these rules.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or any other act meeting the criteria established in Rule 8.05. Junior/Senior/Big League: An illegal pitch with runners on base is a balk. (See also "Pitch")

An **ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

INELIGIBLE PITCHER - Applies to regular season violations of Regulation VI. (See also Rule 4.19.)

INELIGIBLE PLAYER - Applies to regular season violations of regulations regarding league age, residence (as defined by Little League Baseball, Incorporated) and participation on the proper team within the Local League. (See also Rule 4.19.)

The **INFIELD** is that portion of the field in fair territory, which includes areas normally covered by infielders.

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly if Fair."

The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE 1: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

NOTE 2: The Infield Fly Rule does not apply in Tee Ball.

ALYB RULE: The Infield Fly Rule is waived in C League.

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder. If the pitch touches the ground and bounces through the strike zone, without being struck at by the batter, it is a "ball" If such a pitch touches the batter, that batter shall be awarded first base. **Junior/Senior/Big League** - If the batter swings at such a pitch after two strikes, the ball cannot be caught for the purpose of Rule 6.05 (b). If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

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

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning. (**Minor League Only – A five-run limit is to be imposed, which would complete the half inning.**)

INTERFERENCE

(a) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.

(e) On any interference the ball is dead.

The **LEAGUE** is a group of teams who play each other in a pre-arranged schedule under these rules for the league championship.

LEGAL (or **LEGALLY**) is in accordance with these rules.

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

A **LIVE BALL** is a ball which is in play.

The **MANAGER** is an adult appointed by the president to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

(a) The manager shall always be responsible for the team's conduct, observance of the official rules and deference to the umpires.

(b) If a manager leaves the field, that manager shall designate an adult coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager. If no adult coach is available, the umpire-in-chief shall designate a temporary adult manager. If no adult is available, the game or team activities shall be terminated. (See Rule 4.16.)

OBSTRUCTION is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (**NOTE:** Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball)

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL RULES. The rules contained in this book.

OFFICIAL SCORER. See Rule 10.00 in "What's the Score" publication.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

The **OUTFIELD** is that portion of the field in fair territory which is normally covered by outfielders.

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

OVERSLIDE (or **OVERSLIDING**) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player or an umpire is any part of the body, clothing or equipment.

A **PITCH** is a ball delivered to the batter by the pitcher. **Little League/Minor League Exception:** For the purpose of maintaining a pitch count, or illegal pitch shall count as one pitch; even if a pitch is not actually thrown.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The Pitcher's **PIVOT FOOT** is that foot which is in contact with the pitcher's plate as the pitch is delivered.

"**PLAY**" is the umpire's order to start the game or to resume action following any dead ball.

A **QUICK RETURN** is a pitch made with obvious intent to catch a batter off balance. It is an illegal pitch. (See Penalty - 8.05)

REGULATION GAME. See Rules 4.10 and 4.11.

A **RETOUCH** is the act of a runner returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A **RUNDOWN** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

"**SAFE**" is a declaration by the umpire that a runner is entitled to the base for which that runner was trying.

SET POSITION is one of the two legal pitching positions.

A **STRIKE** is a legal pitch which meets any of these conditions –

- (a) is struck at by the batter and is missed;
- (b) is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) is fouled by the batter when there is less than two strikes;
- (d) is bunted foul (batter is out and ball is dead, if the batter bunts foul on the third strike);
- (e) touches the batter's person as the batter strikes at it (dead ball);
- (f) touches the batter in flight in the strike zone; or
- (g) becomes a foul tip (ball is live and in play).

NOTE: In Tee Ball, the Local League will determine whether or not strikeouts will be permitted.

The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

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

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

"**TIME**" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of the player or umpire's body, clothing or equipment.

A **TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A **WILD PITCH** is one so high, or low, or wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND-UP-POSITION is one of the two legal pitching positions.

3.00 - GAME PRELIMINARIES

3.01 - Before the game begins the umpires shall-

- (a) require strict observance of all rules governing team personnel, implements of play and equipment of players;
- (b) be sure that all playing lines (heavy lines on Diagrams No. 1 and No. 2) are marked with non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) receive from the league a supply of baseballs which meet Little League specifications and standards; The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (d) be assured by the league that additional balls are immediately available for use if required;
- (e) have possession of at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when -
 - (1) a ball has been batted out of the playing field or into the spectator area;
 - (2) a ball has become discolored or unfit for further use;
 - (3) the pitcher requests such alternate ball.

3.02 - No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery-paper or other foreign substance.

PENALTY: The umpire shall demand the ball and remove the offender from the pitching position. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the pitching position at once.

3.03 - A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:

1. his or her substitute has completed one time at bat and;
2. has played defensively for a minimum of six (6) consecutive outs;
3. pitchers once removed from the mound may not return as pitchers; **Junior/Senior/Big League** - A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game.

ALYB RULE: *Only the starting pitcher, if removed from the pitching position, may return to pitch again in the same game. Pitchers other than the starting pitcher that are removed from the pitching position may not return to pitch again in the same game.*

4. only a player in the starting line-up may re-enter the game;
5. a starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before starter (S2) can re-enter the game.
6. Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.

NOTE 1: A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.

NOTE 2: When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such player's positions in the team's batting order and the umpire-in-chief shall notify the official scorer. The umpire-in-chief shall have authority to designate the substitute's places in the batting order, if this information is not immediately provided.

NOTE 3: If during a game either team is unable to place nine (9) players on the field due to illness, injury, ejection, or inability to make a legal substitution, the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

3.03 - Big League

- (a) Any player in the starting line-up, including the designated hitter, who has been removed for a substitute may re-enter the game once, provided such player occupies the same batting position as he or she did in the starting lineup.
- (b) A pitcher, withdrawn for a substitute, may not re-enter the game as a pitcher. **(EXCEPTION:** A pitcher may re-enter the game as a pitcher, if withdrawn for a pinch-hitter or pinch-runner, and then returned to the game at the beginning of the next half-inning.)
- (c) A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (d) Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.

Senior/Big league Designated Hitter Rule:

- (1.) At the beginning of a game, each manager may list on the lineup card a designated hitter to bat throughout the game for a designated player in the regular lineup.
- (2.) Only a player not in the regular batting order may be used as a designated hitter.
- (3.) In the event a manager decides to use the designated hitter as a defensive player, the player must remain in the same position in the batting order, unless otherwise replaced by a substitute. If so, the player for whom the designated hitter was batting must be removed from the game. Such player may re-enter the game once, but only in the batting order position of the former designated hitter, who must be removed.
- (4.) This rule does not change the regular rule governing the use of pinch-hitters.

3.04 - A player whose name is on the team's batting order may not become a substitute runner for another member of the team. "Courtesy runner" not permitted.

ALYB RULE: A and B League teams are allowed a courtesy runner for the catcher only when there are two outs in an inning. This player must be one that was not playing the field the last time on defense. If a team does not have an extra player not playing the field, the last batter not on base can become the courtesy runner.

3.05 -

- (a) The pitcher named in the batting order handed to the umpire-in-chief, as provided in Rules 4.01 (a) and 4.01 (b) shall pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains an injury or illness which, in the judgment of the umpire-in-chief, incapacitates the pitcher from further play as a pitcher.
- (b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains an injury or illness, which in the umpire-in-chief's judgment, incapacitates the pitcher from further play as a pitcher.

