

2013 SEASON

USSA **GEORGIA BASEBALL**

Edition: February 1, 2013



OFFICIAL RULES

GEORGIA USSSA BASEBALL

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AMENDMENTS & CHANGES HIGHLIGHTED IN YELLOW

In the event of any conflict in language between a past, present or future printed version of these Georgia USSSA Baseball Official Rules and the online version available at www.gausssabaseball.com, the online version language shall have priority.

FOREWORD FROM THE STATE OFFICE

It is the belief of Georgia USSSA Baseball that the overall development of all players can be greatly enhanced by the experience and fun of league and tournament play on the local, state and national levels. The participation in and competition of league and tournament play enriches the overall development of all children regardless of skill level and not just on the baseball field...but in life. Terms such as **Character, Respect, Sportsmanship, Success, and Teamwork** are all used to describe the attributes of a solid athlete but more importantly, these are the same attributes of a noble person. Georgia USSSA Baseball requires its participants to strive towards obtaining these traits but in order to facilitate such; a strict observance of all Official Rules, regardless of the assumed significance or insignificance is paramount! It is the job of all Georgia USSSA Baseball Directors, Officials, Managers, Coaches, Sponsors, Spectators and Players to respect the rules and integrity of the game and to call to the attention of the Georgia USSSA Baseball State Office any observance of breach in the games integrity by anyone associated with the game. Together, we all can make a positive impact in the development of the participants.

RULE 1.00 – NAME & OBJECTIVE

- 1.01 This organization shall be known as Georgia USSSA Baseball. Any reference to “the program” contained within these rules shall be interpreted as meaning Georgia USSSA Baseball.
- 1.02 The objective of Georgia USSSA Baseball is to organize and promote youth and amateur baseball, to perpetuate the interest and love of the game. To coordinate the providing of an opportunity for teams to compete in league and tournament competition that leads to state championships and world championships in their respective competitive classifications and age divisions.

RULE 2.00 – MEMBERSHIP, PARTICIPATION & CLASSIFICATIONS OF PLAY

- 2.01 TEAM MEMBERSHIP – A team registration fee shall be paid seasonally to participate in the program. The season of play begins August 1st and concludes July 31st. No team shall be permitted to compete in the program (sanctioned league or tournament) without first paying their team registration fee to the association.
- 2.02 UMPIRE MEMBERSHIP – An umpire registration fee shall be paid yearly to officiate in the program. Included with such paid membership is General Liability and Accidental Medical Insurance while officiating in the program. In addition, umpires may elect to purchase an optional insurance plan that will cover the umpire during non-program contests.
- 2.03 LEAGUE PARTICIPATION & CLASSIFICATIONS – In all sanctioned leagues, teams will qualify for State Championships and / or World Series play. Classifications of league teams are based on the construction of the teams (draft format, protected players, etc.) and will vary from league to league.
- 2.04 TOURNAMENT PARTICIPATION & CLASSIFICATIONS – In all sanctioned tournaments, teams will qualify for State Championships and / or World Series play. The program shall offer four (4) classifications (levels) of play for tournament teams: Major, AAA, AA & A.
Rule 2.03 & 2.04 Comment: The Drafted League & All-Star program is distinct and detached from tournament competition thus players frozen to Major, AAA, AA & A teams may still be eligible to participate in the Drafted League & All-Star program pursuant to these rules.
- 2.05 The State Office shall adopt an acceptable method to classify teams within the state. The State Office shall have sole authority to classify teams within the state and the authority to classify and / or re-classify any team within the state at any time during the current season, except when a team classification has been assigned by the USSSA Baseball National Committee.

RULE 3.00 – INDIVIDUAL PLAYER & TEAM ELIGIBILITY

- 3.01 AGE DIVISIONS (4U - 14U) –
Note: Rules 3.01.A – 3.01.F.7 apply only to Age Divisions 4U – 14U.
- 3.01.A (Chart 3.01.A-1) Participation is based on age. A player who before May 1st of the current season reaches the listed birthday in the Birthday Restriction column shall not be eligible to participate at the listed age in the Age Division column and shall be required to participate in the next older division.
- 3.01.B A player shall be eligible to compete in the program as long as he abides by the USSSA Constitution and the Official Rules when his first name, last name (**no middle names, nick names, shortened names, slang names, initials, prefixes or suffixes are allowed**) and date of birth (in proper format – mm/dd/yyyy) are listed **EXACTLY** as they appear on his original birth certificate, as a member on an eligible team’s Official Online Roster.
Rule 3.01.B Comment: Circumstances involving adoption, legal name changes and / or similar require the player’s legal name be listed on the

BIRTHDAY RESTRICTION	AGE DIVISION
Fifth	4U
Sixth	5U
Seventh	6U
Eighth	7U
Ninth	8U
Tenth	9U
Eleventh	10U
Twelfth	11U
Thirteenth	12U
Fourteenth	13U
Fifteenth	14U

Chart 3.01.A-1

Official Online Roster and the proper Certified Court Documentation to accompany the player's photocopied original birth certificate.

3.01.C All players participating in the program shall have photocopies of their original birth certificate in the possession of their team manager at all times. Upon protest, failure to have a photocopy of the original birth certificate **IMMEDIATELY** available upon demand shall result in the player being adjudged an illegal player.

3.01.D At all times (prior to being frozen to and subsequent of being frozen to an Official Online Roster);

3.01.D.1 A player shall only be rostered on one (1) Official Online Roster per age division regardless of classification and shall only participate with such team.

3.01.D.2 A player rostered in multiple age divisions shall be rostered on Official Online Rosters of teams with equal classifications.

3.01.D.3 A player shall only physically play for one (1) team per day, event, tournament, week or weekend, regardless of age division and / or classification.

Rule 3.01.D Comment: The team manager shall be responsible for knowing the eligibility of the players rostered on the team's Official Online Roster pursuant to these rules including but is not limited to what other possible team(s) Official Online Roster(s) player(s) may be rostered on.

3.01.E Team Eligibility:

3.01.E.1 Teams shall be limited to rostering not more than three (3) drop down players to their unfrozen and / or frozen Official Online Roster. Any team rostering more than three (3) drop down players shall be reclassified to the next higher classification.

Rule 3.01.E.1 Comment: A drop down player is defined as any player whom the previous season, regardless of age division, was at any time frozen to an Official Online Roster End Year Classified or End Year Reclassified higher than his current season team. Drop down players shall only participate one (1) classification below their End Year Classification or End Year Reclassification from the previous season.

3.01.E.2 Teams shall maintain an Official Online Roster with a minimum of nine (9) eligible players and a maximum of twenty-five (25) eligible players.

3.01.E.3 Players may be rostered to an Official Online Roster as late as twenty-four (24) hours prior to the scheduled start of an entered event.

3.01.E.4 A teams "home" state shall be determined by the home residency of fifty-one percent (51%) or the majority (whichever is greater) of the players on the team's Official Online Roster.

3.01.E.5 The team manager shall be responsible for all aspects of eligibility of the players and the information of the players rostered on the team's Official Online Roster pursuant to these rules. This includes but is not limited to; age eligibility, classification eligibility (in age division and other age divisions), classifications of previous teams the players may have been rostered on, spelling of legal names of the players, and correct dates of birth of the players.

3.01.E.6 The intentional or unintentional act(s) of rostering ineligible players to the team's Official Online Roster, the intentional or unintentional act(s) of incorrectly spelling a player's name on the team's Official Online Roster, the intentional or unintentional act(s) of incorrectly entering a player's date-of-birth on the team's Official Online Roster shall be grounds for team manager suspension and ineligibility of the player on **ANY** team in the program.

3.01.E.7 The State Office shall have the authority to approve or reject all players rostered on a team's Official Online Roster. Such authority is to include player additions and / or releases prior to and subsequent of being frozen except when a player addition or release has been approved by the USSSA Baseball National Committee. State Office approval of a team's Official Online Roster **SHALL NOT** release the team manager of his responsibilities pursuant to these rules.

3.02 SCHOLASTIC BASED AGE DIVISIONS (15U - 18U) –

Note: Rules 3.02.A – 3.02.E.6 apply only to Scholastic Based Age Divisions 15U – 18U.

3.02.A (Chart 3.02.A-1) Participation is based on scholastic grade and age. A player that does not meet the listed birthday in the Birthday Restriction column must meet the listed restrictions in the Scholastic Grade column **AND** the Meets Grade Not Birthday column. A player that does not meet **BOTH** shall be required to participate in the next older division.

BIRTHDAY RESTRICTION	SCHOLASTIC GRADE	MEETS GRADE NOT BIRTHDAY
Sixteenth	15U-Frosh	Seventeenth
Seventeenth	16U-Soph	Eighteenth
Eighteenth	17U-Junior	Nineteenth
Nineteenth	18U-Senior	Twentieth
Chart 3.02.A-1		

3.02.B A player shall be eligible to compete in the program as long as he abides by the USSSA Constitution and the Official Rules.

3.02.C All players participating in the program shall have photocopies of their original birth certificate and if applicable, photocopies of their original current scholastic report card in the possession of the team manager at all times. Upon protest, failure to have a photocopy of the original birth certificate and if

applicable, photocopy of the original current scholastic report card **IMMEDIATELY** available upon demand shall result in the player being adjudged an illegal player.

3.02.D A player shall only physically play for one (1) team per day, event, tournament, week or weekend, regardless of age division and / or classification.

3.02.E Team Eligibility:

3.02.E.1 To be eligible to be awarded points and berths, a team shall maintain an Official Online Roster with a minimum of nine (9) eligible players and a maximum of forty (40) eligible players.

3.02.E.2 Players may be rostered to an Official Online Roster as late as twenty-four (24) hours prior to the scheduled start of an entered event.

3.02.E.3 A team's "home" state shall be determined by the home residency of fifty-one percent (51%) or the majority (whichever is greater) of the players on the team's Official Online Roster.

3.02.E.4 The team manager shall be responsible for all aspects of eligibility of the players and the information of the players rostered on the team's Official Online Roster pursuant to these rules. This includes but is not limited to; age eligibility, classification eligibility (in age division and in other age divisions), classifications of previous teams the players may have been rostered on, spelling of legal names of the players, and correct dates of birth of the players. A player's first name, last name (**no middle names, nick names, shortened names, slang names, initials, prefixes or suffixes are allowed**) and date of birth (in proper format – mm/dd/yyyy) **MUST** be listed **EXACTLY** as they appear on his original birth certificate pursuant to these rules.

Rule 3.02.E.4 Comment: Circumstances involving adoption, legal name changes and / or similar require the player's legal name be listed on the team's Official Online Roster and the proper Certified Court Documentation to accompany the player's photocopied original birth certificate.

3.02.E.5 The intentional or unintentional act of rostering ineligible players to the team's Official Online Roster shall be grounds for team manager suspension and ineligibility of the player on **ANY** team in the program. The intentional or unintentional act of incorrectly spelling a player's name on the team's Official Online Roster shall be grounds for team manager suspension and ineligibility of the player on **ANY** team in the program. The intentional or unintentional act of incorrectly entering a player's date-of-birth on the team's Official Online Roster shall be grounds for team manager suspension and ineligibility of the player on **ANY** team in the program.

3.02.E.6 The State Office shall have the authority to approve or reject all players rostered on a team's Official Online Roster. Such authority is to include player additions and / or releases prior to and subsequent of being frozen except when a player addition or release has been approved by the USSSA Baseball National Committee. State Office approval of a team's Official Online Roster **SHALL NOT** release the team manager of his responsibilities pursuant to these rules.

3.03 HOW A TEAM QUALIFIES / FROZEN ROSTER –

3.03.A A team Qualifies upon being awarded a berth for a State Championship and / or World Series (whether the team accepts the berth or not) by placing high enough in the final standings of a qualifying event or league. When a team qualifies:

3.03.A.1 Prior to April 1st of the current season (whether the team accepts the berth or not), the team's Official Online Roster shall become frozen on April 1st of the current season regardless of the date the roster is physically frozen on USSSA.com.

3.03.A.2 After April 1st of the current season (whether the team accepts the berth or not), the team's Official Online Roster shall become frozen immediately at the qualifying event regardless of the date the roster is physically frozen on USSSA.com.

3.03.A.3 At any Super NIT event in the Major classification only (whether the team accepts the berth or not), the team's Official Online Roster shall become frozen immediately at the Super NIT event regardless of the date the Super NIT event is played or the date the roster is physically frozen on USSSA.com.

3.03.B When a team qualifies all players on the team's Official Online Roster become frozen to the qualified team and shall be bound to the qualified team up to and including the team's respective State Championship and / or World Series (unless released pursuant to these rules). No player shall be rostered on any other frozen or unfrozen Official Online Roster within the same age division regardless of classification.

3.03.C When a team manager requests a Voluntary Freeze all players on the team's Official Online Roster become frozen to the team and shall be bound to the qualified team up to and including the team's respective State Championship and / or World Series (unless released pursuant to these rules). No

player shall be rostered on any other frozen or unfrozen Official Online Roster within the same age division regardless of classification.

3.04 QUALIFIED TEAM ROSTER ADDITIONS & RELEASES –

3.04.A Team managers shall be allowed to add a maximum of three (3) players to their frozen Official Online Roster. Additional players shall only be added to rosters that have openings pursuant to these rules.

3.04.B All players added to a frozen Official Online Rosters must meet the following requirements:

3.04.B.1 Player(s) shall not be rostered on another frozen Official Online Roster in the same age division regardless of classification.

3.04.B.2 Player(s) shall not have been previously rostered on another frozen Official Online Roster of a team of higher classification regardless of age division.