3.06 - The manager shall immediately notify the umpire-in-chief of any substitution and shall state to the umpire-in-chief the substitute's place in the batting order.

3.07 - The umpire-in-chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.08 -

- (a) If no announcement of a substitution is made, the substitute shall be considered to have entered the game when -
 - (1) if a pitcher, the substitute takes a position on the pitcher's plate and throws one warm-up pitch to the catcher;
 - (2) if a batter, the substitute takes a position in the batter's box;

- (3) if a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play commences;
- (4) if a runner, the substitute takes the place of the runner being replaced.

(b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 - Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Managers or coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-up in the bullpen.

ALYB RULE: Any pitcher that is warming up in the bullpen must wear a batting helmet.

3.10 -

- (a) The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the president or a duly delegated representative shall make the determination.
- (b) The umpire-in chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.

3.11 - Double Headers

Little League (Majors) Division: A team may play one (1) doubleheader in a calendar week. No team shall play three games in a day. (Exception under condition of Rule 4.12.)

Minor League and Tee Ball: No team shall be scheduled to play two games in one day. (See Rule 4.12.)

Junior/Senior/Big League: Doubleheaders are permitted.

3.12 - When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

3.13 - The Local League will establish ground rules to be followed by all teams in the league.

ALYB RULE: The Home Team shall -

- *Occupy the third base dugout.*
- *Take infield practice 15 minutes prior to game time for 15 minutes.*
- *Be responsible for keeping the official score and will reconcile the score with the Visiting Team after each ½ inning (EXCEPTION: D League).*
- *Be responsible for signing the score sheet at the end of the game (EXCEPTION: D League).*

ALYB RULE: The Visiting Team shall -

- *Occupy the first base dugout.*
- *Take infield practice 30 minutes prior to game time for 15 minutes.*
- *Be responsible for signing the score sheet at the end of the game (EXCEPTION: D League).*

ALYB RULE: All coaches are expected to keep our facilities looking clean and are asked to ensure that all trash is removed from the dugout upon completion of their game or practice.

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

ALYB RULE: Items such as ball buckets, lawn chairs, wheel chairs and motorized carts are not permitted on the playing field, including foul territory.

3.15 - No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, umpires and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

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

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

3.17 - Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.

No one except eligible players in uniform, a manager and not more than two coaches shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Batboys and/or batgirls are not permitted. The use of electronic equipment during the game is restricted. No team shall use electronic equipment, including walkie-talkies, cellular telephones, etc., for any communication with on-field personnel including those in the dugout, bullpen or field.

Penalty: If, in the umpire's judgment, any player, manager or coach uses an electronic communications device during the game, the penalty is ejection from the game.

NOTE: In Tee Ball and non-competitive Minor Leagues, all players on the roster may be given a defensive position. Only one player may occupy the catcher's position in Tee Ball.

ALYB RULE: Managers and coaches are not allowed in fair territory during A, B and C League games. (EXCEPTION: If an umpire is not present for a C League game, a coach from the offensive team may feed the pitching machine to their own team.)

ALYB RULE: During D League games, up to four (4) coaches are allowed in fair territory during play. These coaches are encouraged to be active in helping the players learn their positions and the role they play during the game.

ALYB RULE: Players will not swing a bat in the dugout.

ALYB RULE: No food is allowed in the dugout during the game.

3.18 - The Local League shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

4.00 - STARTING AND ENDING THE GAME

4.01 - The umpires shall proceed directly to home plate where they shall be met by the managers of the opposing teams, just preceding the established time to begin the game. In sequence-

- (a) the home team manager shall give the batting order in duplicate to the umpire-in-chief;
- (b) next, the visiting manager shall give the batting order in duplicate to the umpire-in-chief;
- (c) the umpire-in-chief shall make certain that the original and duplicate copies are the same, then provide a copy of each batting order to the opposing manager. The original copy retained by the umpire shall be the official batting order;
- (d) as soon as the home team's batting order is handed to the umpire-in-chief, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field.

NOTE 1: A manager or coach is permitted to use a scorekeeping and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort.

NOTE 2: Rostered players who arrive at the game site after a game begins may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.

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

ALYB RULE: C League Teams may field nine (9) defensive players.

ALYB RULE: D League Teams may field eleven (11) defensive players.

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

- (a) The catcher shall be stationed in the catcher's box. The catcher may leave that position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

PENALTY: Illegal pitch - ball called on the batter (see Rule 8.05). (**Junior/Senior/Big League** penalty: Balk with runner or runners on base.)

ALYB RULE: The catching position must be occupied in C League games.

ALYB RULE: In D League games, the catching position will be unoccupied and a coach will retrieve the balls in order to keep up the pace of the game.

- (b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

ALYB RULE: The pitching position will be unoccupied in C and D League games. No infielder may assume the area normally reserved for the pitcher.

- (c) Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.

ALYB RULE: Outfielders in all leagues must start each pitch in the outfield.

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

PENALTY: The umpire shall order the offender out of the game and away from the spectators' area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 - HOW A TEAM SCORES

- (a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTIONS: A run is not scored if the runner advances to home base during a play in which the third out is made (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

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

- (b) When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

4.10 -

- (a) A regulation game consists of six innings (**Junior/Senior/Big League** - seven innings), unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth inning (**Junior/Senior/Big League** - seventh) or only a fraction of it; or (2) because the umpire calls the game.

ALYB RULE: A & B League Games will be limited to 1 hour and 45 minutes (EXCEPTION: Postseason Tournament Games will have no time limit.)

ALYB RULE: C League Games will be limited to 1 hour and 30 minutes. (EXCEPTION: Postseason Tournament Games will be limited to 1 hour and 45 minutes). If a regular season game is tied after nine (9) innings the game shall be complete and recorded as a tie game.

ALYB RULE: D League Games will be limited to 1 hour or four (4) innings, whichever occurs first.

- (b) If the score is tied after six complete innings (**Junior/Senior/Big League** - seven innings), play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.
- (c) If a game is called, it is a regulation game -
- (1) if four innings have been completed (**Junior/Senior/Big League** - five innings);
 - (2) if the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half-innings; (**Junior/Senior/Big League** - four and a half innings)
 - (3) if the home team scores one or more runs in its half of the fourth inning (**Junior/Senior/Big League** - fifth inning) to tie the score.
- (d) If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. **NOTE:** All records, including pitching, shall be counted.

- (e) If after four (4) innings (**Junior/Senior/Big League** - five innings), three and one-half innings (**Junior/Senior/Big League** - four and one-half innings) if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning. (2) The Local League may adopt the option of not utilizing this rule.

ALYB RULE: The ten-run rule applies after 4 innings or 1 hour and 15 minutes of play. In addition, an 8-run rule applies after 5 innings of play.

- (f) **Tee Ball:** The Local League may determine appropriate game length but shall not exceed 6 innings. It is recommended that Tee Ball games be 4 innings or 1-1/2 hour time limit.

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

- (a) The game ends when the visiting team completes its half of the sixth inning (**Junior/Senior/Big League** - seventh inning) if the home team is ahead.
- (b) The game ends when the sixth inning (**Junior/Senior/Big League** - seventh inning) is completed, if the visiting team is ahead.
- (c) If the home team scores the winning run in its half of the sixth inning (**Junior/Senior/Big League** - seventh inning), or its half of an extra inning after a tie, the game ends immediately when the winning run is scored.

NOTE: Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the sixth (**Junior/Senior/Big League** - seventh inning) or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

- (d) A called game ends at the moment the umpire terminates play.
EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:
- (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning
- (e) A regulation game that is tied after four (**Junior/Senior/Big League**- five) or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with Rule 4.10 (a) and 4.10 (b).

NOTE: When a TIE game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest for his/her particular age group. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count.

LITTLE LEAGUE/MINOR LEAGUE EXAMPLE:

Rule 4.11

	1	2	3	4	5	6
VISITORS	0	0	0	4	1	
HOME	0	0	0	5		

Game called in top of 5th inning on account of rain. Score reverts to last completed inning (4th) and the home team is the winner 5 to 4.

JUNIOR/SENIOR/BIG LEAGUE EXAMPLE:

Rule 4.11

	1	2	3	4	5	6
VISITORS	0	0	0	0	4	1
HOME	0	0	0	0	5	

Game called in top of 6th inning on account of rain. Score reverts to last completed inning (5th) and the home team is the winner 5 to 4.

4.12 - TIE games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. **A player may not pitch in more than one game in a day. (EXCEPTION: In the Big League Division a player may be used as a pitcher in up to two games in a day. See Regulation VI.)** The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by Rule 3.03. NOTE: When a TIE game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest for his/her particular age group. For scorekeeping purposes, it shall be considered the same game, and all batting fielding and pitching records will count.

LITTLE LEAGUE/MINOR LEAGUE EXAMPLE:

Rule 4.12

Tie games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game.

	1	2	3	4	5	6
VISITORS	0	0	0	0	4	5
HOME	0	0	0	0	4	

Game called in top of 6th inning, visiting team batting with two out, no base runners - this is a tie game. Resume the game in the top of the 6th, visiting team at bat, two out.

JUNIOR/SENIOR/BIG LEAGUE EXAMPLE:

Rule 4.12

Tie games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game.

	1	2	3	4	5	6	7
VISITORS	0	0	0	0	0	4	5
HOME	0	0	0	0	0	4	

Game called in top of 7th inning, visiting team batting with two out, no base runners - this is a tie game. Resume the game in the top of the 7th, visiting team at bat, two out.

4.13 - Double Headers

Little league (Majors) Division: A team may play one (1) doubleheader in a calendar week. No team shall play three games in a day. (Exception under condition of Rule 4.12.)

Minor league and Tee Ball: No team shall be scheduled to play two games in one day. (See Rule 4.12).

Junior/Senior/Big league: Doubleheaders are permitted.

4.14 - The umpire-in-chief shall order the playing field lights turned on whenever in such umpire's opinion that darkness makes further play in daylight hazardous.

4.15 - A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team -

- (1) being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable;
- (2) refuses to continue play unless the game was terminated by the umpire;
- (3) fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called " Play";
- (4) fails to obey within a reasonable time the umpire's order to remove a player from the game;
- (5) after warning by the umpire, willfully and persistently violates any rules of the game;
- (6) employs tactics designed to delay or shorten the game.

4.16 - If a game cannot be played because of the inability of either team to: (1.) place nine players on the field before the game begins, and/or, (2.) place at least one adult in the dugout as manager or acting manager, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

NOTE: A game may not be started with less than nine (9) players on each team, nor without at least one adult manager or substitute manager.

ALYB RULE: An A, B or C League team failing to have at least eight (8) uniformed players within 15 minutes of start time shall forfeit the game. If both teams have less than eight (8) uniformed players, both teams forfeit and the game is considered a tie.

ALYB RULE: If an A, B or C League team starts a game with eight (8) players, there will be an automatic out for the 9th position in the batting order. If a team drops to seven (7) or (8) players, the positions vacated in the batting order are automatic outs.

ALYB RULE: D League teams may start and finish a game with any number of players.

4.17 - If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to reenter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision.

NOTE: A game may not be continued with less than nine (9) players on each team.

ALYB RULE: An A, B or C League team may finish a game with seven (7) players.

ALYB RULE: An A, B or C League team failing to have at least eight (8) uniformed players within 15 minutes of start time shall forfeit the game. If both teams have less than eight (8) uniformed players, both teams forfeit and the game is considered a tie.

ALYB RULE: D League teams may start and finish a game with any number of players.

4.18 - Forfeited games shall be so recorded in the scorebook and the book signed by the umpire-in-chief. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

4.19 - PROTESTING GAME

- (a) Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game.
- (b) The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
- (c) Protests shall be made as follows:
 - (1) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
 - (2) Following such notice the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.

ALYB RULE: Any team manager who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests.

- (d) Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
- (e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the Local League president within 24 hours. The umpire-in-chief shall also submit a report immediately.
- (f) A committee composed of the president, player agent, league's umpire-in-chief and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed, resume the game from the exact point when the infraction occurred.

ALYB RULE: The Board of Directors will receive and resolve all protests during the playing of League games. Board Members that have a vested interest in the outcome will not be asked to participate in the vote.

ALYB RULE: The Board of Directors may solicit testimony and advice from any source it chooses, but the actual decisions shall be based on the majority vote of Board Members. When feasible, the Legion Board will make every effort to render a decision within 48 hours of the receipt of the protest in written form.

NOTE 1: This rule does not pertain to charges of infractions of regulations such as field decorum or actions of the league personnel or spectators which must be considered and resolved by the Board of Directors.

NOTE 2: All Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. **Example:** Should a manager, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved.

- Such action should not be delayed until the infraction has occurred. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.
- (g) **Minor League:** A Local League may adopt a rule that protests must be resolved before the next pitch or play.
 - (h) There are no protests in Tee Ball.

5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

5.01 - At the time set for beginning the game the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take a position in the batter's box. As soon as all players are in position the umpire-in-chief shall call "Play."

5.02 - After the umpire calls "Play" the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an illegal pitch **Junior/Senior/Big League** - Balk, an overthrow, interference, or a home run or other fair hit out of the playing field.)

5.03 - The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

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

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

5.06 - When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

5.07 - When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team (side retired). (Minor League: The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half-inning, or when the offensive team scores five (5) runs. (**OPTION**: The local league board of directors may suspend the five-run rule in the last half-inning for either team.) Tee Ball: The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half-inning.)

ALYB RULE: In C League games, a maximum of ten (10) players shall bat in an inning. No player will be permitted to bat more than once in an inning. The batting order will remain the same throughout the game.

ALYB RULE: In D League games, all rostered players shall bat in an inning. No player will be permitted to bat more than once in an inning. The batting order will remain the same throughout the game.

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

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

- (a) a pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runners, if forced, advance (see 6.08);
- (b) the plate umpire interferes with the catcher's act of throwing (when the throw is in an attempt to retire a runner), runners return. If the catcher's throw gets the runner out, the out stands. No umpire interference;
- (c) an illegal pitch (a balk in **Junior/Senior/Big League**) is committed (see Penalty 8.05);
- (d) a ball is illegally batted either fair or foul; runners return;
- (e) a foul ball not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
- (f) a fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runner hit by a fair batted ball is out;

NOTE: If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced

that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced;

(g) A pitched ball lodges in the catcher's or umpire's mask or paraphernalia; runners advance.