3.04.B.3 Player(s) rostered on frozen Official Online Rosters in multiple age divisions shall be rostered on frozen Official Online Rosters of teams with equal classifications.

3.04.B.4 Player(s) added to a frozen Official Online Roster in the AAA, AA, & A classifications shall have a traceable playing history within the USSSA.com system for the current or previous season.

Rule 3.04.B Comment: The team manager shall be responsible for knowing the eligibility of the players being added on the team's Official Online Roster pursuant to these rules. Team managers are highly advised to complete an "Athlete Search" on USSSA.com using any and all possible variations of a player's name to verify the player's eligibility.

Rule 3.04.B Additional Comment: These rules allow for a maximum of three (3) add-on players. The adding of ineligible players and / or incorrect player information for an ineligible player shall count as a player add(s) pursuant to these rules. Under no circumstances can an add-on player be deleted and replaced with another player even if the original add-on player never plays with the team, decides not to further play with the team or is injured.

3.04.C There shall be no limit to the number of players team managers may release from their frozen Official Online Roster.

3.04.D A player released from a team's frozen Official Online Roster shall be bound to the releasing team's classification or higher for the remainder of the current season.

3.04.E A player released from a team's frozen Official Online Roster shall be prohibited from returning to the releasing team for the remainder of the current season.

3.05 DISBANDED TEAMS & PLAYERS FROM DISBANDED TEAMS –

3.05.A A team with a frozen Official Online Roster listing less than nine (9) players, which has used all options for additions shall be automatically disbanded and shall forfeit all points and / or berths awarded.

3.05.B If a disbanded team chooses to reform, it does so as a new team and;

3.05.B.1 The team manager shall re-register for the current season.

3.05.B.2 The team manager shall be bound by all roster, eligibility and classification rules contained within these rules.

3.05.B.3 The team shall be required to re-qualify.

3.05.C Any player(s) joining a team from a previously disbanded team shall be bound to his disbanded team's highest classification for the current season.

3.06 A player in violation of any article of Rule 3.00 shall be adjudged as an illegal player and shall not be permitted to participate within the program.

Penalty: A player found to be in violation of the USSSA Constitution or the Official Rules to include but not limited to; age eligibility, classification eligibility, roster eligibility, or similar, pursuant to these rules, during or after a league or tournament game, shall result in the offending team immediately forfeiting the game, being ejected from the league / tournament, being placed last in the standings and forfeiting all awards, points, travel money, and berths that have been or would have been awarded. The player adjudged to be illegal shall be permanently removed from all Official Online Rosters on which he appears for the current season and shall be suspended. The team manager (or other appropriate personnel) shall be suspended and additional penalties may be applied to the offending team. Knowingly competing **WITH** or **AGAINST** a player adjudged as illegal or a player that has been suspended shall be grounds for suspension. Protests of illegal players must be declared to the Umpire-in-Chief and then to the League / Tournament Director while the player in question is in the line-up and playing. Protests will not be accepted after the final out of a game is recorded. A non-protesting team shall not benefit in a league or tournament by the actions of a protesting team.

RULE 4.00 – QUALIFYING TOURNAMENTS

4.01 The State Office or Directors appointed by the State Office shall conduct all Qualifying Tournaments to assure that these Official Rules are being enforced at all times.

4.02 Participation fee to be charged for Qualifying Tournaments shall be at the discretion of the appointed Director.

4.03 Awards to be presented for Qualifying Tournaments shall be at the discretion of the appointed Director.

- 4.04** The State Office shall adopt an acceptable system to be used for qualifying teams for State Championship and / or World Series participation. Sanctioned league participation shall be included in such a system.
- 4.05** No Qualifying Tournament shall be considered as sanctioned by Georgia USSSA Baseball if all applicable fees and registrations are not paid to the State Office within seventy-two (72) hours after completion of the tournament.
- 4.06** A team may participate in an event –
- 4.06.A** One (1) age division higher and one (1) classification lower or;
 - 4.06.B** Two (2) age divisions higher and two (2) classifications lower or;
 - 4.06.C** Three (3) age divisions higher and three (3) classifications lower.
- Rule 4.06 Example:** A 10U Major team can participate in an 11U Triple-A, 12U Double-A or 13U Single-A but cannot participate in an 11U Double-A or 12U Single-A.
- 4.07** Only USSSA licensed baseballs shall be used in Qualifying Tournament play.
- 4.08** The State Office shall set any necessary refund policies.
- 4.09** A team that forfeits a Qualifying Tournament pool-play game shall not be eligible for bracket play competition.
- 4.10** Pool Play / Tie Breaker Recommendations –
- 4.10.A** Head to Head (use only when two teams are tied that have played each other);
 - 4.10.B** Runs Allowed (versus all teams played not just tied teams);
 - 4.10.C** Run Differential (max +/- 8 runs per game versus all teams played not just tied teams);
 - 4.10.D** USSSA Points;
 - 4.10.E** Coin Flip.
- Rule 4.10 Comment:** When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle an additional tie.

RULE 5.00 – STATE CHAMPIONSHIPS

- 5.01** The State Office or Directors appointed by the State Office shall conduct all State Championships to assure that these Official Rules are being enforced at all times.
- 5.02** State Championship Eligibility –
- 5.02.A** All teams must meet the qualifications required to be eligible for State Championship play.
Rule 5.02.A Comment: Review all State Championship requirements on the Georgia USSSA Baseball web site “Qualifying For Postseason” page.
 - 5.02.B** Teams are permitted to participate in multiple “Level 1” State Championships but shall only be awarded “Level 1” State Championship points for the first (earliest) State Championship in which the team participates. Teams participating in subsequent “Level 1” State Championships shall be awarded “Qualifying Tournament” points. Teams shall only participate in their respective (home) state’s “Level 1” State Championship(s).
 - 5.02.C** Teams are permitted to participate in multiple “Level 2” State Championships and shall be awarded “Level 2” State Championship points for each “Level 2” State Championships in which the team participates. Teams shall be permitted to cross state boundaries to participate in “Level 2” State Championships if allowed by the host state.
Rule 5.02 Comment: Global Sports Baseball State Championships are “Level 1” State Championships.
- 5.03** Participation fees to be charged for State Championships shall be at the discretion of the appointed Director.
- 5.04** Awards to be presented for State Championships shall be at the discretion of the appointed Director.
- 5.05** The State Office shall adopt an acceptable system to be used for qualifying teams for World Series participation. Sanctioned league participation shall be included in such system.
- 5.06** No State Championship shall be considered as sanctioned by Georgia USSSA Baseball if all applicable fees and registrations are not paid to the State Office within seventy-two (72) hours after completion of the tournament.
- 5.07** A team may only participate in their assigned classification or an Open classification State Championship.
Rule 5.07 Comment: The State Office may place lower classification and / or younger age divisions teams in any State Championship.
- 5.08** Only USSSA licensed baseballs shall be used in State Championship play.
- 5.09** The State Office shall set any necessary refund policies.
- 5.10** A team that forfeits a State Championship pool-play game shall not be eligible for bracket play competition.
- 5.11** Pool Play / Tie Breaker Recommendations –
- 5.11.A** Head to Head (use only when two teams are tied that have played each other);
 - 5.11.B** Runs Allowed (versus all teams played not just tied teams);
 - 5.11.C** Run Differential (max +/- 8 runs per game versus all teams played not just tied teams);
 - 5.11.D** USSSA Points;
 - 5.11.E** Coin Flip.
- Rule 5.11 Comment:** When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle an additional tie.

RULE 6.00 – WORLD SERIES

- 6.01** World Series play shall be under the jurisdiction of the USSSA Baseball National Committee. The Association's Vice President of Baseball shall appoint a duly qualified person to serve as Director. The appointed Director shall supervise the event and be responsible for insuring that the tournament is ran according to all rules, procedures, and terms of the written contract and all rules and regulations of USSSA. The appointed Director, in carrying out his duties, shall report directly to the Association's Vice President of Baseball.
- 6.02** The appointed Director shall have the authority to amend these rules to accommodate the needs of the World Series with the approval of the Association's Vice President of Baseball.
- 6.03** All teams receiving berths to World Series shall participate in their (home) state's State Championship provided such a State Championship is played. Any additional requirements set forth by the State Office must also be met. It is the Manager's responsibility to verify all requirements with the State Office to play in a World Series.
- 6.04** The State Office shall approve all entries and Official Online Rosters of teams entering World Series.
- 6.05** When a team has qualified to compete in a World Series and for some legitimate reason cannot compete, the State Office or a Director appointed by the State Office may select a replacement team.
- 6.06** A deadline for accepting entries in World Series shall be set by the USSSA Baseball National Committee.
- 6.07** A team shall participate in the highest classification World Series in which the team is awarded a World Series berth unless the team is re-classified by the State Office or by the USSSA Baseball National Committee.
- 6.08** A team may participate in a higher age division World Series but shall participate at or above the team's current classification.
- Rule 6.08 Example:** A 10U AAA team can participate up in the 11U AAA or 11U Major World Series but cannot participate down in the 11U AA World Series.
- 6.09** Only USSSA licensed baseballs shall be used in World Series play.
- 6.10** USSSA prohibits the visual display of any non-USSSA association, alliance, federation, organization or union name, badge, crest, emblem, insignia, motif, sign or symbol anywhere on the uniform, such as but not limited to the temporary or permanent affixing of a patch or logo.
- 6.11** A team that forfeits a World Series pool-play game shall not be eligible for bracket play competition.
- 6.12** Pool Play / Tie Breaker Recommendations –
- 6.12.A** Head to Head (use only when two teams are tied that have played each other);
- 6.12.B** Runs Allowed (versus all teams played not just tied teams);
- 6.12.C** Run Differential (max +/- 8 runs per game versus all teams played not just tied teams);
- 6.12.D** USSSA Points;
- 6.12.E** Coin Flip.
- Rule 6.12 Comment:** When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle an additional tie.

RULE 7.00 – RULES OF PLAY

- 7.01** OBJECTIVE OF THE GAME –
- 7.01.A** Baseball is a game between two teams of nine (9) or ten (10) players each, under direction of a manager, played on an enclosed field in accordance with these rules, under the jurisdiction of one (1) or more umpires.
- 7.01.B** The objective of each team is to win by scoring more runs than the opponent scores.
- 7.01.C** 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.
- 7.02** PLAYING FIELD & EQUIPMENT –
- 7.02.A** (**Chart 7.02.A-1**) The playing field should be laid out according to the recommended dimensions contained herein.
- 7.02.B** The official ball shall be a sphere formed by yarn wound around a small core of cork, or rubber, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five (5) nor more than five and one fourth (5 1/4) ounces avoirdupois. It shall measure not less than nine (9) nor more than nine and one fourth (9 1/4) inches in circumference. It shall be clearly marked in permanent ink with the USSSA crest or logo.
- 7.02.C** The official bat shall be round in cross section, straight in length and measure not more than 36 inches long, including tape or other grip additions to the bat. It shall be constructed of

AGE DIVISION	PITCHING DISTANCE	BASE PATHS	FENCE AT FOUL LINES	FENCE AT CENTER FIELD
4U	N/A	55'	100'	125'
5U & 6U	N/A	55'	125'	150'
7U & 8U (CP)	N/A	60'	150'	175'
7U & 8U (KP)	40'	55'	150'	175'
9U & 10U	46'	65'	180'	210'
11U & 12U	50'	70'	230'	275'
13U	54'	80'	275'	300'
14U (54/80)	54'	80'	275'	300'
14U (57/85)	57'	85'	275'	300'
14U (60/90)	60' 6"	90'	320'	375'
15U – 18U	60' 6"	90'	335'	395'

Chart 7.02.A-1

aluminum or other metals, fiberglass, graphite or composite materials or of one piece of hard wood or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. The bat may be constructed in pieces from different materials but must have a closed barrel end, a taper, a handle and a knob. The bat may be modular in design with interchangeable parts, subject to additional safety and tampering requirements as set forth in the standard USSSA Bat Licensing Agreement. The knob portion must be welded or mechanically attached to the bat handle. The bat shall be not more than two and one fourth (2 1/4) inches in diameter for small barrel bats nor more than two and three fourths (2 3/4) inches in diameter for big barrel bats at its largest part. The grip shall be not less than ten (10) inches long, nor extend to touch the taper or barrel of the bat. All key graphics, including USSSA, BPF & BBCOR markings must be permanently and prominently displayed on the bat and cannot be applied as decals or engraving or by any other method that would allow the key graphics to be easily altered, removed or added.

Rule 7.02.C Comment: Only USSSA approved bats, USSSA approved weighted bats and / or USSSA approved weights, shall be used in the on deck circle.

7.02.C.1 Small Barrel Bats (maximum 2 1/4 inches in diameter): Only those small barrel bats made by approved USSSA Licensed Manufacturers that are either:

7.02.C.1(a) Made with the old USSSA mark (“USSSA BPF 1.15”); or

7.02.C.1(b) Made with the New USSSA Mark (see image at right); or

7.02.C.1(c) Wood, shall be allowed in USSSA play.

Rule 7.02.C.1 Comment: The above includes Tee Ball bats that are longer than 23 inches. Small barrel tee ball bats 23 inches and shorter from approved USSSA Licensed Manufacturers shall continue to be allowed without the old or New USSSA Mark.



7.02.C.2 Big Barrel Bats (larger than 2-1/4 inches diameter): Only those big barrel bats made by approved USSSA Licensed Manufacturers that are either:

7.02.C.2(a) Made with the New USSSA Mark (see image at right); or

7.02.C.2(b) Is a qualified BBCOR bat (pursuant to the rules of the NFHS); or

7.02.C.2(c) Wood, shall be allowed in USSSA play.