(h) **(Junior/Senior/Big League Baseball)** Any legal pitch touches a runner trying to score; runners advance.

5.10 - The ball becomes dead when an umpire calls "Time." The umpire-in-chief shall call "Time" -

(a) when in said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible;

(b) when light failure makes it difficult or impossible for the umpires to follow the play;

NOTE: A league may adopt its own regulations governing games interrupted by light failure.

(c) when an accident incapacitates a player or an umpire;

(1) If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.

(d) when a manager requests "Time" for a substitution, or for a conference with one of the players; **(NOTE:** Only one offensive time-out, for the purpose of a visit or conference, will be permitted each inning.)

(e) when the umpire wishes to examine the ball, to consult with either manager, or for any similar cause;

(f) when a fielder, after catching a fly ball, falls into a stand, or falls across ropes into a crowd when spectators are on the field, or any other dead ball area. As pertains to runners, the provisions of 7.04(b) shall prevail. If a fielder after making a catch steps into a dead ball area, but does not fall, the ball is alive and in play and runners may advance at their own peril;

(g) when an umpire orders a player or any other person removed from the playing field;

(h) except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.

5.11 - After the ball is dead, play shall be resumed when the pitcher takes a position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes a position on the plate with possession of the ball.

6.00 - THE BATTER

6.01-

- (a) Each player of the offensive team shall bat in the order that their name appears in the team's batting order.
- (b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning
NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02 -

- (a) The batter shall take his/her position in the batter's box promptly when it is said batter's time at bat.
- (b) The batter shall not leave that position in the batter's box after the pitcher comes to Set Position, or starts a windup.
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
- (c) If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall call a strike on the batter without the need for a pitch to be delivered. The ball is dead, and no runners may advance. After the penalty, the batter may take a proper position, and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.

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

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

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

6.05 - A batter is out when -

- (a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- (b) a third strike is caught or not caught by the catcher (**Junior/Senior/Big League:** (1) a third strike is legally caught by the catcher; (2) a third strike is not caught by the catcher when first base is occupied before two are out);
- (c) bunting foul on a third strike;
- (d) an Infield Fly is declared;
- (e) that batter attempts to hit a third strike and is touched by the ball;
- (f) a fair ball touches said batter before touching a fielder;
- (g) after hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;
- (h) after hitting or bunting a foul ball, the batter-runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- (i) after hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base; or **Junior/Senior/Big League**, after a third strike as defined in Rule 6.09(b), the batter-runner or first base is tagged before said batter-runner touches first base;
- (j) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

- (k) an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;
APPROVED RULING: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.
- (l) a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.
- (m) **Junior/Senior/Big League:** with two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

ALYB RULE: *A batter shall be called out, after having been previously warned once in a game, if they unintentionally throw their bat regardless of whether they made contact with the pitched ball and regardless of whether the bat strikes a player or umpire.*

6.06 - A batter is out for illegal action when -

- (a) hitting the ball with one or both feet on the ground entirely outside the batter's box.
- (b) stepping from one batter's box to the other while the pitcher is in position ready to pitch;
- (c) interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.

6.07 - BATTING OUT OF TURN

- (a) A batter shall be called out, on appeal, when failing to bat in his/her proper turn and another batter completes a time at bat in place of the proper batter. (1) The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- (b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.
NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch, **Junior/Senior/Big League** balk, wild pitch or passed ball, such advance is legal.
- (c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.
- (d) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

APPROVED RULINGS

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

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

PLAY (1). Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals.

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

PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.

RULING: (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

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

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

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

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

PLAY (5). After Play (4) (b) above, George continues to bat. (a) Henry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning?

RULING: (a) Irwin became the proper batter as soon as the first pitch to George legalized Henry's triple; (b) Henry. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.

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

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

(NOTE: The umpire and scorekeeper shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: 1. When a player bats out of turn, the proper batter is the player called out. 2. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.)

Tee Ball: The scorekeeper shall inform the manager that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume the normal position next time up.

6.08 -The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when -

- (a) four "balls" have been called by the umpire; base runners may advance;
- (b) the batter is touched by a pitched ball which the batter is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being touched by the ball;

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

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

- (c) the catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference;
- (d) a fair ball touches an umpire or a runner in fair territory before touching a fielder.

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

6.09 - The batter becomes a runner when -

- (a) a fair ball is hit;
- (b) **Junior/Senior/Big League** only: the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out (**NOTE:** A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area);
- (c) a fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory;
- (d) a fair fly ball passes over a fence or into the stands at a distance from home base of 165 feet (**Junior/Senior/Big League:** 250 feet) or more. Such hit entitles the batter to a home run when all bases have been legally touched. A fair fly ball that passes out of the playing field at a point less than 165 feet (**Junior/Senior/Big League:** 250 feet) from home base shall entitle the batter to advance to second base only;
- (e) a fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and runners shall be entitled to advance two bases;
- (f) any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- (g) any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- (h) any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 165 feet (**Junior/Senior/Big League:** 250 feet) from home plate, the batter shall be entitled to two bases only.

7.00 - THE RUNNER

7.01 - A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.

ALYB RULE: In C and D League games, a runner may not steal or advance on a passed ball.

7.02 - In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.

7.03 - Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

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

- (a) the batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance, or in **Junior/Senior/Big League Baseball**, there is a balk;
- (b) a fielder, after catching a fly ball, falls into a stand, or falls across ropes into a crowd when spectators are on the field or falls into any other dead-ball areas;
- (c) **Junior/Senior/Big League**: while the runner is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

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

7.05 - Each runner including the batter-runner may, without liability to be put out, advance -

- (a) to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight (165 feet from home plate; Junior/Senior/Big League 250 feet), is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;
- (b) three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril;
- (c) three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home plate at that batter's own peril;
- (d) two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
- (e) two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play;
- (f) two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
- (g) two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field). or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of the wire screen protecting spectators. The ball is dead. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at

the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

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

- (h) one base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;
- (i) one base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

Junior/Senior/Big League: one base, if the batter becomes a runner on a ball four or strike three when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

NOTE 1: If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only but can advance beyond first base at their own risk if the ball stays in play.

NOTE 2: In Tee Ball, the runner or runners will be permitted to advance at their own risk on an overthrow that remains in play, but not more than one base.

ALYB RULE: Runners in D League games may not advance on overthrows.

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

7.06 - When the obstruction occurs, the umpire shall call or signal "Obstruction."

- (a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;
- (b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction. (**NOTE 1:** When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, the runner would have been awarded because of being obstructed, the runner does so at his/her own risk and may be tagged out. This is a judgment call. **NOTE 2:** If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

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

7.08 - Any runner is out when -

- (a) (1) running more than three feet away from his/her baseline to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs, and is a straight line from the runner to the base to which he/she is attempting to reach; or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; (4) **Tee Ball, Little League Majors and Minors only:** the runner slides head first while advancing.

APPROVED RULING (Junior/Senior/Big League Baseball): When a batter becomes a runner on a third strike not caught and starts for the bench or his/her position, that batter may advance to first base at any time before entering the bench. To put the batter out, the defense must tag the batter or first base before the batter touches first base.

- (b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball (**NOTE:** A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not);
- (c) that runner is tagged, when the ball is alive, while off a base;
EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.
APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.
APPROVED RULING: (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag, or the point marked by the original location of the dislodged bag.
- (d) failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play.
NOTE: Base runners can legally retouch their base once a fair ball is touched in flight and advance at their own risk if a fair or foul ball is caught.
- (e) failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if oversliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;
- (f) touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners may advance, except runners forced to advance;
EXCEPTION: If a runner is touching a base when touched by an Infield Fly, that runner is not out, although the batter is out.
NOTE 1: If a runner is touched by an Infield Fly when not touching a base, both runner and batter are out.
NOTE 2: If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.
- (g) attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;
- (h) passes a preceding runner before such runner is out;
- (i) after acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;
- (j) failing to return at once to first base after overrunning or oversliding that base. If attempting to run to second the runner is out when tagged. If after overrunning or oversliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged;
- (k) in running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision. (**NOTE:** This rule applies only where the runner is on the way to

the bench and a fielder would be required to chase the runner to tag him/her. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, the runner must be tagged.)

7.09 - It is interference by a batter or runner when -

- (a) the batter hinders the catcher in an attempt to field the ball;
- (b) the batter intentionally deflects the course of a foul ball in any manner;
- (c) before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;
- (d) any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of teammate or teammates;
- (e) any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;
- (f) if, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner;
- (g) if, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The umpire shall call the batter-runner out for interference and shall also call out the runner who advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference;
- (h) in the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base;
- (i) with a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;
- (j) the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;
- (k) a fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball. If in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.

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

7.10 - Any runner shall be called out on appeal if-

- (a) after a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged (**NOTE:** "Retouch" in this rule means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of, and not touching, the base);
- (b) with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged;

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

Play A - Batter hits the ball out of the park, or hits a ground rule double, and misses first base (ball is dead). The runner may return to first base to correct the mistake before touching second. But if the runner touches second, he/she may not return to first and if the defensive team appeals, the runner is declared out at first. (**Appeal play**.)

Play B - Batter hits a ground ball to shortstop, who throws wild into the stands (ball is dead). Batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before proceeding to second base. (**Appeal play**.)

- (c) the runner overruns or overslides first base and fails to return to the base immediately, and said runner or the base is tagged;
- (d) the runner fails to touch home base and makes no attempt to return to that base, and home base is tagged. **NOTE:** A runner forfeits his/her opportunity to return to home base when he/she enters the dugout or other dead ball area.

Any appeal under this rule must be made before the next pitch, or any play or attempted play. No appeal can be made if the ball is dead. If the violation occurs during a play which ends a half-inning, the appeal must be made before all the defensive players have left fair territory on their way to the bench or dugout. **EXCEPTION:** If an otherwise proper appeal is being made by a player who has to go into foul territory to retrieve the ball in "order to make an appeal or if the appeal is being made by the catcher (who may never have been in fair territory at all), the appeal will be adjudged to have been properly executed.

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

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

NOTE: (1) Appeal plays may require an umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purposes of this rule, the defensive team has "left the field" when all players have left fair territory on their way to the bench or dugout.

NOTE: (2) If a pitcher makes an illegal pitch (a balk in **Junior/Senior/Big League baseball**) when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in hand, would not constitute an appeal. The ball must be alive and in play.

7.11 - The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

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

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

7.13 - Little League (Majors) and Minor League: When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. **NOTE:** In Tee Ball, base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time" and place the ball on the tee.

ALYB RULE: *In C League, a runner must have one foot in contact with the base until the ball is put into play by the batter.*

ALYB RULE: *In C League and D League games, a runner must have completely passed the halfway mark between bases (other than 1st base) prior to an infielder having control of the ball with both feet on the infield dirt in fair territory in order to be awarded the advance base at the end of playing action.*

EXAMPLE: *Batter hits ball to the fence in center field and is just rounding second base when the ball is received in the infield by the 2nd baseman. At this point, the 2nd baseman has two options: 1) hold the ball upon which play becomes dead and the batter-runner must return to 2nd base, or 2) make a play (see Note below) on the runner at third and the ball remains live.*

NOTE: *It is not a play by the defense if there is a fake or feint of a throw, an interruption of a throw or if a defensive player takes a step or several steps toward a base or a runner that do not result in an actual tag attempt. All runners are entitled to attempt an advance of one base on balls remaining on the infield.*

ALYB RULE (C League): *In the event that a following runner has acquired a base (other than 1st base) when play is stopped, but a runner(s) preceding them has not acquired their next base, the following runner(s) must return to the base last occupied. The award of a following base runner may not benefit the advance of a preceding base runner.*

EXAMPLE: *Runners on 1st (R1) and 2nd (R2) with no outs and ball is hit to the outfield. When the ball is thrown into the infield effectively stopping play, R2 is not quite halfway to home, while R1 has reached 3rd base and the batter has just rounded 1st base. Runners should be placed at 1st, 2nd and 3rd base prior to resuming play.*

ALYB RULE (B League): *A runner on third base may only steal home on a passed ball or wild pitch. If the catcher catches the pitch in his or her mitt or prevents the pitch from passing his or her body (i.e. an imaginary line perpendicular with his or her body within the dirt circle) with a runner occupying third base, the runner at third must cease any attempt to advance home, immediately return to third base (the ball is still live) and no play may be made on this runner. Runners at first or second base may always attempt to advance at their own risk, regardless of whether the pitch is a passed ball or wild pitch.*

- *In the event that the catcher catches the pitch or prevents the pitch from passing his or her body, but chooses to make a play on a runner at a base other than third base, the runner at third base is no longer required to remain on third base and may attempt to advance home at his or her own risk.*
- *In the event that a runner on third is required to cease his or her attempt to advance home and the catcher's throw back to the pitcher is an overthrow, the runner at third is allowed to attempt to advance home at his or her own risk.*
- *If an initial play is made on a runner at third base even though the conditions have been met in which that runner must return to third base, the ball is dead as soon as the play is made. This ruling applies to any play, including an overthrow to third base or an apparent safe/out result at third base.*

The violation by one base runner shall affect all other base runners -

- (a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;
- (b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.
- (c) when any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.

NOTE: See exceptions following this rule.

EXCEPTION: If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

EXAMPLES:

1. Runner on first leaves too soon, batter reaches first safely, runner goes to second.
2. Runner on second leaves too soon, batter reaches first safely, runner returns to second.
3. Runner on third leaves too soon, batter reaches first safely, runner returns to third.
4. Runner on first leaves too soon, batter hits clean double, runner goes to third only.
5. Runner on second leaves too soon, batter hits clean double, runner goes to third only.
6. Runner on third leaves too soon, batter hits clean double, runner returns to third.
7. All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
8. Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third.
9. Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.
10. Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
11. Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
12. Runners on second and third, either leaves too soon, batter reaches first safely, neither runner can advance.
13. Runners on second and third, either leaves too soon, batter hits a clean double, runner on third scores, runner on second goes to third.
14. Runners on first, second and third, any runner leaves too soon, batter hits clean double, runners on second, third score, runner on first goes to third.
15. Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.
16. Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, each runner will advance one base and a run will score.