7.02.C.3 All bats for 15U – 18U scholastic based age divisions: Only those bats made by approved USSSA Licensed Manufactures that are either:

7.02.C.3(a) A qualified BBCOR bat (pursuant to the rules of the NFHS); or

7.02.C.3(b) Wood, shall be allowed in USSSA play.

Penalty: First Offense – If the umpire discovers that the bat does not conform to any part of Rule 7.02.C until a time during or after which the bat has been used in play and before the next legal pitch, the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base last legally occupied at the time of the pitch and the bat will be confiscated for the remainder of the event. Second Offense – If a team is found in violation of this rule a second time, the First Offense Penalty shall be applied and the Team Manager shall be ejected.

7.02.D An “Altered Bat” is any bat that has had its physical structure changed, including, but not limited to:

7.02.D.1 A bat that has had the surface of the barrel or the taper changed in any way such as by addition of graphics, painting, repainting, removal of bat material or paint by any means including but not limited to sandpaper, file, lathe or applying a solvent to the surface such as fingernail polish remover or by any other means.

7.02.D.2 A bat that has had the end cap or the knob removed / replaced or changed in any way or has had anything removed or added or inserted to the inside or outside other than tape at the handle or knob.

7.02.D.3 A bat that has had the manufacturer’s markings changed or replaced or has had the handle replaced with an alternate handle.

7.02.D.4 A bat that has been subjected to pressure in a manner that exceeds that of striking the bat at game swing speed against a USSSA approved ball traveling at game speeds. Such pressure would include, but is not limited to, “compressing” the bat, “rolling” the bat, “vising” the bat, “shaving” the bat or hitting the bat against any object other than a USSSA approved ball traveling at game speed.

7.02.D.5 A bat that has had its on-field performance improved by physically changing the bat (other than by hitting the bat at game swing speed against a USSSA approved ball traveling at game speed).

Rule 7.02.D.1 – 7.02.D.5 Comment: Replacing the grip, adding tape or adding a buildup of tape to the handle and / or knob is not by itself considered altering the bat.

7.02.D.6 A USSSA Director may at any time ask to inspect a bat that has been brought into the venue / Facility of any USSSA sanctioned event. The owner and / or user(s) may either:

- 7.02.D.6(a)** Withhold the bat from inspection and accept an immediate two (2) year suspension from USSSA sanctioned activities (automatic lifetime disbarment for second offenders) with no right to appeal; or
- 7.02.D.6(b)** Allow the Director to inspect the bat and reach a conclusion as to whether or not the bat might be altered.
- 7.02.D.7** If, after a USSSA Director making the inspection of a potential altered bat, the USSSA Director in his discretion decides that the bat might be altered, the suspected offending owner and / or user(s) may either:
- 7.02.D.7(a)** Withhold the bat from further examination by the USSSA Altered Bat Committee Chairman or Bat Manufacturer and accept an immediate two (2) year suspension from USSSA sanctioned activities (automatic lifetime disbarment for second offenders) with no right to appeal; or
- 7.02.D.7(b)** Allow the USSSA Director to send the bat to the USSSA Altered Bat Committee Chairman and / or Bat Manufacturer for a determination as to whether or not the bat is altered. If the USSSA Altered Bat Committee Chairman and / or Bat Manufacturer determine that the bat has been altered, the USSSA Altered Bat Committee Chairman in consultation with the USSSA Director who inspected the bat may suspend a first time offender for up to five (5) years from USSSA sanctioned activities (automatic lifetime disbarment for second offenders).
- 7.02.D.8** The responsibility for knowing whether a bat has been altered is that of the owner and / or user(s). If an individual(s) uses an altered bat in USSSA sanctioned play or is the owner of an altered bat brought into a USSSA venue / facility, the suspensions under these rules shall be imposed without regard to whether the individual(s) actually knew the bat has been altered. An individual(s) must know that a bat has not altered if brought into a USSSA venue / facility and / or uses said bat in a USSSA sanctioned activity. The claimed fact that the owner and / or user(s) did not know the bat has been altered is not a factor in imposing the suspensions under these rules.
- Rule 7.02.D.8 Comment:** The only point of issue is whether the bat has been altered or whether the owner and / or user(s) have refused to allow the bat to be examined to determine if it has been altered. After USSSA Director, Altered Bat Committee Chairman and / or Bat Manufacturer examination of a bat to determine if it has been altered have been completed, or upon the decision of the owner and / or user(s) to not allow further inspection of the bat, shall the bat be returned to the owner. Once a bat has been returned to the owner and / or user(s) no appeal shall be allowed with regard to whether the bat is altered or not altered. If no person claims ownership, USSSA shall retain the bat.
- 7.02.D.9** Any coach, manager, player or other person who fails to cooperate in the investigation by USSSA of a suspected altered bat or an altered bat shall be subject to an unsportsmanlike conduct suspension. A coach or manager of a team that has more than one (1) of its team's bats determined to be altered (or not allowed to be inspected upon request for an altered bat inspection pursuant to these rules) shall be subject to an unsportsmanlike conduct suspension.
- 7.02.D.10** A bats failure of a USSSA approved compression testing device test shall result in the offending bat being removed from play for the duration of the tournament or league game, no longer without the permission of the owner and / or user(s) such as in the case of an allowed USSSA altered bat determination pursuant to these rules. Multiple failures of such USSSA compression testing shall in the sole discretion of USSSA be viewed as unsportsmanlike conduct by the owner and / or user(s), coach(es), manager and team and shall carry an unsportsmanlike conduct suspension.
- 7.02.D.11** No approved USSSA Licensed Manufacturer shall make a custom USSSA bat for a player or a team. All USSSA marked bats made by an approved USSSA Licensed Manufacturer must be available to the public for purchase. Individualized graphics (such as a team name, colors, player name and / or number), do not constitute custom bats for purposes of this rule.
- 7.02.D.12** A worn, abused, damaged and / or bat containing any foreign substance is not legal for USSSA sanctioned play:
- 7.02.D.12(a)** If it is damaged in any way. Damaged bats include those with impairment to the knob or end cap, those which have loose knobs or end caps, and those with cracks or dents in the bat material. For example, if the end cap is in any way loose or appears damaged, the bat should be removed from play for being a damaged bat. If an end plug has come out or the knob has come off, the only way that such bat is legal in USSSA play, is if the knob or end cap is

replaced by the manufacturer. Replacement by anyone other than the original bat manufacturer results in an altered bat.

- 7.02.D.12(b)** If any of the graphics of the bat have worn off. For example, even if the only graphics that have worn off are not Key Graphic Information and are only items such as the patent no., a manufacturer logo, or the approval mark of another association, the bat should be removed from play for being a worn bat. Any attempt to repair such worn graphics results in an altered bat.
- 7.02.D.12(c)** If the paint has been worn through and the actual bat material is showing. For example, if at the end of the barrel next to the taper where there are no graphics the paint is worn off and the underlying bat material is exposed, that bat should be removed from play for being worn. Any attempt to repair such worn paint results in an altered bat.
- 7.02.D.12(d)** If there is a foreign substance on the barrel or taper of a bat. Foreign substances included among other substances, pine tar, stick-em type products and even dirt or mud, but only if the substance adds to the thickness of the barrel or covers Key Graphic Information such as the USSSA mark, the serial number of the bat, the model or manufacturer name, official baseball, etc. Players are responsible for their equipment and must clean such substances off their bats so that the substance does not add to the thickness of the bat or obscure any Key Graphics Information about the bat. For example, while bats will surely get dirt on them under normal use and may have pine tar added to the grip, if the dirt or pine tar obscures Key Graphic Information or adds to the thickness of the bat, such bats cannot be used in USSSA play until the dirt or pine tar has been removed to the extent necessary to make all such Key Graphic Information readable and the bat not have increased thickness. If Key Graphic Information about a bat cannot be read, the bat shall not be used in USSSA play.
- 7.02.D.12(e)** Any bat removed from a game or event pursuant to these rules that returns to play at any USSSA sanctioned event at any time shall have its owner and user(s) suspended for up to one (1) year for unsportsmanlike conduct.
- 7.02.D.13** The parent(s) or legal guardian(s) of a minor aged (17 years of age and younger) player suspended pursuant to these rules shall receive automatic lifetime disbarment from all USSSA sanctioned activities. As such, the player, even after his suspension has ended pursuant to these rules shall not participate in USSSA sanctioned activities until such player reached the age of majority (18 years of age). In addition to other penalties pursuant to these rules, any coach or manager of a team that has more than one suspension imposed on his players in connection with any part or parts of Rule 7.02.D shall receive automatic lifetime disbarment from all USSSA sanctioned activities.
- 7.02.E** Mitts & Gloves –
- 7.02.E.1** The catcher may wear a leather mitt not more than thirty eight (38) inches in circumference, nor more than fifteen and one half (15 1/2) inches from top to bottom. The catcher must wear all appropriate protective gear including a chest protector, shin and / or leg guards, protective cup and catcher's helmet with face mask and either a built in extended throat guard or a separately attached throat guard. In addition, in age divisions 12U and younger the catcher's helmet must fully cover both ears.
- 7.02.E.2** The first baseman may wear a leather mitt not more than twelve (12) inches long from top to bottom and not more than eight (8) inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt
- 7.02.E.3** Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The glove shall not measure more than twelve (12) inches from the tip of any one of the four fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than seven and three fourths (7 3/4) inches wide, measured from the inside seam at base of first (1st) finger, along base of other fingers, to the outside edge of the little finger edge of glove.
- 7.02.E.4** The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white, gray, nor, in the judgment of an umpire, distracting in any manner. No pitcher shall attach to his glove any foreign material of a color different from the glove. The umpire-in-chief shall cause a glove that violates these rules to be removed from the game, either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing manager with which the umpire-in-chief agrees.
- 7.02.F** All players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time an offensive player is outside of the dugout and the ball is live.

Rule 7.02.F Comment: If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game.

7.02.G Minor aged (17 years of age and younger) Bat Boys & Girls / Ball Boys & Girls are not allowed on the field at any time.

7.02.H All players must be fully uniformed, which includes matching baseball pants, socks, baseball cap, shoes and team jerseys with numbers that are non-duplicating and at least three (3) inches in height. No player shall wear ragged, frayed or slit sleeves and no player shall attach to his uniform tape or other material of a different color from his uniform. Glass buttons and polished metal shall not be used on a uniform. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn at any age of play. In age divisions 12U and younger non-metal cleats must be worn and in age divisions 13U and older traditional metal baseball spikes may be worn. Managers and coaches must wear matching team baseball caps and be properly dressed. Managers and coaches may wear athletic type shorts.

Rule 7.02.H Comment: Protests on uniforms shall not be allowed. It shall be the League / Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules will result in the violator being allowed to immediately conform or be removed from the game.

7.02.I Playing equipment including but not limited to baseballs, bases, bats, catcher's mitts, first baseman's mitts, fielder's gloves, pitcher's gloves, protective helmets and uniforms as detailed in these rules shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment must be in good taste as to the size and content of the manufacturer's logo or the brand name.

Rule 7.02.I Comment: Manufacturers who plan innovative changes in baseball equipment for future play should submit same to the USSSA Baseball National Committee prior to production.

7.02.J As a general rule, USSSA continues its long standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate. Game conditions (temperature, equipment, rain, wind, visibility, field conditions, humidity, etc.) vary greatly from game to game and from field to field. In addition, the relative and absolute experience and skill levels of teams and players will vary from player to player and from team to team. Thus, USSSA encourages players to utilize any protective equipment that they deem appropriate. Such protective gear will be allowed in USSSA sanctioned play, unless by rule or by director and / or umpire ruling that such protective gear is disallowed as unsafe or as providing an unfair competitive advantage.

7.03 GAME PRELIMINARIES –

7.03.A Determining the home team:

7.03.A.1 A flip of a coin between both team managers shall determine the home team for each pool play game.

7.03.A.2 The higher seeded team (numerically lower) shall select home team or visiting team for each bracket play games up to but not including the Championship game or "IF" game.

7.03.A.3 A flip of a coin between both team managers shall determine the home team for each Championship game or "IF" game.

Rule 7.03.A Comment: Leagues may use a predetermine system to establish home team.

7.03.B In Qualifying Tournament and State Championship play, time limits may be used with approval of the State Office. If used, the time limits shall be set using the following as minimums:

7.03.B.1 Pool Play games, Consolation games and Bracket Play games:

7.03.B.1(a) 4U-6U: No new inning shall start after one hour and ten minutes (1:10)

7.03.B.1(b) 7U-8U: No new inning shall start after one hour and twenty minutes (1:20)

7.03.B.1(c) 9U-10U: No new inning shall start after one hour and thirty minutes (1:30)

7.03.B.1(d) 11U-12U: No new inning shall start after one hour and forty minutes (1:40)

7.03.B.1(e) 13U-14U: No new inning shall start after one hour and fifty minutes (1:50)

7.03.B.1(f) 15U-18U: No new inning shall start after two hours (2:00)

7.03.B.2 Championship games and "IF" games:

7.03.B.2(a) 4U-6U: No new inning shall start after one hour and forty minutes (1:40)

7.03.B.2(b) 7U-8U: No new inning shall start after one hour and fifty minutes (1:50)

7.03.B.2(c) 9U-10U: No new inning shall start after two hours (2:00)

7.03.B.2(d) 11U-12U: No new inning shall start after two hours and ten minutes (2:10)

7.03.B.2(e) 13U-14U: No new inning shall start after two hours and twenty minutes (2:20)

7.03.B.2(f) 15U-18U: No new inning shall start after two hours and thirty minutes (2:30)

Rule 7.03.B Comment: In enforcing this rule, the home team shall not bat if they are winning and an imposed time limit expires. Similarly, if the home team is batting and an imposed time limit expires, the home team shall cease batting and the game ends.