NOTE (1): When an umpire detects a base runner leaving the base too soon, that umpire shall drop a signal flag or handkerchief immediately to indicate the violation.

NOTE (2): For purpose of these examples, it is assumed that the batter-runner remains at the base last acquired safely.

NOTE (3): In Tee Ball, base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired the umpire shall call "time" and place the ball on the tee.

7.14 - Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch runner while in the batting order. However, if removed for another substitute that player or any player not in the lineup, is again eligible to be used as a pinch runner. **NOTE: Does not apply if the local league adopts the continuous batting order. See Rule 4.04.**

7.15 - Procedures for Use of a Double First Base: The double base may be used for first base only. The base must be rectangular, with two sides not less than 14 inches and not more than 15 inches, and the other two sides not less than 29 Inches and not more than 30 inches. The longer sides shall face toward home plate and the right field corner. The outer edges shall not be more than two and one-fourth (2 ¼) inches thick, filled with soft material, and covered with canvas or rubber. Half the base shall be white (entirely over fair territory) and half shall be orange or green (entirely over foul territory). When using the double first base, the following rules must be observed:

- (a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.
- (b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base. **NOTE 1:** A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base. **NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. Penalty: Batter-runner is out.**
- (c) Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base. **NOTE:** On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base. **Penalty: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.**
- (d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base. **Penalty: If properly appealed, runner is out.**
- (e) When leaving base on a pitched ball in Little League Baseball (Majors and below), the runner must maintain contact with the white section of the base until the ball has reached the batter. Runners may extend a foot behind the white portion of the base, but must maintain contact with the white section until the ball has reached the batter. **Penalty: See Rule 7.13.**
- (f) On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to retire the runner at the double first base.

- (g) In **Junior, Senior and Big League** divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or the white section.
- (h) Use of the double first base does not change any other rule concerning interference or obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball)

8.00 - THE PITCHER

8.01 - Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

Pitchers shall take signs from the catcher while standing on the pitcher's plate. Pitchers may disengage the pitcher's plate after taking their signs but may not step quickly onto the pitcher's plate and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the pitcher's plate, he/she must drop the hands to the sides.

- (a) The Windup Position. The pitcher shall stand facing the batter, the pivot foot in contact with the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward and one step forward with the free foot. From this position the pitcher may:
- (1) deliver the ball to the batter, or
 - (2) step and throw to a base in an attempt to pick off a runner, or
 - (3) disengage the pitcher's plate. In disengaging the pitcher's plate, the pitcher must step off with the pivot foot and not the free foot first. The pitcher may not go into a set or stretch position. If the pitcher does, it is an illegal pitch (**a balk in Junior/Senior/Big League Baseball**).

NOTE: When a pitcher holds the ball with both hands in front of the body, with the pivot foot in contact with the pitcher's plate, and the other foot free, that pitcher will be considered in a Windup Position.

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

NOTE: In Little League (Majors) and below the pitcher need not come to a complete stop. **Junior/Senior/Big League:** the pitcher must come to a complete and discernible stop.

- (c) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw." A snap throw followed by the step toward the base is an illegal pitch (**A balk in Junior/Senior/Big League baseball**). (See Penalty for illegal pitch/balk under Rule 8.05.)
- (d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. A ball which slips out of the pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called "no pitch" without runners on base, and an illegal pitch (**A balk in Junior/Senior/Big League baseball**) with runners on base. (See Penalty for illegal pitch under Rule 8.05.)
- (e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.
- (f) **Tee Ball:** The pitcher shall keep both feet on the pitcher's plate until the ball is hit.

8.02 - The pitcher shall not -

- (a) (1) bring the pitching hand in contact with the mouth or lips while in the 10-foot circle (18-foot circle in **Junior/Senior/Big League baseball**) surrounding the pitcher's plate;
EXCEPTION: Provided it is agreed to by both managers, the umpire, prior to the

start of a game played in cold weather, may permit the pitcher to blow on his/her hands while in the 10/18-foot circle.

PENALTY: For violation of this part of the rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

- (2) apply a foreign substance of any kind to the ball;
- (3) expectorate on the ball, either hand or the glove;
- (4) rub the ball on the glove, person or clothing;
- (5) deface the ball in any manner;
- (6) deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher is allowed to rub off the ball between the bare hands;

PENALTY: For violation of any part of this rule 8.02 (a), (2 through 6) the umpire shall: Call the pitch a ball and warn the pitcher. If a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at the end of play.)

NOTE: A pitcher may use a rosin bag for the purpose of applying rosin to the bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to their glove or dust any part of the uniform with the rosin bag.

- (b) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner, or commit an illegal pitch for the purpose of not pitching to the batter (i.e. intentional walk, etc...)

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

- (c) Intentionally pitch at the batter. If in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall eject the pitcher from the game.

8.03 - When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher, or other teammate acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

8.04 - When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."

NOTE: The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take a position on the pitcher's plate promptly.

8.05 - An illegal pitch (**A balk in Junior/Senior/Big League baseball**) when a runner or runners are on base is when -

- (a) the pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;
- (b) the pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- (c) the pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;
- (d) the pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

- (e) the pitcher makes a quick pitch; Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box.
NOTE: A quick pitch is an illegal pitch. **Junior/Senior/Big League:** With runners on base penalty is a balk; with no runners on base, it is a ball. (See exceptions in "PENALTY.")
- (f) the pitcher delivers the ball to the batter while not facing the batter;
- (g) the pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- (h) the pitcher unnecessarily delays the game;
- (i) the pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch;
- (j) the pitcher, while touching the plate, accidentally or intentionally drops the ball;
- (k) the pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box. In the situations noted above, in Little League (Majors) or Minor League, it is an illegal pitch even when runner(s) is/are not on base.

NOTE: There is no balk in Little League (Majors) or Minor League.

PENALTY: The pitch shall be called a ball. If a play follows the illegal pitch the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter hits the ball and reaches first base safely, and if all base runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch.

NOTE: A batter hit by a pitch shall be awarded first base without reference to the illegal pitch.

- (l) **Junior/Senior/Big League only:** The pitcher, after coming to a legal position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- (m) **Junior/Senior/Big League only:** The pitcher delivers the pitch from the set position without coming to a stop.

JUNIOR/SENIOR/BIG LEAGUE PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out unless the batter reaches first on a hit, an error, a base on balls, a hit batter or otherwise, and all other runners advance at least one base in which case the play proceeds without reference to the balk. When a balk is called and the pitch is delivered it will be considered neither a ball nor strike unless the pitch is ball four (4) awarding the batter first base and forcing all runners on base to advance. (**NOTE:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

- (1) Straddling the pitcher's plate without the ball is to be interpreted as intent to deceive and ruled a balk.
- (2) With a runner on first base, and the runner attempting to steal second, the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

APPROVED RULING: If the pitcher violates (a) through (m) in this rule and throws wild to a base, the runner or runners may advance at their own risk. (Delayed dead ball)

APPROVED RULING: A runner who misses the first base to which that runner is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

8.06 - This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

- (a) A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed two visits in that inning before being removed on the third visit.

- (b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (a) above.
- (c) The manager or coach is prohibited from making a third visit while the same batter is at bat.
- (d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

APPROVED RULING 1: At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

APPROVED RULING 2: A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

ALYB RULE: Pitching Machine (C and D League)

- *The umpire shall be the person feeding the pitching machine during C League games. If for any reason an umpire is not available to feed the machine, the coach of the team up to bat shall feed the machine. During D League games, the pitching machine will be fed by the batting team's coach using the Jugs Machine Soft Balls provided by the league for use during games.*
- *The speed of the pitching machine shall be 40 miles per hour for C League games and 25 miles per hour for D League games.*
- *The umpire (or coach) may adjust the pitching machine at will if it is pitching out of the strike zone. Adjusting the machine to compliment each hitter's preference is forbidden.*
- *If the pitching machine is inoperable, a coach may pitch to his own team and all rules apply as if the pitching machine was being used.*
- *For C League games, a batter shall be declared out after failing to hit a fair ball after five (5) pitches have been delivered. The batter is out if there are three strikes before the 5th pitch. Missed swings, foul balls and foul tips are counted as strikes. A batter cannot be called out on a foul ball or a foul tip.*
- *For D League games, a batter shall use the hitting tee after failing to hit a fair ball after five (5) pitches have been delivered by the pitching machine. The batter shall be declared out if he/she cannot hit the ball after three attempts to hit the ball off of the tee.*
- *If a ball delivered by the pitching machine is clearly "not hittable" and the batter does not swing, the pitch shall be considered "no pitch" and does not count toward the batter's five (5) pitches.*
- *A batted ball that strikes the pitching machine, the coach feeding the machine or the umpire is a dead ball. The batter shall be awarded a single and any base runners shall advance one base.*

9.00 - THE UMPIRE

9.01 -

- (a) The league president shall appoint one or more adult umpires to officiate at each league game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game. Non-adult umpires may be used to supplement the umpire crew but the umpire-in-chief must always be an adult.

NOTE: Plate umpire must wear mask, shin guards and chest protector. Male umpire must wear protective cup. **NOTE:** It is highly recommended all umpires attach a "dangling" type throat protector to their mask.

ALYB RULE: At any time the umpire(s) assigned by the ALYB Board fail to report or are otherwise unavailable, any other umpire used in that game shall be agreed upon by both of the head coaches.

ALYB RULE: The use of tobacco in any form by umpires while umpiring is prohibited.

ALYB RULE: The umpire shall record innings pitched by each pitcher, the start time of the game and the final score on the Umpire Score Sheet. This sheet is to be signed by both team managers (or their designees) at the conclusion of the game.

ALYB RULE: The first time that an umpire fails to report, he/she will be suspended for a minimum of seven (7) days. The second occurrence will be considered forfeiture of the umpire position with the ALYB Board and the umpire will be removed from the schedule for all remaining games.

- (b) Each umpire is the representative of the league and of Little League Baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
- (c) Each umpire has the authority to rule on any point not specifically covered in these rules.
- (d) Each umpire has the authority to disqualify any player, coach, manager or substitute for objecting to the decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- (e) All umpires have the authority at their discretion to eject from the playing field (1) any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc. and (2) any spectator or other person not authorized to be on the playing field.
- (f) Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.

9.02 -

- (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- (b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- (d) No umpire may be replaced during a game unless injured or ill.

9.03 -

- (a) If there is only one umpire, that umpire must be an adult and shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners.)

ALYB RULE: During C League games, the umpire shall be the person feeding the pitching machine.

- (b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires or a plate umpire.
- (c) The umpire-in-chief may be a plate umpire or a field umpire. The umpire-in-chief's duties, in addition to any field or plate duties, shall be to:
 - (1) take full charge of, and be responsible for, the proper conduct of the game;
 - (2) make all decisions except those commonly reserved for the other field umpires or plate umpire;
 - (3) announce any special ground rules;
- (d) If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League must assign an adult as Game Coordinator, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. The Game Coordinator's duties shall be:
 - (1) To be included in the pre-game meeting as noted in Rule 4.01.
 - (2) To remain at the game at all times, including between half innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure). If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
 - (3) To oversee the conduct of all players, managers, coaches and umpires in the game;
 - (4) To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play;
 - (5) To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Game Coordinator shall not call the game until at least thirty minutes after play as suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play. (This supersedes Rule 3.10.)

9.04 –

- (a) The plate umpire shall stand behind the catcher. This umpire usually is designated as the umpire-in-chief. The plate umpire's duties shall be to:
 - (1) call and count balls and strikes;
 - (2) call and declare fair balls and fouls except those commonly called by field umpires;

- (3) make all decision on the batter except those specifically reserved to the umpire-in-chief, or field umpire
- (4) inform the official scorer of the official batting order; and any changes in the lineups and batting order, on request.
- (b) A field umpire may take any position (see Little League Umpire Manual) on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:
 - (1) make all decisions on the bases except those specifically reserved to the umpire-in-chief, or the plate umpire;
 - (2) take concurrent jurisdiction with the umpire-in-chief in calling "Time," illegal pitches, Junior/Senior/Big League balks, or defacement or discoloration of the ball by any player;
 - (3) aid the umpire-in-chief in every manner in enforcing the rules, excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.
- (c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05 -

- (a) The umpire shall report to the league president within twenty four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore.
- (b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.
- (c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified. **NOTE:** The Board may impose such penalties that it feels are warranted, but may not lessen the requirements of Rule 4.07.

9.06 - Umpires shall not wear shoes with metal spikes or cleats.**IMPORTANT**

Carry your Rule Book. It is better to consult the Rules and hold up the game long enough to decide a knotty problem than to have a game protested and possibly replayed.