7.03.C Leagues may adopt their own time limits.

- 7.03.D** In World Series play, time limits may be used in pool play and consolation bracket games with approval of the Association's Vice President of Baseball.
- 7.03.E** Approved Team Line-ups:
- 7.03.E.1** Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up shall be declared prior to the start of the game and used the entire game.
- 7.03.E.1(a)** If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
- 7.03.E.1(b)** If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.
- 7.03.E.1(c)** If a team uses a continuous line-up, all players other than the nine (9) defensive position players are treated as Extra Hitters and may move freely in defensive positions with the exception of the pitching position.
Rule 7.03.E.1(c) Approved Ruling: Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.
- 7.03.F** In Scholastic Based Age Divisions 15U – 18U **ONLY**, if the Extra Hitter (EH) is not utilized, the Designated Hitter (DH) may be used:
- 7.03.F.1** A Designated Hitter may be (not mandatory) selected for any one starting player and all subsequent substitutes for that player in the game.
- 7.03.F.2** A starting defensive player cannot be listed as the Designated Hitter in the starting line-up.
- 7.03.F.3** A Designated Hitter for said player shall be selected prior to the start of the game, and his name shall be included on the line-up.
- 7.03.F.4** Failure to declare a Designated Hitter prior to the game prohibits the use of a Designated Hitter in the game.
- 7.03.F.5** If a pinch hitter or pinch runner for the Designated Hitter is used, that player becomes the new Designated Hitter.
- 7.03.F.6** The player who was the starting Designated Hitter may re-enter pursuant to re-entry rules.
- 7.03.F.7** A Designated Hitter and the player for whom the Designated Hitter is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting order.
- 7.03.F.8** The role of the Designated Hitter is terminated for the remainder of the game when:
- 7.03.F.8(a)** The defensive player, or any previous defensive player for whom the Designated Hitter batted, subsequently bats, pinch-hits, or runs for the Designated Hitter;
- 7.03.F.8(b)** The Designated Hitter or any previous Designated Hitter assumes a defensive position.
- 7.03.G** Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.
Rule 7.03.G Approved Ruling: A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 7.03.H** A team may continue a game with a minimum of eight (8) eligible players. A player who has left a game for any reason cannot return to the game.
- 7.03.H.1** If the player leaving the game is a runner and no legal substitutes are available, the runner is declared out.
Rule 7.03.H.1 Exception: If the player is leaving the game for Communicable Disease Procedure (blood) reasons, the player whom recorded the previous out assumes the runners position on base.
- 7.03.H.2** When a player who has left the game is scheduled to bat and no legal substitutes are available, an out shall be declared for each turn at bat.
Rule 7.03.H.2 Exception: If the player left the game for Communicable Disease Procedure (blood) reasons, the players turn in the batting order shall be omitted for the remainder of the game without penalty.
- 7.03.I** Before the game begins, the umpire shall:
- 7.03.I.1** Require strict observance of all Rules governing implements of play and equipment of players;
- 7.03.I.2** Be sure that playing lines are marked with chalk, paint or other white material easily distinguishable from the ground or grass;

- 7.03.I.3** Receive a supply of regulation baseballs and alternate regulation baseballs. The umpire shall inspect all baseballs to ensure they are regulation baseballs. Such alternate baseballs shall be put in play when a ball has been batted out of the playing field or into the stands; a ball has become discolored and / or unfit for further use; or the pitcher requests such alternate ball.
Rule 7.03.I.3 Comment: The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.
- 7.03.J** 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 game.
- 7.03.K** A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. A starting player removed from a game shall be allowed to re-enter the game once but must bat in their original position in the team's batting order. A substitute player removed from a game is ineligible for the remainder of the game. 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 players' positions in the team's batting order and the umpire-in-chief shall so notify the official scorer. If this information is not immediately given to the umpire-in-chief, he shall have authority to designate the substitutes' places in the batting order.
Rule 7.03.K Comment: Any player other than a pitcher substituted for an injured player shall be allowed five warm-up throws.
- 7.03.L** The pitcher named in the batting order handed to the umpire-in-chief, as provided in these rules shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching. If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching. If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out.
- 7.03.M** 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.
- 7.03.N** The umpire-in-chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.
- 7.03.O** If no announcement of a substitution is made, the substitute shall be considered as having entered the game when:
7.03.O.1 If a pitcher, he takes his place on the pitcher's plate;
7.03.O.2 If a batter, he takes his place in the batter's box;
7.03.O.3 If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;
7.03.O.4 If a runner, he takes the place of the runner he has replaced.
Rule 7.03.O Comment: Any play made by, or on, any above mentioned unannounced substitution shall be legal.
- 7.03.P** When the umpire suspends play he shall call "Time". At the umpire's call of "Play", the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.
- 7.03.Q** Members of both teams shall carry all gloves and other equipment off the field and into the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- 7.03.R** When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- 7.03.S** Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game. No one except players, substitutes, managers, coaches and trainers shall occupy a bench during a game.
- 7.03.T** At any time the offensive team's manager or a coach may request "Time" to confer with a batter or runner. Such offensive conferences shall be limited to one (1) per inning.
Penalty: If a manager or a coach requests "Time" for a second offensive conference in the same inning, the umpire shall disregard the request and continue play. If the manager or coach persists and /

or the batter leaves his batter's box, the umpire shall call one (1) strike every ten (:10) seconds until the batter returns to his batter's box or is retired on three (3) strikes.

Rule 7.03.T Comment: The spirit of this rule is to prohibit the offensive team from requesting multiple conferences in the same inning thus delaying or attempting to delay the game.

7.04 STARTING & ENDING A GAME –

7.04.A The umpire, or umpires, shall enter the playing field five (5) minutes before the scheduled game time and proceed directly to home base where they shall be met by the managers of the opposing teams.

7.04.B The following shall take place in sequence:

7.04.B.1 Both team managers (home team first) shall tender a properly completed line-up card in duplicate to the umpire-in-chief. Such line-up card will be orientated in batting order sequence and must contain each player's legal last name and first name as it appears on the team's Official On-Line Roster (no nicknames or slang names), a correct uniform number and starting defensive position. The umpire-in-chief shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager. The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders. Thereafter, no substitutions shall be made by either manager, except as provided in these rules.

Rule 7.04.B.1 Comment: Obvious errors in the batting order, which are noticed by the umpire-in-chief before he calls "Play" for the start of the game, should be called to the attention of the manager or captain of the team in error, so the correction can be made before the game starts. For example, if a manager has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without first names and the errors are noticed by the umpire before he calls "play," he shall cause such error or errors to be corrected before he calls "play" to start the game.

7.04.C The players of the home team shall take their defensive positions, the first (1st) batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.

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

7.04.D.1 The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play.

7.04.D.2 The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;

7.04.D.3 Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;

7.04.D.4 Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

7.04.E The batting order shall be followed throughout the game unless a player is substituted for another. In that case, the substitute shall take the place of the replaced player in the batting order.

7.04.F The offensive team shall station two (2) base coaches on the field during its term at bat, one (1) near first (1st) base and one (1) near third (3rd) base. Base coaches shall be limited to two (2) in number and shall remain within the coach's box at all times.

Penalty: The offending base coach shall be removed from the game.

Rule 7.04.F Comment: It has been common practice for many years for some coaches to put one (1) foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

7.04.G No manager, player, substitute, coach, trainer or bat / ball boy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

7.04.G.1 Incite, or try to incite by word or sign a demonstration by spectators;

7.04.G.2 Use languages that will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;

7.04.G.3 Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

7.04.G.4 Make intentional contact with the umpire in any manner.

7.04.H No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

Penalty: The offender shall be removed from the game and shall leave the playing field. If a balk is made, it shall be nullified.

7.04.I When a manager, coach, player, or trainer is ejected from a game, he shall leave the field immediately and take no further part in that game.

- 7.04.J** 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 eject the offenders from the game. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.
- 7.04.K** How a team scores:
- 7.04.K.1** One (1) run shall be scored each time a runner legally advances to and touches first (1st), second (2nd), third (3rd) and home base before three (3) men are put out to end the inning. A run is not scored if the runner advances to home base during a play in which the third (3rd) out is made by the batter-runner before he touches first (1st) base; by any runner being forced out; or by a preceding runner who is declared out because he failed to touch one (1) of the bases.
- 7.04.K.2** 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 (3rd) to advance, the umpire shall not declare the game ended until the runner forced to advance from third (3rd) has touched home base and the batter-runner has touched first (1st) base.
Rule 7.04.K.2 Comment: An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first (1st) base. In such cases, the umpires shall award the runner the base because of spectator obstruction.
Penalty: If the runner on third (3rd) refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two (2) out, the batter-runner refuses to advance to and touch first (1st) base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two (2) are out, the batter-runner refuses to advance to and touch first (1st) base, the run shall count, but the offending player shall be called out.
Approved Ruling: No run shall score during a play in which the third (3rd) out is made by the batter-runner before he touches first (1st) base. Example: One (1) out, Jones on second (2nd), Smith on first (1st). The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two (2) outs. But Brown missed first (1st) base. The ball is thrown to first (1st), an appeal is made, and Brown is out. Three (3) outs. Since Jones crossed the plate during a play, in which the third (3rd) out was made by the batter-runner before he touched first (1st) base, Jones' run does not count.
Approved Ruling: Following runners are not affected by an act of a preceding runner unless two (2) are out. Example: One (1) out, Jones on second (2nd), Smith on first (1st), and batter, Brown, hits home run inside the park. Jones fails to touch third (3rd) on his way to the plate. Smith and Brown score. The defense holds the ball on third (3rd), appeals to umpire, and Jones is out. Smith's and Brown's runs count.
Approved Ruling: Two (2) out, Jones on second (2nd), Smith on first (1st) and batter, Brown, hits home run inside the park. All three (3) runs cross the plate. But Jones missed third (3rd) base, and on appeal is declared out. Three (3) outs. Smith's and Brown's runs are voided. No score on the play.
Approved Ruling: One (1) out, Jones on third (3rd), Smith on second (2nd). Batter Brown flies out to center. Two (2) out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third (3rd) before the catch and is out. Three (3) outs. No runs.
Approved Ruling: Two (2) out, bases full, batter hits home run. Batter, on appeal, is declared out for missing first (1st) base. Three (3) outs. No runs.
Approved Ruling: One (1) out, Jones on third (3rd), Smith on first (1st), and Brown flies out to right field. Two (2) outs. Jones tags up and scores after the catch. Smith attempted to return to first (1st) but the right fielder's throw beat him to the base. Three (3) outs. But Jones scored before the throw to catch Smith reached first (1st) base, hence Jones' run counts. It was not a force play.
General Statement: When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two (2) out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.
- 7.04.L (Chart 7.04.L-1)** An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed inning.

Rule 7.04.L Comment: In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game ends.

LENGTH OF GAME	RUN DIFFERENTIAL	LISTED INNING
6 Innings	12	3rd Inning
6 Innings	8	4th Inning
7 Innings	12	3rd Inning
7 Innings	10	4th Inning
7 Innings	8	5th Inning

Chart 7.04.L-1

7.04.M A regulation game consists of six (6) innings for age divisions 4U – 12U and seven (7) innings for age divisions 13U – 18U, unless the game is:

7.04.M.1 Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or

7.04.M.2 Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or

7.04.M.3 Shortened because an imposed Time Limit expires; or

7.04.M.4 Shortened because any applicable part of these rules have been met.

7.04.N If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it is a regulation game if:

7.04.N.1 For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings than the visiting team has scored in three (3) innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score.

7.04.N.1(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.

Rule 7.04.N.1 Comment: Games that cannot be declared a regulation game by these rules shall be a suspended game.

7.04.N.2 For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings than the visiting team has scored in four (4) innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4th) inning to tie the score.

7.04.N.2(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning.

Rule 7.04.N.2 Comment: Games that cannot be declared a regulation game by these rules shall be a suspended game.

7.04.O All games that for any reason cannot be declared a regulation game pursuant to these rules shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

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

7.04.P.1 The game ends when the visiting team completes its half of the last inning if the home team is ahead.

7.04.P.2 The game ends when the last inning is completed, if the visiting team is ahead.

7.04.P.3 If the home team scores the winning run in its half of the last inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

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

Approved Ruling: The batter hits a home run out of the playing field to win the game in the last half of the last or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

7.04.P.4 A called game ends at the moment the umpire terminates play, unless it becomes a suspended game pursuant to these rules.

7.04.Q In tied game situations, the International Tie Breaker Rule will be used following the below guidelines. The International Tie Breaker begins with the player making the last recorded out of the previous inning starting as a runner on second (2nd) base with zero (0) outs for both teams in their offensive half of the inning.

7.04.Q.1 Pool Play Games: After the completion of the regulation number of innings or the expiration of an imposed time limit and the score is tied, one (1) inning will be played using

the International Tie Breaker. If after such one (1) inning, the score remains tied, the contest shall be declared a tie and both teams shall be awarded one-half (1/2) a win and one-half (1/2) a loss.