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- Deflected Batted Ball:** 6.09 (f-g), 7.05 (a-f).
- Delay of Game:** by Batter 6.02 (c); by Pitcher 8.02 (b), 8.04; Forfeit for Delays 4.15.
- Discipline of Team Personnel:** 3.02, 3.14, 4.05-4.08, 4.15, 8.02 (a-I), 8.02 (b-c), 9.01 (b-d), 9.05.
- Double-Headers:** 3.11, 4.12, 4.13.
- Equipment:** Athletic Supporter/Cup 1.17; Ball 1.09; Bases 1.04, 1.06; Bats 1.10; Benches/ Dugouts 1.08, 2.00-Bench; Chest Protector 1.17; Gloves 1.12, 1.13, 1.14,1.15; Helmets 1.16,1.17; Home Base 1.04, 1.05; Masks 1.17; Removed from Game - 4.19 (a), 1.10; Not Left Lying on field 3.14; Observance of all Rules Governing - 3.01 (a); Pitcher's Plate/Mound 1.04, 1.07; Shoes & Toe Plates 1.11 (g-h), 9.06; Throat Protector 1.17; Thrown at Ball: 7.05 (a-c-e); Uniforms 1.11.
- Fair Ball:** 2.00; Bounces Out of Play 6.09 (f-g), 7.05 (f).
- Fielder in Dead Ball Area:** 5.10 (f), 7.04 (b).
- Fielder's Choice:** 2.00.
- Forfeited Game:** 2.00, 4.15, 4.16, 4.17,4.18.
- Ground Rules:** 3.13, 9.04 (a-8)
- Illegal Pitch:** 2.00, Caused by catcher 4.03 (a), Caused by Offensive Team 4.06 (3); Ball Dead 5.09 (c), 8.01 (d), 8.02 (a-6), 8.05; Penalty 8.05; Penalty Waived 8.05.
- Illegally Batted Ball:** 2.00, 5.09 (d), 6.03, 6.06 (a).
- Infield Fly:** 2.00, 6.05 (d) & (k) - Note, 7.08 (f) - Exception & Note.
- Intentionally Dropped Ball:** 6.05 (k).
- Interference:** Defensive 2.00 (b), 6.08 (c); Offensive 2.00 (a), 5.09 (f), 6.05 (g-h-j-I), 6.06 (c), 6.08 (d), 6.09 (b), 7.08 (b-f-g), 7.09, 7.11; Spectator 2.00 (d), 3.16, 3.18; Umpire 2.00 (c), 5.09 (b-f), 6.08 (d), 6.09 (b), 7.04 (b).
- Jewelry:** 1.11 (j).
- Lights & Light Failure:** 4.12, 4.14, 5.10 (b-h).
- Mandatory Play:** Regulation IV (i).
- Missed Base:** 7.02, 7.04 - Note, 7.08 (k), 7.10 (b), 7.12, 8.05 - Penalty - Approved Ruling #2.
- Obstruction:** 2.00, 7.06.
- Official Scorer:** See "What's the Score" publication.
- Overrunning First Base:** 7.08 (c & j), 7.10 (c).
- Pitcher:** May Not Re-enter Game as Pitcher 3.03 - Note 1; Shall Pitch to First Batter 3.05; Warming up 3.09; Pitching in Resumption of Game 4.11 (e) - Note, 4.12; Legal Positions 8.01 (a) (b); Becomes Infielder 8.01 (e); Takes Signs While on Pitcher's plate 8.01; Throws out of play 7.05 (h); Throws to a Base 8.01 (c); Throws at Batter 8.02 (c); Preparatory Pitches 8.03; Visits by Manager or Coach to 8.06.

Player's Position: 4.03.

Playing Field: 1.04, See Diagrams of Field Layout and Batter's Boxes.

Postponement/Suspension Responsibilities: 3.10, 4.01.

Protested Games: 4.19.Regulation Games: 4.10, 4.11.

Resuming Play After Dead Ball: 5.11.

Restrictions on Players: No Fraternizing 3.09; Barred from Stands 3.09; Confined to Bench 3.17.

Runner: Advance of 7.04; 7.05; 7.06; Entitled to Base 7.01, 7.03; Base Touching Requirements 7.02; 7.04 - Note, 7.08 (d) (k), 7.10 (a) (b) (d), 7.12; Is Out 5.08, 5.09 (f), 7.08-7.11; Leaving Early 7.13; Reverse Run Prohibited 7.08 (i); Running Out of Baseline 7.08 (a -I).

Score of Games: 4.09 (b), 4.11.

Scoring Rules: See "What's the Score" Publication.

Scoring Runs: 4.09, 4.11, 5.02, 5.06,5.10 (c), 6.09 (c) (g), 7.02, 7.05 (a), 7.12.

Spectators: Barred from Field 3.15, 3.18; Touching Batted or Thrown Ball 3.16; Actions Causing Dispute 4.19 Note 1; Not Mingling with 3.09.

Strike: 2.00.

Strike Zone: 2.00, 6.02, 6.08 (b).

Substitutions: 3.03-3.08; 4.04, 4.08, 4.12, 5.10 (c).

Ten Run Rule: 4.10 (e).

Tie Games: 4.11 (e), 412.

Umpires: 9.00.

Unsportsmanlike Conduct: 4.06, 9.01 (d).

Wild Throws: 5.08, 7.05 (g-h-i).

APPENDIX A

SAFETY CODE FOR LITTLE LEAGUE

- Responsibility for safety procedures should be that of an adult member of the local league.
- Arrangement should be made in advance of all games and practices for emergency medical services.
- Managers, coaches and umpires should have some training in first aid. First aid kit should be available at the field
- No games or practice should be held when weather or field conditions are not good, particularly when lighting is inadequate. (See Lightning Safety Guidelines)
- Play area should be inspected frequently for holes, damage, glass and other foreign objects.
- Dugouts and bat racks should be positioned behind screens.
- Only players, managers, coaches and umpires are permitted on the playing field during play and practice sessions.
- Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player assigned for this purpose.
- Procedure should be established for retrieving foul balls batted out of the playing area.
- During practice sessions and games, all players should be alert and watching the batter on each pitch.
- During warm up drills, players should be spaced so that no one is endangered by errant balls.
- Equipment should be inspected regularly. Make sure it fits properly.
- Pitching machines, if used, must be in good working order (including extension cords, outlets, etc.) and must be operated only by adult managers and coaches.
- Batters must wear protective NOCSAE helmets during practice, as well as during games.
- Catchers must wear catcher's helmet (with face mask and throat guard), chest protector and shin guards. Male catchers must wear long-model chest protector (divisions below Junior League), protective supporter and cup at all times.
- Except when runner is returning to a base, head first slides are not permitted. This applies only to Little League (Majors), Minor League and Tee Ball.
- At no time should "horse play" be permitted on the playing field.
- Parents of players who wear glasses should be encouraged to provide "Safety Glasses."
- Players must not wear watches, rings, pins, jewelry or other metallic items.
- Catchers must wear catcher's helmet, face mask and throat guard in warming up pitchers. This applies between innings and in bull pen practice. Skull caps are not permitted.
- Batting/catcher's helmets should not be painted unless approved by the manufacturer.
- Regulations prohibit on-deck batters. This means no player should handle a bat, even while in an enclosure, until it is his/her time at bat. This applies only to Little League (Majors), Minor League and Tee Ball. This applies only to Little League (Majors), Minor League and Tee Ball.
- Players who are ejected, ill or injured should remain under supervision until released to the parent or guardian.

APPENDIX B COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood born infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

Additional information is available from your state high school association and from the National Federation TARGET program.

APPENDIX C

BAT MODIFICATIONS AND ALTERATIONS

While Little League International has not received any reports of Little League volunteers or players making alterations to bats designed to increase their performance, it has been an issue in some upper levels of play.

In an effort to ensure this does not become a problem in Little League, this policy statement has been prepared.

No bat, in any level of Little League Baseball or Softball play, is permitted to be altered. This is of particular concern especially when it is clearly done to enhance performance and violate bat standards. Making such alterations to bats is clearly an inappropriate attempt to gain an unfair advantage, and cheating has no place in our program. Umpires, managers and coaches are instructed to inspect bats before games and practices - as they always should - to determine if bats might have been altered.

This includes using the appropriate Little League Bat Ring. If a bat does not clearly pass through the correct size ring, or if it has a flat spot on it, the bat must not be used. (This may simply indicate the bat has become misshapen with use, and does not necessarily indicate it was purposely altered. Still, the bat must be removed.)

Other signs to look for include contorted or mangled end-caps or knobs on non-wood bats. This could indicate that machinery was used to "shave" the inside of the bat to make it lighter. Bats with evidence of this type of tampering also must not be used.

Little League International wishes to make it clear that tampering with bats (or any other piece of equipment) is dangerous, and the equipment must not be used in any Little League game or practice.