7.04.Q.2 Bracket Play Games & Championship Games: After the completion of the regulation number of innings or the expiration of an imposed time limit and the score is tied, as many innings as needed to declare a winner shall be played using the International Tie Breaker.

Rule 7.04.Q Comment: A legal substitution, if available, may be made for the runner scheduled to start at second (2nd) base. If the scheduled runner is the Pitcher or Catcher of record the previous half inning, a legal Courtesy Runner, if available may be used.

7.04.R A game may be forfeited to the opposing team when a team:

7.04.R.1 Fails to appear upon the field, or being upon the field, refuses to start play within five (5) minutes after the umpire has called "Play" at game time unless such delayed appearance is, in the umpire's and / or director's judgment, unavoidable;

7.04.R.2 Employs tactics palpably designed to delay or shorten the game;

7.04.R.3 Refuses to continue play during a game unless the game has been suspended or terminated by the umpire or director;

7.04.R.4 Fails to resume play, after a suspension, within one (1) minute after the umpire has called "Play";

7.04.R.5 After warning by the umpire, willfully and persistently violates any rules of the game.

7.04.S When a game is forfeited to the opposing team:

7.04.S.1 If a game has not started at the time of forfeit, one run per scheduled regulation inning shall be awarded to the winning team so that the final score will reflect as 6 – 0 for regulation six (6) inning games and 7 – 0 for regulation seven (7) inning games.

7.04.S.2 If a game has started and the offending team is ahead in score at the time of forfeit, one run per scheduled regulation inning shall be awarded to the winning team so that the final score will reflect as 6 – 0 for regulation six (6) inning games and 7 – 0 for regulation seven (7) inning games.

7.04.S.3 If the game has started and the offending team is behind in score, the score at the time of forfeit shall stand as the final score of the contest.

Rule 7.04.S Comment: All pitches thrown and pitching records from forfeited games shall count towards pitching totals for each individual pitcher.

7.05 PUTTING THE BALL IN PLAY (LIVE BALL) –

7.05.A At the time, set for beginning the game the umpire shall call "Play."

7.05.B 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 a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field).

Rule 7.05.B Comment: Should a ball come partially apart in a game, it is in play until the play is completed.

7.05.C The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as he chooses.

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

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

7.05.F When a batter becomes a runner and touches all bases legally, he shall score one (1) run for his team.

Rule 7.05.F Comment: A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third (3rd) base in the belief that he had left the base before a caught fly ball.

7.05.G When three (3) offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

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

7.05.I The ball becomes dead and runners advance one (1) base, or return to their bases, without liability to be put out, when:

7.05.I.1 A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;

7.05.I.2 The plate umpire interferes with the catcher's throw; runners may not advance.

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

7.05.I.3 A balk is committed; runners advance;

7.05.I.4 A ball is illegally batted; runners return;

- 7.05.I.5** A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
- 7.05.I.6** 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;
Rule 7.05.I.6 Comment: If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory, hits a runner or an umpire while still in flight, and then is caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such 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;
- 7.05.I.7** A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one (1) base;
Rule 7.05.I.7 Comment: If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third (3rd) strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first (1st) base, or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third (3rd) strike or fourth (4th) ball, then the batter is entitled to first (1st) base and all runners advance one (1) base. If the count on the batter is less than three (3) balls, runners advance one (1) base.
- 7.05.I.8** Any legal pitch touches a runner trying to score; runners advance.
- 7.05.J** The ball becomes dead when an umpire calls "Time." The umpire-in-chief shall call "Time" when:
- 7.05.J.1** In his judgment weather, darkness or similar conditions makes immediate further play impossible;
- 7.05.J.2** Light failure makes it difficult or impossible for the umpires to follow the play;
- 7.05.J.3** An accident incapacitates a player or an umpire. If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one (1) or more bases, a substitute runner shall be permitted to complete the play.
- 7.05.J.4** A manager requests and is granted "Time" for a substitution or for a conference with one (1) or more of his players.
- 7.05.J.5** The umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
- 7.05.J.6** A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.
- 7.05.J.7** An umpire orders a player or any other person removed from the playing field.
- 7.05.J.8** Except in the cases stated in these rules, no umpire shall call "Time" while a play is in progress.
- 7.05.K** After the ball is dead; play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on his plate with the ball in his possession.

7.06 THE BATTER –

- 7.06.A** Each player of the offensive team shall bat in the order that his name appears in his team's batting order. The first (1st) batter in each inning after the first (1st) inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- 7.06.B** The batter shall take his position in the batter's box promptly when it is his time at bat.
- 7.06.C** The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup.
Penalty: If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be.
Rule 7.06.C Comment: The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his

windup or has come to a set position even though the batter claims “dust in his eyes”, “steamed glasses”, “didn’t get the sign” or for any other cause. Umpires may grant a hitter’s request for “Time” once he is in the batter’s box, but the umpire should eliminate hitters walking out of the batter’s box without reason. If umpires are not lenient, batters will understand that they are in the batter’s box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a “set position” with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from “scratch.”

7.06.D If the batter refuses to take his position in the batter’s box during his time at bat, the umpire shall call a strike on the batter. The ball is dead, and no runners may advance. After the penalty, the batter may take his proper position and the regular ball and strike count shall continue. If the batter does not take his proper position before three strikes have been called, the batter shall be declared out.

7.06.E The batter shall keep at least one (1) foot in the batter’s box throughout the batter’s time at bat, unless one (1) of the following exceptions applies, in which case the batter may leave the batter’s box but not the dirt area surrounding home plate:

7.06.E.1 The batter swings at a pitch;

7.06.E.2 The batter is forced out of the batter’s box by a pitch;

7.06.E.3 A member of either team requests and is granted “Time”;

7.06.E.4 A defensive player attempts a play on a runner at any base;

7.06.E.5 The batter feints a bunt.

7.06.E.6 A wild pitch or passed ball occurs;

7.06.E.7 The pitcher leaves the dirt area of the pitching mound after receiving the ball; or

7.06.E.8 The catcher leaves the catcher’s box to give defensive signals.

Rules 7.06.E.1 - 7.06.E.8 Comment: If the batter intentionally leaves the batter’s box and delays play, and none of the exceptions listed above applies, the umpire shall award a strike without the pitcher having to deliver the pitch. The ball shall remain alive. The umpire shall award additional strikes, without the pitcher having to deliver the pitch, if the batter remains outside the batter’s box and further delays play.

7.06.E.9 The batter may leave the batter’s box and the dirt area surrounding home plate when “Time” is called for the purpose of making a substitution; or a conference by either team.

Note: Umpires shall encourage the on-deck batter to take a position in the batter’s box quickly after the previous batter reaches base or is put out.

7.06.F 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.

7.06.G A batter has legally completed his time at bat when he is put out or becomes a runner.

7.06.H A batter is out when:

7.06.H.1 His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

Rule 7.06.H.1 Comment: A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one (1) or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead.

7.06.H.2 A third (3rd) strike is legally caught by the catcher;

Rule 7.06.H.2 Comment: “Legally caught” means in the catcher’s glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul-tip first strikes the catcher’s glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher’s glove or hand first.

7.06.H.3 A third strike is not caught by the catcher when first base is occupied before two (2) are out;

7.06.H.4 He bunts foul on third (3rd) strike;

7.06.H.5 An Infield Fly is declared;

7.06.H.6 He attempts to hit a third (3rd) strike and the ball touches him;

7.06.H.7 His fair ball touches him before touching a fielder;

7.06.H.8 After hitting or bunting a fair ball, his bat hits the ball a second (2nd) time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the

ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

Rule 7.06.H.8 Comment: If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference be called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

7.06.H.9 After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first (1st) base. The ball is dead and no runners may advance;

7.06.H.10 After a third (3rd) strike or after he hits a fair ball, he or first (1st) base is tagged before he touches first (1st) base;

7.06.H.11 In running the last half of the distance from home base to first (1st) base, while the ball is being fielded to first (1st) base, he runs outside (to the right of) the three (3) 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 (1st) base, in which case the ball is dead; except that he may run outside (to the right of) the three (3) foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

Rule 7.06.H.11 Comment: The lines marking the three (3) foot lane are a part of that lane and a batter-runner is required to have both feet within the three (3) foot lane or on the lines marking the lane.

7.06.H.12 An infielder intentionally drops a fair fly ball or line drive, with first (1st), first (1st) and second (2nd), first (1st) and third (3rd), or first (1st), second (2nd) and third (3rd) base occupied before two (2) 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.

7.06.H.13 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 any play:

Rule 7.06.H.13 Comment: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously, this is an umpire's judgment play.

7.06.H.14 With two (2) out, a runner on third (3rd) base, and two (2) 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 (2) are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

7.06.H.15 A member of his team (other than a runner) hinders a fielder's attempt to catch or field a batted ball. See Runner Interference.

7.06.I A batter is out for illegal action when:

7.06.I.1 He hits a ball with one (1) or both feet on the ground entirely outside the batter's box.

Rule 7.06.I.1 Comment: If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.

7.06.I.2 He steps from one (1) batter's box to the other while the pitcher is in position ready to pitch;

7.06.I.3 He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

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

Rule 7.06.I.3 Comment: If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out, not the batter. Any other runners

on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case, play proceeds just as if no violation had been called. If a batter strikes at a ball, misses, and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball behind him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

7.06.I.4 He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game. A batter shall be deemed to have used or attempted to use an illegal bat if he brings such a bat into the batter's box.

7.06.J Batting out of order:

7.06.J.1 A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

Rule 7.06.J.1 Comment: The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

7.06.J.2 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 declare the proper batter out; and 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 (1st) base on a hit, an error, a base on balls, a hit batter or otherwise.

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

7.06.J.3 When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.

7.06.J.4 When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; 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.

Rule 7.06.J.4 Comment: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

Approved Rulings: To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel - Baker - Charles - Daniel - Edward - Frank - George - Hooker - Irwin.

Play (1): Baker bats with the count two (2) balls and one (1) strike. Before the next pitch, (a) the offensive team discovers the error; or (b) the defensive team appeals.

Ruling: (a) & (b) In either case, Abel replaces Baker, with the count of two (2) balls and one (1) strike.

Play (2): Baker bats and hits a double and 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 (2nd) and Charles is the proper batter.

Play (3): Abel walks, Baker walks, Charles forces Baker and Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second (2nd) on a wild pitch. Edward grounds out and Charles advances to third (3rd). 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 (2nd) base since these advances were not made because of the improper batter batting a ball or advancing to first (1st) base. Charles must return to second (2nd) base because his advance to third (3rd) 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 (3rd). The proper batter is Frank.

Play (4): With the bases loaded and two (2) out, Hooker bats in Frank's turn, and triples, scoring three (3) 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 next inning; (b) Hooker stays on third (3rd) and three (3) runs score. Irwin is the proper batter.

Play (5): After Play (4) (b) above, George continues at bat, (a) Hooker is picked off third (3rd) base for the third (3rd) out; or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the next inning?

Ruling: (a) Irwin. He became the proper batter as soon as the first (1st) pitch to George legalized Hooker's triple; (b) Hooker. When no appeal was made, the first (1st) 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 the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so and Abel flies out. 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 he is on second base. Who is the proper batter?

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

7.06.K The batter becomes a runner and is entitled to first (1st) base without liability to be put out (provided he advances to and touches first base) when:

7.06.K.1 Four (4) "balls" have been called by the umpire or, in all age divisions an Intentional Walk is issued by announcement from either the pitcher or catcher.

Rule 7.06.K.1 Comment: A batter who is entitled to first (1st) base because of a base on balls must go to first (1st) base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it, he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

7.06.K.2 He is touched by a pitched ball, which he is not attempting to hit unless the ball is in the strike zone when it touches the batter, or the batter makes no attempt to avoid being touched by the ball. If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.

Approved Ruling: When the batter is touched by a pitched ball, which does not entitle him to first (1st) base, the ball is dead and no runner may advance.

7.06.K.3 The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first (1st) base on a hit, an error, a base on balls, a hit batsman, or otherwise and all other runners advance at least one (1) base, the play proceeds without reference to the interference.

Rule 7.06.K.3 Comment: If catcher's interference is called with a play in progress, the umpire will allow the play to continue because the manager may elect to take the play. If the batter-runner missed first (1st) base, or a runner misses his next base, he shall be considered as having reached the base.

Play (1): Runner on third (3rd) with one (1) out and the batter hits fly ball to the outfield on which the runner scores but catcher's interference was called.

Ruling: The offensive manager may elect to take the run and have batter called out or have runner remain at third (3rd) and batter awarded first (1st) base.

Play (2): Runner on second (2nd) base and the catcher interferes with batter as he bunts ball fairly sending runner to third (3rd) base.

Ruling: The manager may rather have a runner on third (3rd) base with an out on the play than have runners on second (2nd) and first (1st).

Approved Ruling: If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter. In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."

7.06.K.4 A fair ball touches an umpire or a runner on fair territory before touching a fielder. 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.

7.06.L The batter becomes a runner when:

7.06.L.1 He hits a fair ball;

7.06.L.2 The third (3rd) strike called by the umpire is not caught, providing first (1st) base is unoccupied, or first (1st) base is occupied with two (2) out;

Rule 7.06.L.2 Comment: A batter who does not realize his situation on a third (3rd) strike not caught, and who is not in the process of running to first (1st) base, shall be declared out once he leaves the dirt circle surrounding home plate.

7.06.L.3 A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;

7.06.L.4 A fair ball passes over a fence or into the stands. Such hit entitles the batter to a home run when he shall have touched all bases legally.

7.06.L.5 A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two (2) bases;

7.06.L.6 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 advance two (2) bases;

7.06.L.7 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 (2) bases;

7.06.L.8 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 (2nd) base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to four (4) bases.

7.07 THE RUNNER –

7.07.A A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base.

Rule 7.07.A Comment: If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

7.07.B In advancing, a runner shall touch first (1st), second (2nd), third (3rd) and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of these rules. In such cases, the runner may go directly to his original base.

7.07.C Two (2) runners may not occupy a base, but if, while the ball is alive, two (2) runners are touching a base the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.07.D Each runner, other than the batter, may without liability to be put out, advance one (1) base when:

7.07.D.1 There is a balk;

7.07.D.2 The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;

Rule 7.07.D.2 Comment: A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third (3rd) out before a preceding runner, also forced to advance, touches home plate, the run shall score.

Play: Two (2) out, bases full, batter walks but runner from second (2nd) is overzealous and runs past third (3rd) base toward home and is tagged out on a throw by the catcher.

Ruling: Even though two (2) are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

7.07.D.3 A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field;

Rule 7.07.D.3 Comment: If a fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one (1) base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area.

7.07.D.4 While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

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

7.07.E Each runner including the batter-runner may, without liability to be put out, advance:

7.07.E.1 To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;

7.07.E.2 Three (3) bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;

7.07.E.3 Three (3) bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril.

7.07.E.4 Two (2) bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;

7.07.E.5 Two (2) bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;

Rules 7.07.E.2 - 7.07.E.5 Comment: In applying these rules, the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under these rules this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

7.07.E.6 Two (2) bases, if a fair ball bounces or is deflected into the stands outside the first (1st) or third (3rd) base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

7.07.E.7 Two (2) bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first (1st) 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 (1) base when an infielder makes a wild throw on the first (1st) play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

Note: In certain circumstances, it is impossible to award a runner two (2) bases. Example: Runner on first (1st). Batter hits fly to short right and the runner holds up between first (1st) and second (2nd). The batter comes around first (1st) and pulls up behind him. The ball falls safely and the outfielder, in throwing to first (1st), throws ball into stands.

Approved Ruling: Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first (1st) base goes to third (3rd) base and the batter is held at second (2nd) base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first (1st) base, the award is two (2) bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first (1st) base before the throw is a judgment call. If an unusual play arises where a first (1st) throw by an infielder goes into stands or dugout but the batter did not

become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two (2) bases shall be from the position of the runners at the time of the throw. For the purpose of this rule, a catcher is considered an infielder.

Play: Runner on first (1st) base, batter hits a ball to the shortstop who throws to second (2nd) base too late to get runner at second (2nd) then the second baseman throws toward first (1st) base after the batter-runner has crossed first (1st) base.

Ruling: Runner at second (2nd) scores.

Note: On this play, if the batter-runner is past first (1st) base ONLY when throw is made, is he awarded third (3rd) base.)

7.07.E.8 One (1) base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

Approved Ruling: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one (1) base. One (1) base shall also be awarded if the pitcher while in contact with the rubber throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two (2) bases from position of runners at the time of the pitch or throw.

7.07.E.9 One (1) base, if the batter becomes a runner on Ball Four (4) or Strike Three (3), when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch, which entitles the runners to advance one (1) base, the batter-runner shall be entitled to first (1st) base only.

Rule 7.07.E.9 Comment: The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball, which an infielder throws into the stands, but the batter-runner missed first (1st) base. He may be called out on appeal for missing first (1st) base after the ball is put in play even though he was "awarded" second (2nd) base. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

7.07.E.10 One (1) base, if a fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

7.07.F When obstruction occurs, the umpire shall call or signal "Obstruction":

7.07.F.1 If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first (1st) 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 (1) base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.

Rule 7.07.F.1 Comment: When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second (2nd) and third (3rd) and obstructed by the third baseman going into third (3rd) base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two (2) bases from the base they last legally touched before obstruction was called.

7.07.F.2 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 his judgment will nullify the act of obstruction.

Rule 7.07.F.2 Comment: When the ball is not dead on obstruction and an obstructed runner advances beyond the base, which in the umpire's judgment, he would have been

awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.

Note: The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.

7.07.G Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.

Rule 7.07.G Comment: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.

7.07.H If, with a runner on third (3rd) base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first (1st) base on the interference and the ball is dead.

7.07.I Any runner is out when:

7.07.I.1 He runs more than three (3) feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball; or after touching first (1st) base, he leaves the baseline, obviously abandoning his effort to touch the next base;

Rule 7.07.I.1 Comment: Any runner after reaching first (1st) base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays:

Play (1): Less than two (2) out, score tied bottom of the last inning, runner on first (1st) and the batter hits a ball out of park for winning run. The runner on first (1st) passes second (2nd) and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter-runner circles bases.

Ruling: In this case, the base runner would be called out "for abandoning his effort to touch the next base" and batter-runner permitted to continue around bases to make his home run valid. If there are two (2) out, home run would not count. This is not an appeal play.

Play (2): Runner believing he is called out on a tag at first (1st) or third (3rd) base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out.

Ruling: The runner shall be declared out for abandoning the bases.

7.07.I.2 He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;

Rule 7.07.I.2 Comment: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two (2) out, the umpire shall declare both the runner and batter out. With two (2) out, the umpire shall declare the batter out. If, in a run-down between third (3rd) base and home plate, the succeeding runner has advanced and is standing on third (3rd) base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third (3rd) base back to second (2nd) base. This same principle applies if there is a run-down between second (2nd) and third (3rd) base and succeeding runner has reached second (2nd) base. The reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base.

7.07.I.3 He is tagged, when the ball is alive, while off his base.

Exception: A batter-runner cannot be tagged out after overrunning or over-sliding first (1st) base if he returns immediately to the base;

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

- Approved Ruling:** If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag.
- 7.07.I.4** He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play;
Rule 7.07.I.4 Comment: Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul and runners then return to their bases.
- 7.07.I.5** He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he over slides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced;
Rule 7.07.I.5 Comment: Runner on first (1st) and three (3) balls on the batter: Runner steals on the next pitch, which is the fourth (4th) ball, but after having touched second (2nd) he over-slides or over-runs that base. The catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Over-sliding and over-running situations arise at bases other than first base. For instance, before two (2) are out, and runners on first (1st) and second (2nd), or bases loaded, the ball is hit to an infielder who tries for the double play. The runner on first (1st) beats the throw to second (2nd) base but over-slides the base. The relay is made to first (1st) base and the batter-runner is out. The first baseman, seeing the runner at second (2nd) base off the bag, makes the return throw to second (2nd) and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first (1st) base? Do the runs that crossed the plate during this play and before the third (3rd) out was made when the runner was tagged at second (2nd), count? Answer: The runs score. It is not a force play. It is a tag play.
- 7.07.I.6** He is 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, nor runners advance, except runners forced to advance.
Exception: If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out;
Rule 7.07.I.6 Comment: If two runners are touched by the same fair ball, only the first (1st) one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.
- 7.07.I.7** He attempts to score on a play in which the batter interferes with the play at home base before two (2) are out. With two (2) out, the interference puts the batter out and no score counts;
- 7.07.I.8** He passes a preceding runner before such runner is out;
- 7.07.I.9** After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;
Rule 7.07.I.9 Comment: If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely, he cannot be put out while in contact with that base.
- 7.07.I.10** He fails to return at once to first (1st) base after over-running or over-sliding that base. If he attempts to run to second (2nd), he is out when tagged. If, after over-running or over-sliding first base he starts toward the dugout, or toward his position, and fails to return to first (1st) base at once, he is out, on appeal, when he or the base is tagged;
Rule 7.07.I.10 Comment: Runner who touches first (1st) base in over-running and is declared safe by the umpire has, within the intent of the rule has reached first base and any run which scores on such a play counts, even though the runner subsequently becomes the third (3rd) out for failure to return "at once," as covered in Rule 7.07.I.10.
- 7.07.I.11** In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision.

Rule 7.07.I.11 Comment: This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

7.07.I.12 A play on him is being made and a member of his team (other than a runner) hinders a fielder's attempt to field a thrown ball. See Runner Interference.

7.07.J It is interference by a batter or a runner when:

7.07.J.1 After a third (3rd) strike, he hinders the catcher in his attempt to field the ball;

7.07.J.2 After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

7.07.J.3 He intentionally deflects the course of a foul ball in any manner;

7.07.J.4 Before two (2) are out and a runner on third (3rd) base, the batter hinders a fielder in making a play at home base; the runner is out;

7.07.J.5 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 his teammate or teammates;

7.07.J.6 Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate;

Rule 7.07.J.6 Comment: If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

7.07.J.7 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 his teammate. In no event may bases be run or runs scored because of such action by a runner.

7.07.J.8 If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

7.07.J.9 In the judgment of the umpire, the base coach at first (1st) or third (3rd) base, by touching or holding the runner, physically assists him in returning to or leaving first (1st) or third (3rd) base.

7.07.J.10 With a runner on third (3rd) base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;

7.07.J.11 In running the last half of the distance from home base to first (1st) base while the ball is being fielded to first (1st) base, he runs outside (to the right of) the three (3) foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first (1st) base, or attempting to field a batted ball;

Rule 7.07.J.11 Comment: The lines marking the three (3) foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three (3) foot "lane" or on the lines marking the "lane".

7.07.J.12 He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two (2) or more fielders attempt to field a batted ball, and the runner comes in contact with one (1) 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 (1) the umpire determines to be entitled to field such a ball;

Rule 7.07.J.12 Comment: When a catcher and batter-runner going to first (1st) base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner, going to first (1st) base "obstruction" shall be called and the base runner awarded first (1st) base.

7.07.J.13 A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner

after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

Penalty: The runner is out and the ball is dead.

- 7.07.K** Any runner shall be called out, on appeal, when:
- 7.07.K.1** After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged;
Rule 7.07.K.1 Comment: “Retouch,” in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.
- 7.07.K.2** With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.
Approved Ruling: No runner may return to touch a missed base after a following runner has scored. When the ball is dead, no runner may return to touch a missed base or one (1) he has left after he has advanced to and touched a base beyond the missed base.
Play (1): Batter hits ball out of park and misses first (1st) base (ball is dead);
Ruling: He may return to first (1st) base to correct his mistake before he touches second (2nd) but if he touches second (2nd) he may not return to first (1st) and if defensive team appeals he is declared out at first (1st).
Play (2): Batter hits ball to shortstop who throws wild into the stands (ball is dead). The batter-runner misses first (1st) base but is awarded second (2nd) base on the overthrow.
Ruling: Even though the umpire has awarded the runner second (2nd) base on the overthrow, the runner must touch first (1st) base before he proceeds to second (2nd) base. These are appeal plays.
- 7.07.K.3** He over-runs or over-slides first (1st) base and fails to return to the base immediately, and he or the base is tagged;
- 7.07.K.4** He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play, which ends a half-inning, the appeal must be made before the defensive team leaves the field. 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 (1st) appeal errs, a request for a second (2nd) 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.) Appeal plays may require an umpire to recognize an apparent “fourth (4th) out.” If the third (3rd) 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 (1) appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage.
Rule 7.07.K.4 Comment: If two (2) runners arrive at home base about the same time and the first (1st) runner misses home plate but a second (2nd) runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second (2nd) runner scored and being the third (3rd) out, second (2nd) runner’s run shall not count, as provided in Rule 8.07.M. If a pitcher balks 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 his hand, would not constitute an appeal. Time is not out when an appeal is being made.
- 7.07.L** Unless two (2) 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 (3rd) out, no runners following him shall score. If such third (3rd) out is the result of a force play, neither preceding nor following runners shall score.
- 7.07.M** At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out.
Rule 7.07.M Comment: The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper

replacement pursuant to these rules (if available) will be used without penalty. If no proper courtesy runner is available pursuant to these rules, the pitcher and / or catcher shall run for themselves.

7.08 THE PITCHER –

7.08.A Legal pitching delivery. There are two (2) 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 rubber.

Rule 7.08.A Comment: Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.

7.08.A.1 The Windup Position. The pitcher shall stand facing the batter, his pivot foot in contact with the pitcher's plate and the other foot free. From this position, any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one (1) step backward and one (1) step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his pivot foot in contact with the pitcher's plate and his other foot free, he will be considered in the Windup Position.

Rule 7.08.A.1 Comment: In the Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.

From the Windup Position, the pitcher may deliver the ball to the batter; or step and throw to a base in an attempt to pick-off a runner; or disengage the rubber (if he does he must drop his hands to his sides). In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first (1st). He may not go into a set or stretch position; if he does it is a balk.

7.08.A.2 The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of, the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one (1) hand on his side; from this position, he shall go to his set position as defined without interruption and in one continuous motion. The pitcher, following his stretch must hold the ball in both hands in front of his body; and come to a complete stop.

Rule 7.08.A.2(b) Comment: This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk."

Note: With no runners on base, the pitcher is not required to come to a complete stop when using the Set Position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball.

7.08.A.2(c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch; he may throw to any base provided he steps directly toward such base before making the throw.

Rule 7.08.A.2(c) Comment: The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

7.08.A.2(d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first (1st) base on a hit, an error, a base on balls, a hit batter or otherwise.

Rule 7.08.A.2(d) Comment: A ball, which slips out of a pitcher's hand and crosses the foul line, shall be called a ball; otherwise, it will be called no pitch. This would be a balk with men on base.

7.08.A.2(e) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

Rule 7.08.A.2(e) Comment: The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

7.08.B The pitcher shall not:

7.08.B.1 While in an 18-foot circle surrounding the pitcher's plate, touch the ball after touching his mouth or lips, or touch his mouth or lips while he is in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of his pitching hand dry before touching the ball or 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 hand.

Penalty: For violation of this part of this rule, the umpires shall immediately call a ball. However, if the pitch is made and a batter reaches first (1st) base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one (1) base, the play shall proceed without reference to the violation.

7.08.B.2 Expectorate on the ball, either hand or his glove;

7.08.B.3 Rub the ball on his glove, person or clothing;

7.08.B.4 Apply a foreign substance of any kind to the ball;

7.08.B.5 Deface the ball in any manner;

7.08.B.6 Deliver a ball defaced in a manner prescribed by these rules or what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher is allowed to rub the ball between his bare hands.

Penalty: For violation of any part of Rules 7.08.B.2 – 7.08.B.6, the pitcher shall be ejected immediately from the game. If a play follows the violation called by the umpire, the manager of the offense may advise the plate umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first (1st) base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one (1) base, the play shall proceed without reference to the violation. Even though the offense elects to take the play, the violation shall be recognized and the pitcher shall be ejected immediately from the game. The umpire shall be sole judge on whether any portion of this rule has been violated.

Rules 7.08.B.2 & 7.08.B.3 Comment: If a pitcher violates either Rule 7.08.B.2 or 7.08.B.3 and, in the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire may, in his discretion, warn the pitcher in lieu of applying the penalty set forth for violations of Rules 7.08.B.2 – 7.08.B.6. If the pitcher persists in violating either of those Rules, however, the umpire should then apply the penalty.

7.08.B.7 If at any time the ball hits the rosin bag, cleat scrape or stick it is in play. In the case of rain or wet field, the umpire may instruct the pitcher to carry the rosin bag in his hip pocket. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither the pitcher nor any other player shall be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag or have on his person, or in his possession, any foreign substance.

Penalty: The pitcher or player shall be immediately ejection from the game.

7.08.B.8 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.

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

7.08.B.9 Intentionally Pitch at the Batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:

7.08.B.9(a) Expel the pitcher, or the manager and the pitcher, from the game, or

7.08.B.9(b) May warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager.

Rules 7.08.B.9 Comment: If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to or at any time during the game. Team personnel may not come onto the playing surface to argue or dispute a warning issued under this rule. If a manager, coach or player leaves the dugout or his position to dispute a warning, he should be warned to stop. If he continues, he is subject to ejection. To pitch at a batter is unsportsmanlike and highly dangerous; it should be and is condemned by all. Umpires should act without hesitation in enforcement of this rule.

- 7.08.C** When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight (8) preparatory pitches to his 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 him as many pitches as the umpire deems necessary.
- 7.08.D** When the bases are unoccupied, the pitcher shall deliver the ball to the batter within twelve (12) seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The twelve (12) second timing starts when the pitcher is in possession of the ball and the batter is in the box alert to the pitcher. The timing stops when the pitcher releases the ball.
Rule 7.08.D Comment: 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 his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.
- 7.08.E** If there is a runner, or runners on base, it is a balk when:
- 7.08.E.1** The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;
Rule 7.08.E.1 Comment: If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second (2nd) base on a pick-off-play.
- 7.08.E.2** The pitcher, while touching his plate, feints a throw to first (1st) base and fails to complete the throw;
- 7.08.E.3** The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;
Rule 7.08.E.3 Comment: If a pitcher turns or spins off his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps.
- 7.08.E.4** With runners on first (1st) and third (3rd) bases, the pitcher steps toward third (3rd) base and does not throw then seeing the runner on first (1st) base start for second (2nd) base, turn and step toward and throw to first (1st) base.
Rule 7.08.E.4 Comment: If the pitcher steps off the back of the rubber and then makes such a move, it is not a balk.
- 7.08.E.5** The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- 7.08.E.6** The pitcher makes an illegal pitch;
Rule 7.08.E.6 Comment: A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one (1) delivered before the batter is reasonably set in the batter's box. With runners on base, the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
- 7.08.E.7** The pitcher delivers the ball to the batter while he is not facing the batter;
- 7.08.E.8** The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;
- 7.08.E.9** The pitcher unnecessarily delays the game;
- 7.08.E.10** The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;
- 7.08.E.11** The pitcher, after coming to a legal pitching position, removes one (1) hand from the ball other than in an actual pitch, or in throwing to a base;
- 7.08.E.12** The pitcher, while touching his plate, accidentally or intentionally drops the ball;
- 7.08.E.13** The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
- 7.08.E.14** The pitcher delivers the pitch from Set Position without coming to a stop.
Penalty: The ball is dead, and each runner shall advance one (1) base without liability to be put out, unless the batter reaches first (1st) on a hit, an error, a base on balls, a hit batter, or otherwise and all other runners advance at least one (1) base, in which case the play proceeds without reference to the balk.
Approved Ruling: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.
Approved Ruling: A runner who misses the first (1st) base to which he is advancing and who is called out on appeal shall be considered as having advanced one (1) base for the purpose of this rule.
General Statement: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. However, certain specifics

should be borne in mind: Straddling the pitcher's rubber without the ball a balk; with a runner on first (1st) base, the pitcher may make a complete turn, without hesitating toward first (1st), and throw to second (2nd). This is not throwing to an unoccupied base.

7.08.F All leagues and tournaments shall adopt the following rule pertaining to the visit of the manager or a coach to the pitcher:

7.08.F.1 This rule limits the number of visits a manager or a coach may make to any one (1) pitcher in any one (1) inning;

7.08.F.2 A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position;

7.08.F.3 The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but

7.08.F.4 If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher.

Rules 7.08.F.1 - 7.08.F.4 Comment: If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound. Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a visit to the mound. If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one (1) visit to that new pitcher that inning. In a case where a manager has made his first (1st) visit to the mound and then returns the second (2nd) time to the mound in the same inning with the same pitcher in the game and the same batter at bat, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the pitching position. The manager should be notified that his pitcher will be removed from the pitching position after he pitches to one (1) hitter. The substitute pitcher will be allowed eight (8) preparatory pitches or more if in the umpire's judgment circumstances justify.

Rules 7.08.F.1 - 7.08.F.4 Additional Comment: A visit of the manager or a coach to the pitcher is concluded when the manager or coach leaves the eighteen (18) foot circle around the pitcher's mound. Leaving the eighteen (18) circle concludes one (1) visit.

7.08.G A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the umpire or the offensive team and immediately corrected.

Penalty: If the violating pitcher has no legal innings remaining, the infraction it is deemed a pitching limitations violation pursuant to Rule 7.08.H and those penalties shall be applied. If the violating pitcher has legal innings remaining, the infraction is an improper substitution and is corrected without penalty.

7.08.H (Chart 7.08.H-1) The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break pursuant to these rules shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

7.08.H.1 ONE DAY MAXIMUM TO PITCH THE

NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

Rule 7.08.H.1 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.

7.08.H.2 ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day.

AGE DIVISION	ONE DAY MAXIMUM TO PITCH THE NEXT DAY	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8
13U – 14U	3	7	8
15U – 18U	UNLIMITED		
Chart 7.08.H-1			

Rule 7.08.H.2 Example: In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

7.08.H.3 THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days.

Rule 7.08.H.3 Example: In the 7U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

7.08.H.4 MANDATORY DAYS OF REST;

7.08.H.4(a) A player that pitches more than three (3) innings in one day **MUST** rest the next day.

7.08.H.4(b) A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

7.08.H.4(c) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

7.08.H.5 For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

7.08.H.6 Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings.

7.08.H.7 For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. Any violation of these rules shall result in immediate forfeiture of the game.

Rule 7.08.H.7 Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

7.09 COACH PITCH SPECIFIC RULES OF PLAY –

7.09.A Fair Ball Arc: There shall be a twenty (20) foot arc from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair.

7.09.B Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

7.09.C Pitcher's Line: There shall be a line from the front edge of the Pitching Circle twelve (12) feet towards home plate.

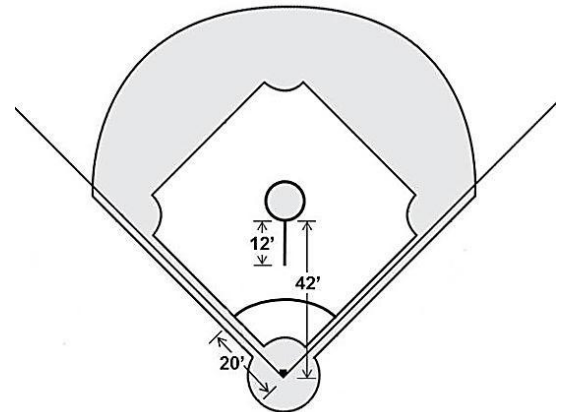
7.09.C.1 The pitching coach shall keep one foot on or straddle the Pitcher's Line.

7.09.C.2 The pitching coach shall not verbally or physically coach while in the pitching position

7.09.C.3 The pitching coach shall position himself as not to be an impediment to the defensive team on any possible play once the ball has been hit.

Penalty: If a coach violates any part of Rule 7.09.C after the ball is pitched, obstruction shall be called. If a coach violates any part of Rule 7.09.C before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

7.09.D The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' manager will be ejected.



- 7.09.E** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
- 7.09.F** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
- 7.09.G** Defensive coaches shall not be allowed on the field of play and shall coach from within the dugout.
- 7.09.H** The Infield Fly Rule shall not be in effect at any time.
- 7.09.I** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 7.09.I.1** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.
Rule 7.09.I.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 7.09.J** Teams may use free substitution on defense but the batting order shall remain the same.
- 7.09.K** Bunting shall not be allowed.
- 7.09.L** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.
Rule 7.09.L Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.
- 7.09.M** A player may only be Intentionally Walked once per game by announcement from the defensive team.
- 7.09.N** Runners shall not leadoff or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- 7.09.O** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
- 7.09.P** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.
- 7.09.Q** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
Rule 7.09.Q Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 7.09.R** When a batted ball hits the Pitching Coach, the following shall apply:
- 7.09.R.1** If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
- 7.09.R.2** If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.
- 7.10 KID PITCH SPECIFIC RULES OF PLAY (7U & 8U) –**
- 7.10.A** Nine (9) defensive players shall be used.
- 7.10.B** Balk rules shall not apply.
- 7.10.C** Teams may start a game with eight (8) players. The ninth (9th) position in the batting order shall be declared an out each turn at bat.
Rule 7.10.C Approved Ruling: A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 7.10.D** The batter is out and may not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher.
- 7.10.E** Runners on base may not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.
- 7.10.F** Runners may not lead-off but can advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:
- 7.10.F.1** If the runner is called safe, the runner returns to the base legally occupied at the time of the pitch.
- 7.10.F.2** If the runner is called out, the runner is out.
- 7.10.F.3** If the ball is hit, the defensive team has the option of the result of the play or a no pitch.
- 7.10.G** Runners may not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners may not advance from third (3rd) base on passed balls or wild pitches.
- 7.10.H** A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

7.10.I Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.

Rule 7.10.I Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

7.11 MACHINE PITCH SPECIFIC RULES OF PLAY –

7.11.A Fair Ball Arc: There shall be a twenty (20) foot arc from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair.

7.11.B Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

7.11.C Pitching Machine: The front leg(s) shall be set at forty-two (42) feet from the rear point of home plate.

7.11.C.1 Recommended pitching speed for age divisions 8U and younger 36 - 40 M.P.H.

7.11.C.2 Recommended pitching speed for age divisions 9U and older 42 - 46 M.P.H.

7.11.C.3 It is recommended that the Umpire operate the Pitching Machine. If however, the Pitching Machine Operator (PMO) is a coach; such coach shall position himself as not to be an impediment to the defensive team on any possible play once the ball has been hit.

Penalty: If a coach violates any part of Rule 7.11.C.3 after the ball is pitched, obstruction shall be called. If a coach violates any part of Rule 7.11.C.3 before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

7.11.D The catcher shall receive the pitch in the catcher’s box in a normal baseball manner. If in the umpire’s judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams’ manager will be ejected.

7.11.E Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

7.11.F The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

7.11.G Defensive coaches shall not be allowed on the field of play and shall coach from within the dugout.

7.11.H The Infield Fly Rule shall not be in effect at any time.

7.11.I The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

7.11.I.1 Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.

Rule 7.11.I.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.

7.11.J Teams may use free substitution on defense but the batting order shall remain the same.

7.11.K Teams may bunt a maximum of two (2) times per inning.

7.11.L The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

Rule 7.11.L Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

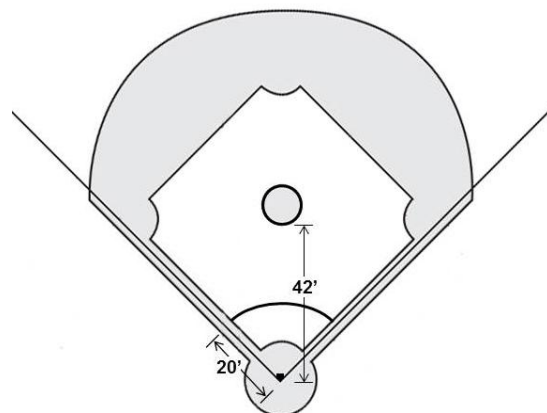
7.11.M A player may only be Intentionally Walked once per game by announcement from the defensive team.

7.11.N Runners shall not leadoff or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

7.11.O A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.

7.11.P A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

7.11.Q Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.



Rule 7.11.Q Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

7.11.R When a batted ball hits the Pitching Machine, the ball is dead. The batter is awarded first (1st) base and all runners shall advance one (1) base if forced.

7.11.S For Machine Pitch divisions 9U and older, only Small Barrel Bats (see Rule 7.02.C.1) and Regulation Baseball (see Rule 7.02.B) shall be used.

Rule 7.11.S Comment: The term “Regulation Baseball” is meant to mean no RIF balls, Pearl balls or other similar soft / safety type balls.

7.12 T-BALL SPECIFIC RULES OF PLAY –

7.12.A Fair Ball Arc: There shall be a twenty (20) foot arc from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair (see Rule 7.09.A Diagram).

7.12.B The catcher shall wear a dual earflap catcher’s helmet with mask.

7.12.C Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

7.12.D The defensive player listed as pitcher shall stay in contact with the pitchers’ plate until the ball is hit.

Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

7.12.E Defensive coaches shall not be allowed on the field of play and shall coach from within the dugout.

7.12.F The Infield Fly Rule shall not be in effect at any time.

7.12.G The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

7.12.G.1 Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order will be declared an out each turn at bat.

Rule 7.12.G.1 Approved Ruling: A ninth (9th) & tenth (10th) player and all subsequent players shall be added to the bottom of the batting line-up as soon as they become available.

7.12.H Teams may use free substitution on defense but the batting order shall remain the same.

7.12.I Bunting shall not be allowed.

7.12.J A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.

7.12.K A player may only be Intentionally Walked once per game by announcement from the defensive team.

7.12.L Runners shall not leadoff or steal bases. A runner is out for leaving the base before the ball is hit.

7.12.M A team may score a maximum of seven (7) runs per inning, including the last inning or record three (3) outs.

7.12.N Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.

Rule 7.12.N Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

RULE 8.00 – DRAFTED LEAGUES & ALL-STARS

8.01 The Drafted League Program is distinct and detached from tournament competition thus players frozen to A, AA, AAA & Major classified teams are eligible to participate in the Drafted League Program pursuant to these rules. The Drafted League Program gives traditional league based teams the opportunity to compete amongst teams formed by a similar system. Drafted League (“League”) is a playing classification for drafted league teams ages 4U – 18U from Georgia USSSA Baseball Sanctioned Leagues.

8.01.A Leagues that conform to the below guidelines and register all teams shall be allowed to participate.

8.01.A.1 Leagues shall have an approved draft system that shall include no more than six (6) protected / frozen players per team previous to the draft.

8.01.A.2 Leagues shall submit their complete rules, by-laws, and schedules for approval.

8.01.A.3 A league shall consist of a minimum eight (8) game schedule.

8.01.A.4 Eligible players shall compete in a minimum of seventy five percent (75%) of the scheduled league games.

8.01.B The State Office shall set guidelines for teams to qualify for the Drafted League State Championship and World Series.

8.02 The All-Star Program is distinct and detached from tournament competition thus players frozen to A & AA teams are eligible to participate in the All-Star Program pursuant to these rules. The All-Star Program gives traditional drafted league based All-Star teams the opportunity to compete amongst All-Star teams formed by a similar system. All-Stars (“All-Star”) is a playing classification for All-Star teams ages 6U – 18U formed from Georgia

USSSA Baseball Sanctioned Drafted Leagues. Players shall be permitted to participate with an All-Star team and an A or AA team pursuant to these rules.

- 8.02.A** Drafted Leagues that conform to the above guidelines shall be allowed to participate.
- 8.02.A.1** All-Star teams may be chosen by any method.
- 8.02.A.2** Leagues may have multiple All-Star teams in any age division.
- 8.02.A.3** The League President (or Highest Officer) shall submit a “paper” roster to the State Office for approval.
- 8.02.A.4** The State Office shall register and enter an Official Online Roster for All-Star teams.
- 8.02.A.5** All-Star team players shall not have participated on a team of higher classification than AA (i.e.; AAA, Major) after January 1st of the current season year.
Rule 8.02.A.5(a) Comment: Any player that has participated on a AAA or Major team after January 1st of the current season year is ineligible for All-Star play.
- 8.02.A.6** All-Star teams shall not begin playing together as a team before Memorial Day weekend.
Rule 8.02.A.6 Comment: Memorial Day weekend is defined as starting at 12:00 P.M., the calendar Friday before Memorial Day as observed by the United States Federal Government.

RULE 9.00 – UMPIRES

- 9.01** All leagues and tournaments played under the jurisdiction of the Georgia USSSA Baseball shall only utilize umpires who are registered with the Association.
- 9.02** The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.
- 9.03** Each umpire is the representative of the Georgia USSSA Baseball, and is required to enforce the rules of the Association.
- 9.04** Any umpire’s decision which involves judgment, such as, but not limited to, fair or foul, ball or strike, or safe or out, is final. No player, coach or manager shall object to any such judgment decisions.
- 9.05** If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision.
- 9.06** Immediately following a game, the umpire shall report to the League / Tournament Director any violation of rules and other incidents worthy of comment, including the ejection of any player, coach, manager, sponsor or spectator and the reasons therefore.

RULE 10.00 – SPORTSMANSHIP & EJECTIONS

- 10.01** All managers, coaches, sponsors, spectators and players shall be expected to conduct themselves in a sportsmanlike manner at all times. Any manager, coach, sponsor, spectator or player whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning and if warranted, the offending party shall be ejected from the game at the discretion of the Umpire(s) and / or the League / Tournament Director.
- 10.02** Any manager, coach, sponsor, spectator or player leaving their position in the field, on base, on the bench or in the dugout, dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game, the venue and shall be suspended. Local law enforcement shall be notified.
- 10.03** Any manager, coach, sponsor, player or other dugout personnel shall be confined to the dugout for the remainder of a game as an alternative to an ejection at the sole discretion of the Umpire(s).
- 10.04** Any manager, coach, sponsor, player or other dugout personnel ejected from a game shall immediately remove himself and all personal belongings from the vicinity of the playing field and / or grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game ejected from plus one additional game. Under no circumstances shall an ejected individual return to the vicinity of the playing field and / or grandstands upon game completion. An ejected individual returning to the vicinity of the playing field and / or grandstands upon game completion shall be treated as a trespasser by local law enforcement.
Rule 10.04 Comment: Any manager, coach, sponsor, player or other dugout personnel ejected from a league / tournament ending game (i.e.; elimination game, championship game), shall be required to sit out the team’s first game in their next USSSA Sanctioned event.
- 10.05** Any spectator ejected from a game shall immediately remove himself and all personal belongings from the vicinity of the playing field and grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game ejected from. Under no circumstances shall an ejected individual return to the vicinity of the playing field and / or grandstands upon game completion. An ejected individual returning to the vicinity of the playing field and / or grandstands upon game completion shall be treated as a trespasser by local law enforcement. An ejected individual should only return to the vicinity of the playing field and / or grandstands at the start of the affiliated team’s next game.
- 10.06** Abusive language (cursing) or tactics is unsportsmanlike and shall result in an automatic ejection.
- 10.07** Throwing of equipment is unsportsmanlike and shall result in an automatic ejection.

- 10.08 As these rules indicate, the matter of disorderly and / or unsportsmanlike conduct shall be taken seriously. The leagues / tournaments your team will be participating in will include some of the finest baseball teams. The level of competition will be high and at times fierce. Because of this, please remind all players, coaches, managers, sponsors and spectators to be extra aware of good positive sportsmanship.
- 10.09 If necessary, a team may be forced to forfeit a game and / or be removed from the league / tournament.

RULE 11.00 – PROTESTS

- 11.01 Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch in the game is delivered. No protest will be allowed following the game. League / Tournament officials will rule on all protests and their decision will be final.
Rule 11.01 Comment: Leagues may develop their own method of recording and settling protests.
- 11.02 A Protest Fee of \$100.00 cash shall be tendered to the League / Tournament Director **PRIOR** to any discussions of or about the protest, the play, the interpretation or the ruling. The fee shall be returned only if the protest is upheld.

RULE 12.00 – GLOBAL SPORTS BASEBALL

- 12.01 Global Sports Baseball shall be governed pursuant to the rules contained within these Official Rules unless specifically noted otherwise.
- 12.02 For Global Sports Baseball World Series play **ONLY**, teams shall be allowed the addition of up to two (2) “Special Add-On Players” on their Official Roster.
- 12.02.A Special Add-On Players shall not be rostered on the team’s Official Online Roster by the team manager. Special Add-On Players shall be rostered on the team’s Official Online Roster at the Global Sports Baseball World Series by the Global Sports Baseball World Series Tournament Director.
- 12.02.B Special Add-On Players are permitted to be frozen to any team not participating in the same Global Sports Baseball World Series regardless of classification and be eligible.
- 12.02.C Teams participating in the Elite World Series are ineligible for the Global Sports Baseball World Series in the age division of Elite World Series participation. A team participating in the Elite World Series may participate in a higher age division of a Global Sports Baseball World Series if so qualified.

RULE 13.00 – INCOMPLETE TOURNAMENTS

- 13.01 Weather or other Acts of God may make it impossible to complete a tournament during the scheduled period and adding additional days to the tournament schedule may not be a viable or available option. Under such circumstances the following shall apply to determine the tournament’s final standings:
- 13.01.A When Pool Play has not been completed, the team(s) with the least number of completed Pool Play games shall establish the total games played for all teams. Any team(s) having played more than this established total games played shall have their excess game(s) results removed from the tournament standings (for the purpose of this rule only). Such removed games shall be the most recent game(s) played by the team(s). After the excess game(s) results have been removed, Georgia USSSA Baseball Incomplete Tournament Final Standings Criteria shall be used to determine the tournament’s final standings
- 13.01.B When Pool Play has been completed but Bracket Play has been interrupted, the game results from any uncompleted Round (1st Round, 2nd Round, etc.) of Bracket Play shall be removed from the tournament standings (for the purpose of this rule only) and Georgia USSSA Baseball Incomplete Tournament Final Standings Criteria shall be used to determine the tournament’s final standings.
Rule 13.01 Comment: For the purpose of this rule, a team(s) that receives a BYE in any round is credited with a win for that round.
- 13.02 Incomplete Tournament Final Standings Criteria –
- 13.02.A Record (all games played in pool play and bracket play);
- 13.02.B Head to Head (use only when two teams are tied that have played each other during pool play or bracket play);
- 13.02.C Runs Allowed (versus all teams played in pool play and bracket play);
- 13.02.D Run Differential (max +/- 8 runs per game versus all teams played in pool play and bracket play);
- 13.02.E USSSA Points (as listed present time on USSSA.com);
- 13.02.F Coin Flip.
Rule 13.02 Comment: When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle an additional tie.

RULE 14.00 – SHOOT OUT FORMAT

General Statement: The basis of a “Shoot Out” format is mini games played with shortened time limits over the course of one day such as a holiday weekend or at other possible times of necessity. Its purpose is to afford the completion of a tournament in a short period of time. All participants should play all games at a rapid pace with lots of hustle. The ending of one game and starting of the next game should be almost instantaneous. Umpires should stay in position for a minimum of four (4) mini games before swapping. Field maintenance should be done at the beginning of pool play, the beginning of bracket play and before the championship game. Scorekeepers should exchange line-ups and teams should conduct pre-game meetings well in advance of the scheduled game time. Similarly, teams should only conduct post-game meetings after completely vacating the playing field and dugout areas.

14.01 RECOMMENDED GAME LENGTHS & TIME LIMITS –

14.01.A Pool Play games, Consolation games and Bracket Play games:

14.01.A.1 4U-8U: Four (4) innings. No new inning shall start after forty minutes (:40).

14.01.A.2 9U-12U: Five (5) innings. No new inning shall start after forty-five minutes (:45).

14.01.A.3 13U-18U: Five (5) innings. No new inning shall start after fifty minutes (:50).

14.01.B Championship games:

14.01.B.1 4U-8U: Four (4) innings. No new inning shall start after fifty-five minutes (:55).

14.01.B.2 9U-12U: Five (5) innings. No new inning shall start after one hour (1:00).

14.01.B.3 13U-18U: Five (5) innings. No new inning shall start after one hour and five minutes (1:05).

Rule 14.01 Comment: In enforcing this rule, the home team shall not bat if they are winning and an imposed time limit expires. Similarly, if the home team is batting and an imposed time limit expires, the home team shall cease batting and the game ends.

14.02 (Chart 14.02-1) An imposed Mercy (run) Rule shall be used to complete a regulation game when one team’s margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning.

Rule 14.02 Comment: In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall cease batting and the game ends.

LENGTH OF GAME	RUN DIFFERENTIAL	LISTED INNING
4 Innings	5	2nd Inning
5 Innings	8	2nd Inning
5 Innings	5	3rd Inning
Chart 14.02-1		

14.03 All batters shall start each turn at-bat with a one (1) ball and one (1) strike count.

14.04 Tournament Directors shall schedule not more than ten (:10) to fifteen (:15) minutes between games nor more than thirty (:30) to forty-five (:45) minutes between the completion of Pool Play games and the first round of Bracket Play games.

14.05 With the exception of the above, all other Official Rules applicable to standard tournament formats shall also be applicable to the “Shoot Out” format.

RULE 15.00 – ITEMS NOT SPECIFICALLY COVERED

15.01 Items not specifically covered herein including player eligibility shall be referred to the State Office.

15.02 The State Office shall have the authority to amend these Official Rules to accommodate local needs.

15.03 Playing rules not specifically covered herein shall be referred to the Official Rules of Baseball (National League) as published by Major League Baseball on MLB.com.

NOTES: