



**2016**  
Baseball and Softball  
Rules Book

**NEW HORIZON YOUTH SPORTS LEAGUE  
MEMBER ASSOCIATIONS**

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DIVISION	MOUND TO PLATE	BETWEEN BASES
7 UNDER PITCH MACH	40 FT	60 FT
8 UND ATOM I MACH PITCH	40 FT	60 FT
9 UNDER ATOM II	40 FT	60 FT
10 UNDER BANTAM I	45 FT	65 FT
11 UNDER BANTAM II	48 FT	70 FT
11 UNDER BANTAM II SELECT	50 FT	70 FT
12 UNDER MIDGET I	50 FT	70 FT
13 UNDER MIDGET II	54 FT	80 FT
14 UNDER JUVENILE	60 FT 6 INCHES	90 FT
<b>SOFTBALL</b>		
8 UNDER MACH PITCH	35 FT	60 FT
10 UNDER	35 FT	60 FT
12 UNDER	40 FT	60 FT
14 UNDER	43 FT	60 FT
17 UNDER	43 FT	60 FT

**DIVISION RULES SUMMARY**

Division	Innings Pitched	Runs per 1/2 Inning	Drop 3 <sup>rd</sup> Strike	Infield Fly	Base stealing	Balk illegal Pitch	Lead off	Bat Drop	Time Limit	Spikes
Pitch Mach 7U	NA	5	No	No	No	No	No	NA	1:30 hr	No
Atom I PM 8U	NA	5	No	No	No	No	No	NA	1:30 hr	No
Atom II 9U	3	5	No	No	Not home	No	No	NA	1:30 hr	No
Bantam I 10U	4	7	Yes	Yes	Yes	1 warning	Yes	NA	1:40 hr	No
Bantam II 11U	4	7	Yes	Yes	Yes	1 warning	Yes	NA	1:40 hr	No
Midget I 12U	5	7	Yes	Yes	Yes	Yes	Yes	-10	1:40 hr	No
Midget II 13U	5	7	Yes	Yes	Yes	Yes	Yes	-5	1:40 hr	Yes
Juvenile 14-15U	NA	7	Yes	Yes	Yes	Yes	Yes	-3	1:40 hr	Yes
Softball										
Pitch Mach 8U	NA	5	No	No	No	No	No	NA	1:30 hr	No
10U	4	5	No	No	Not home	1 warning	No	NA	1:30 hr	No
12U	5	7	Yes	Yes	Yes	Yes	No	NA	1:40 hr	No
14U	NA	7	Yes	Yes	Yes	Yes	No	NA	1:40 hr	Yes
17U	NA	7	Yes	Yes	Yes	Yes	No	NA	1:40 hr	Yes

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**SEC. 1** – All Member associations shall abide by all rules, as set forth by the League Board of Directors, without change or alteration.

**SEC. 2** – These rules may be amended, altered, or repealed only by the action of the League Board of Directors. The Board shall consist of at least one (but not more than two) member from each Athletic Association (Association hereafter).

**SEC. 3** – Divisions shall consist of not less than four (4) and not more than ten (10) teams. The age and classification requirements for the league are as follows:

<u>BASEBALL</u>	<u>Birthday Between These Dates</u>
7 UNDER MACHINE PITCH	5/1/08 - 4/30/09
8 UNDER ATOM I MACH PITCH	5/1/07 - 4/30/08
9 UNDER ATOM II	5/1/06 - 4/30/07
10 UNDER BANTAM I	5/1/05 - 4/30/06
11 UNDER BANTAM II	5/1/04 - 4/30/05
12 UNDER MIDGET I	5/1/03 - 4/30/04
13 UNDER MIDGET II	5/1/02 - 4/30/03
14/15 UNDER JUVENILE	5/1/00 - 4/30/02

**SOFTBALL:**

8 UNDER MACH PITCH	1/1/07 - 4/30/09
10 UNDER	1/1/05 - 12/31/06
12 UNDER	1/1/03 - 12/31/04
14 UNDER	1/1/01 - 12/31/02
17 UNDER	1/1/98 - 4/30/01

## **RULE 2 – TEAM REGISTRATION AND CURRENT SEASON**

**SEC. 1** – Teams desiring to play during the current season must complete the Official Team Roster form. The Member Association must approve all team rosters. Each roster must state:

- (A) The official name of the team applying.
- (B) The names, addresses, and phone numbers of the team manager and coaches, if appointed by the manager.
- (C) The age division in which the team desires to participate.

**SEC. 2** – Teams in all leagues will be ranked according to ability and placed into divisions as described in PART 1, RULE 1, SEC 3.

**SEC. 3** – League play will start April 11 and end July 15. (Machine Pitch and below will have an end date of July 1.)

**SEC. 4** – Any team playing in the Association may not play in any other League Member Association of the same division.

## **RULE 3 – MEMBERSHIP TERMINATION**

**SEC. 1** – The membership of any team may be terminated by:

(A) Resignation

(B) Action of its own Member Association

**SEC. 2** – A team that has previously resigned, or that has been suspended by its Member Association, may appeal at any time to its Member Association for reinstatement.

## **RULE 4 – REGISTRATION OF PLAYERS, MANAGERS, AND COACHES**

**SEC. 1** – No team shall, at any one time, have over fifteen (15) players on its roster or on the player's bench without written approval from the Home Association. At the discretion of the Home Association additional players may be added to the roster.

**SEC. 2** – A team roster must have a minimum of ten (10) players in boys and girls divisions, no exceptions without Member Association approval.

**SEC. 3** – Managers are responsible for insuring that all registration forms are filled out in ink or typed.

The parent or legal guardian of each player shall be responsible for the authenticity and validity of all player registrations and must sign in the space designated. The absence of parental authorization on the Official Roster will automatically render the player ineligible until such time as said authorization is obtained.

**SEC. 4** – In order to be eligible to participate in an Association game a player must be properly registered on the Official Roster or Roster Revision form.

Verification of proper age shall be the responsibility of the Member Association and the team manager. Teams fielding players older than the upper age limit shall forfeit all league games that said player has participated in, unless prior approval for the player participation has been secured from the League's Board. Said player, or players, shall be removed from the team's roster and the team will be permitted to play the balance of the League schedule.

The League Board shall be empowered to prevent any team without a valid roster on file with all Associations from playing in League play. Any team playing without a valid roster on file shall automatically forfeit all League games played prior to the submission of the valid roster.

## **SEC. 5 – OFFICIAL ROSTER**

(A) The players, manager, and coaches of each team must be registered on the Official Roster and said roster must be filed, by the team manager, with the Association of which the team is a member within the time limit prescribed by the League.

(B) A player may be registered with more than one League team at any time during the current season (*i.e.* ATOM I player can also register on an ATOM II team, but not on another ATOM I team).

(C) Roster registrations of players, managers, and coaches apply to the current season only.

(D) In case of an emergency, non-playing coaches may replace coaches who are properly registered, for one game only, by signing the Official (home team) Game Lineup Sheet before the start of the game involved. Coaches so registered shall have all the rights of the non-playing coach they replace for that particular game only.

(E) The Association Board of Directors reserves the right to reject the roster registration of a prospective player, manager, or coach.

(F) Changes in a team's Official Roster must be filed with the Member Association of which the team is a member on or before the third (3<sup>rd</sup>) day prior to the regularly scheduled, or re-scheduled, League games in which the change is to become effective.

(G) No change will be recognized if filed later than the time specified, except that such change shall then become effective for the next following game of the team.

**(H) No player shall be registered in the Association after the completion of the sixth game (to include any forfeits) of the season.**

(I) In the event of an emergency, League Directors have the voting power to add players to a roster after the sixth game.

(J) All revisions to the Official Roster requiring the player's signature shall also require the authorization signature of the player's parent or legal guardian.

Any violation of the previous shall result in the automatic probation or suspension from participating in any League Association.

**SEC. 6** – The team manager, or interim team manager, should always have a copy of the approved Team Roster and all approved roster revision forms in his/her possession at all League games. If a roster check is called and the roster is not present at the field the game may continue under protest of the opposing manager. A \$100.00 protest fee must be posted with the Home Association office immediately following the game of concern. A Home Association Board member, or Board representative, shall have the player(s) in question write his/her name, address, telephone number, hair & eye color, and parent's first names on a piece of paper and sign it. The game will go on as scheduled. The Home Association will check the validity of the player(s) in question within one (1) week from the game being protested and send a letter to the protesting manager with the results. If the player(s) in question is Determined to be illegal, each game in which that player participated shall be declared forfeited and the manager shall be automatically suspended from all games until he/she goes before the Association BOD where further action may be taken. If there is no League approved roster on file it is an automatic forfeit and any previous games played may be reviewed

The manager could face up to a one game suspension for each game played prior to the roster being turned in to the Association.

**SEC. 7** – The registration of a player on an Official Roster does not exempt him/her from protest at a later date provided sufficient proof of ineligibility is presented at the time of the protest.

The Association, upon proper evidence by any bona fide team member of the Association, must declare the player in question ineligible and his/her team automatically forfeits any games in which such player has played as a member of that team.

**SEC 8** – The Home Association has the right to declare any player a “Free-agent” at any time for just cause. In the event a player is declared a “Free-agent” the team manager must, upon written notification, submit to his/her Home Association, a new Official Roster containing this change.

**SEC. 9** – In the event that a manager or coach is suspended from one of the member Associations, if the suspension is invoked, that manager or coach will be prohibited from managing, coaching, or umpiring in any League game, or playing with any Association team for the duration of the suspension. Each Member Association will provide copies of all suspension letters to the other concerned Member Associations. If a dispute arises between Member Associations regarding disciplinary action taken by one of the Member Associations the League Board of Directors will rule upon the matter and decide final disciplinary action.

## **RULE 5 – REQUISITE QUALIFICATION OF PLAYERS**

**SEC. 10** – Each Home Association shall, at the end of each season, submit to the League Board a list of those players or members considered to be ineligible to participate in their Home Association for the following year as a result of failure to fulfill obligations or commitments by either the player or the parent. All Member Associations will keep on file a composite list of these players.

**SEC. 11** – (Applies to boy's divisions only) no League manager shall be allowed to place a division II player on a division I age team's roster.

**SEC. 12** – After a tentative player signs a League Roster, the player is bound to that team unless the specifications of RULE 6 are utilized. The manager may not release that player without approval of that player. The commitment will last until the end of the current season.

**SEC. 13** – All managers, coaches, and players whose signatures appear on the Official Roster must be registered members of a Member Association. If they are not properly registered, the Home Association will remove their name from the roster. If the person in question is a player any, and all, games in which he/she played will be immediately forfeited.

**SEC. 1** – No player shall be eligible, without written permission of the Home Association, to:

(A) Play an Association game if said player shall have received a monetary or other valuable consideration for his/her services rendered previously as a player on a baseball or softball team.

(B) Be a member of a team in the Association if said team receives more than its actual expenses since the opening of the current season.

(C) Receive compensation for his/her services rendered to a team of the Association. This shall not operate to prevent suitable prizes or awards being given to the players.

**SEC. 2** – A player participating in a baseball or softball game played for monetary consideration, pecuniary stakes, or wages when such a game is not sponsored or authorized by the League shall be considered as having personally received a monetary or other valuable consideration.

Any violation of SEC 1 or SEC 2 shall result in the immediate suspension of said player from participating in all Association activities.

## **RULE 6 – PLAYER TRANSFERS**

**SEC. 1** – No player shall be eligible to play with another League Association team in the same age Division unless the manager of the team with which that player previously signed has properly released him/her. Such release shall be filed by the releasing manager on an Official Roster and must be approved by the Home Association.

**SEC. 2** – Any player violating the previous section shall stand automatically suspended from play in the League for the balance of the season.

**SEC. 3** – A player, upon being released from one team, may not play with another team in the Home Association until eight (8) days have elapsed. However, this does not prevent a player from registering with a new team during this eight day waiting period.

**SEC. 4** – After the fourth (4<sup>th</sup>) scheduled League game of the current season, a player who is officially registered with a team of any Association, if released, shall be ineligible to play in any other Member Association, on a team of higher standing or division, than that of the team with which he/she originally played.

## **RULE 7 – COACHING AND UMPIRING**

**SEC. 1** – A player, manager, or coach is prohibited from umpiring in any official League game in the same division in which his/her team participates unless both managers of the participating teams agree to it. The penalty, if no agreement

is made, shall be an automatic protest and the game will be re-scheduled and replayed in its entirety.

**SEC. 2** – When only one umpire shows up, the home team will attempt to provide: 1: an approved umpire of the Association; 2nd: an impartial umpire; finally: a fan of the home team. The visiting team has the right to refuse the selected umpire. If an acceptable umpire cannot be located within five minutes the game shall proceed with the umpire stationed behind the plate.

**SEC. 3** – If no umpire is available each team will try to find one umpire. These umpires must be acceptable to both teams. The selected umpires will determine who will be the umpire-in-chief. If only one umpire can be located the game will proceed with that umpire behind the plate. The home plate umpire shall be the umpire-in-chief.

## **RULE 8 – SCHEDULING**

**SEC. 1** – Official schedules shall be made available prior to the beginning of the League season, showing dates, starting times, locations, and opposing teams for all League games. The final regularly scheduled League game shall be determined on an annual basis by the League Association.

**8u Division** teams shall not have scheduled, nor begin play of, any game starting after 8:59 p.m. No League games shall be scheduled to start after 9:30 p.m.

All divisions, except Juvenile games, may schedule regular League games beginning on the 2<sup>nd</sup> Saturday in April. Juvenile division games may not be scheduled before the day established by the Missouri State High School Athletic Association (MSHSAA).

**SEC. 2** - The last named, or numbered, team on the League schedule for the regular season League games shall be the home team. If the game is rescheduled for any reason the same team shall be the home team for that game.

**SEC. 3** – In the event of a postponed or suspended game the Home Association’s scheduling coordinator will supply both the home and visiting team’s managers with the rescheduled date within seven (7) days of the postponed game. If the last game of the season is postponed or suspended it must be played within five (5) days of the postponed date if it has a bearing on the League championship.

The Home Association must give the visiting manager a rescheduled date not closer than two (2) days to a scheduled League game, if possible. Any manager who bilaterally or unilaterally plays a League game, which has not been scheduled by the Home Association, shall be charged with a forfeit.

**If a game needs to be rescheduled due to a conflict, the coach requesting the reschedule must notify the League Director at least seven (7) days prior to the original game date. Failure to give timely notification will result in a loss by forfeit.**

**SEC. 4** - The Home Association may postpone a game due to inclement weather prior to the game. In this event each manager is responsible for contacting the Home Association’s rainout number to verify if the game is to be played. Once the game has officially started only the Association’s member on duty may postpone the game.

The umpire-in-chief has the authority to temporarily suspend any game in progress.

**SEC 5** – If two or more teams are tied for a League championship at the close of the season a tie shall be declared and each/all teams involved will be awarded 1<sup>st</sup> place trophies. Each Home Association is responsible for purchasing trophies for their eligible teams.

## **RULE 9 – CONDUCT**

**SEC. 1** – The manager of a team is responsible for the proper conduct of his team, coaches, and followers of the team. All that is dishonorable, unsportsmanlike-like, or unbecoming a gentleperson is condemned. The use of intoxicants or tobacco or profane or vulgar language by players, managers, coaches, spectators, or League officials is strictly prohibited. This restriction applies to the field of play, player’s benches, or anywhere in close proximity to the field of play.

**SEC. 2** – No manager, coach, player, or spectator shall initiate any “physical contact” with an umpire, official, or anyone else, nor will such manager, coach, player, or spectator make any “verbal threats of physical harm” toward any umpire, official, or anyone else.

Any violation of the “physical” or “verbal” threat ruling will result in automatic forfeiture of the game and permanent banishment of the violator from all League Associations. Physical assault will likely result in arrest and criminal charges being filed by the umpire, official, or Association.

Physical assault is defined as *any* physical contact with an umpire or official (which may include incidental contact). Verbal assault is any perceived threat to an umpire or official that could result in physical harm. Any person violating this rule will have the opportunity to address his/her Association’s Board of Directors to appeal the banishment decision. This meeting must be requested within five (5) days of the banishment decision and must be heard within ten (10) days of the appeal request.

**SEC. 3** – Any person affiliated, or intending to be affiliated, with any Member Association cannot recruit a player from another team for the purpose of a non-League tournament, practice game, or practice without written permission from the player’s manager. Without written permission the offending person is suspended from all League activities for a period of one (1) year from the time of the incident..

**SEC. 4** – A manager, coach, player, substitute, attendant or other bench personnel shall not:

(A) Deliberately throw a bat or helmet.

(B) Call “Time” or any command, or commit any act, for the purpose of trying to cause the opposing pitcher to balk.

(C) Enter the area behind the catcher, or backstop at any time.

(D) Use amplifiers or bullhorns during the course of the game.

(E) Use words or actions to incite, or try to incite, spectators into demonstrations; or use profanity or other remarks that reflect negatively upon opposing players, umpires, or any spectators.

(F) Be outside of the designated dugout, bench, or bullpen area if not a batter, runner, on-deck batter, base coach, or a player on defense.

(G) Have any object in his/her possession, other than a score book, while in the coach’s box.

The penalty for (A) (B) (C) (D) (E) (F) (G) shall be a warning from the umpire (if the offense is judged to be minor). Any repeat of the offense may result in ejection from the game.

(H) Maliciously run into, or collide with, any fielder. The umpire will determine if any contact is malicious or incidental. There will be no penalty for incidental contact. If a fielder is denying a runner the base path, and contact is made, the umpire will judge if this ruling applies, or if the defensive player was obstructing the runner, or if there should be no ruling.

The penalty for maliciously colliding with any fielder is an automatic out on the runner and immediate ejection from the game.

(I) As a baseman, fake a tag on a base runner without having possession of the ball.

The penalty for (I) shall be considered obstruction by the fielder. After all play is complete, the umpire shall award the base runner the base he/she could have reached, in the judgment of the umpire, if the fake tag had not occurred. Repeated violations will result in the ejection of the offending fielder.

(J) Positive chatter for your own team is encouraged. Any of the following actions cannot be directed toward the opponents team, managers, coaches, or players, i.e., chatter, chanting, heckling, disparaging remarks are prohibited. No verbal or physical noise can be used in an attempt to distract the

pitcher or batter or runner. This will be an umpire's discretion call. First offense will result in a team warning. Second offense will result in player ejection.

## **RULE 10 – PROTEST PROCEDURES**

**SEC. 1** – Protests can be made only on an interpretation of the rules, violation of the rules, or player eligibility. No judgment call by an umpire can be protested.

**SEC. 2** -A protest fee of \$100.00 must accompany each protest as soon as the interpretation of the rules has been called into question at the game. In the event the Umpire in Chief does not uphold the protest, the fee will not be refunded. If the protest is upheld, the fee will be refunded. If a protest is disallowed because it was incorrectly submitted, and no ruling is given, the fee shall be refunded.. Protest decision will be made by the UIC on the night of the game. Games cannot be protested after the game is complete.

**SEC. 3** – Whenever an alleged violation of a rule occurs during the progress of the game the manager, or duly registered coach, of the protesting team must ask for “time” and immediately notify the umpire-in-chief that the game is being played under protest. The umpire-in-chief will notify the opposing manager and spectators.

This allows all interested parties to take note of the exact conditions prevailing at the time and will aid in reaching a proper decision of the issue. Failure of the protesting manager to comply with this procedure will nullify and render void any future protest regarding the alleged violation of playing rules referred to herein.

**SEC. 4** – In the event the protest referred to herein is withdrawn at the end of the game involved, the umpire-in-chief is so informed by the manager or coach who made the original complaint. There shall be no protest and such action will nullify and render void any future protest regarding the alleged violation of rules referred to herein.

## **RULE 11 – RULES VIOLATIONS**

**SEC. 1** – A team manager shall be required to secure a copy of the Official Baseball or USSSA Softball rules and the Official Rule Book of the League. The manager shall acquaint their players with the contents of both.

**SEC. 2** – An umpire/UIC has the right to eject any player, spectator, manager, coach, or team for the remainder of the current game only, when, in his/her judgment, such person(s) or team has committed a serious offense of the rules.

The umpire/UIC can, by written notice to the Home Association recommend that further disciplinary action be taken in the matter in accordance with RULE 9; SEC 2.

Any ejected manager, coach, or spectator shall serve the ejection penalty for the current game, plus the next scheduled or rescheduled game. If a manager, coach, or spectator is ejected a second time, the manager, coach, or spectator will not be allowed to participate in the current game plus the next three scheduled or rescheduled games. Any manager, coach, or spectator ejected for a third time will not be allowed to participate in any games for the remainder of the calendar year.

## **RULE 12 – TOURNAMENTS/ALL-STAR GAMES**

**SEC. 1** – Division tournaments shall be conducted in strict accordance with the preceding rules with the following exceptions.

(A) Protests will be ruled upon immediately by the tournament director.

(B) The tournament director will reschedule postponed games. Both managers must accept the rescheduled date or forfeit.

(C) Additional rules to be applied for the tournament will be attached to the tournament entry form.

The team manager must submit, to his Home Association, completed tournament entry forms, along with the entry fee, no later than the date specified by the sponsoring Member Association.

## RULE 13 – PLAYER PARTICIPATION

**SEC. 1** – Each player must be permitted to play a minimum of three (3) defensive innings in every scheduled, or rescheduled, League game for his team, except in the following instances:

(A) The player must be available, able, and willing to play and the manager does not have just cause for withholding the player from the game. If a player is present at the game and will not play, the umpire-in-chief should be notified prior to the game as to the reason. The umpire-in-chief shall notify the opposing manager.

(B) This player may only enter the game at the discretion of the umpire-in-chief and only if to replace an injured player and only if there are no other players left that are eligible to play.

(C) A player is ejected from the game or removed from the game due to an injury.

(D) The game is terminated before it has become an official game.

**SEC 2** – Teams in all divisions **shall bat their entire roster of available players**. The batting order shall not be changed during the game except that an injured, or ejected player, shall be removed from the line-up. *Any ejected player will be scored as an “OUT” at every subsequent at-bat.* Any player injured while playing on the field (defensively or offensively)

*shall not be an out during any subsequent times at bat.* Any player who leaves the game, or refuses to continue to play, shall be an out his/her next time at bat only.

All players listed on the batting order must be present at the start of the game. Any player arriving after the start of the game shall be automatically placed at the bottom of the batting order.

If the leadoff hitter is at his second at-bat when another player arrives, the new player may replace the leadoff hitter, but must assume any balls or strikes. A player that misses a time at-bat, due to injury or illness, MAY NOT re-enter the game. In the event a player becomes injured or ill while at-bat and cannot complete his/her batting turn, the player, (if not on base) who made the last out will replace the batter. This replacement batter will assume any balls or strikes count.

**SEC. 3** – The opposing team’s scorekeeper shall be notified, of all withdrawals or additions to the batting order, and of any changes of the pitching position. The home team scorer will be the official scorekeeper.

**SEC. 4 - Any suspended game will be rescheduled and played in its entirety at a later date.**

**SEC. 5** – Free defensive substitution shall prevail in all divisions, except as restricted at the pitcher’s position. A player may be removed from and reinserted into any defensive position as often as desired. Offensive substitution for an injured/ill runner

must be by the player who made the last out. If the injured/ill player is not able to bat at his/her next time at bat, he/she shall be removed from the lineup as an injured/ill player, the lineup condensed, and no out shall be taken for the removed player.

**SEC. 6** – All players must wear numbers on the back of their jerseys. This number is to be a minimum of six inches from top to bottom. Each player must have a unique number and it must be listed next to his/her name on the batting order presented to the opposing score keeper.

While matching uniforms are encouraged for players, managers, and coaches, failure to comply will not result in the player not being able to participate, however, the player, manager, or coach not in proper uniform must be previously officially registered on the roster, and must be identifiable when participating.

**SEC. 7 – BODY FLUID RULE:** Any person with an active flow of blood shall leave the field of play and take measures necessary to stop the blood flow and have the wound properly covered before being allowed to re-enter the field of play.

(A) If, after a reasonable amount of time, and at the umpire's discretion, the flow of blood is still present, then the player shall be removed from the game until the flow of blood has been stopped and the wound properly dressed.

(B) Further, there shall not be any apparent blood staining allowed on any uniform (including cap, pants, stockings, shoes, and jersey). The blood stained clothing shall be changed and the "UNIFORM RULE", in RULE 13, SEC 6, shall be void for the remainder of the game.

(C) If the flow of blood cannot be stopped within a reasonable time, as determined by the umpire-in-chief, the player shall be removed as an injured player and the applicable rules shall apply.

(D) Apparent blood, and/or other body fluids, shall be removed from the bases, home plate, and the pitching rubber with paper towels and disinfectant while using rubber gloves.

(E) It shall be the managers, coaches, and parent's responsibility to seek the necessary and appropriate action to follow these stated guidelines. Any further actions deemed necessary will be the responsibility of the manager, coaches, or parents.

## PART II – PLAYING RULES

### RULE 1 – ALL BASEBALL & SOFTBALL DIVISIONS

**SEC 1** – All Baseball games of the League are to be governed by the Official Baseball Rules as compiled by the Major League Commissioner of Baseball, and all Softball games of the League shall be governed by the current edition of the United States Specialty Sports Association (USSSA Fast Pitch Official Playing Rules) rules, except where such rules are at variance with any rules of the League.

**SEC. 2** – 7 and 8 Under teams are scheduled for 10 games. The league has adopted an 8 game minimum rule for teams. Only games necessary to reach the minimum (8) will be rescheduled after the drop dead date of July 1, 2016. Every effort will be made to play all 10 games prior to July 1<sup>st</sup>.

9 Under and up teams will be scheduled for 12 games. The league has adopted a 10 game minimum rule for teams. Only games necessary to reach the minimum (10) games will be rescheduled after the drop dead date of July 15, 2016. Every effort will be made to play all 12 games prior to July 15<sup>th</sup>.

**SEC. 3** - The Home Organization will provide game balls for every regularly scheduled, rescheduled, or elimination League game. The baseballs/softballs to be used in all Association games will be as follows: **All baseball divisions will use nine (9”) inch ball.** 8u and 10u will use eleven (11”) inch ball. All other softball divisions will use twelve (12”) inch ball.

**SEC. 4** – Catchers in all divisions must wear Association approved helmets, face masks, throat protectors, body protectors, and shin guards. All players are encouraged to wear protective cups.

**SEC. 5** – Players in all divisions must wear Association approved helmets with ear flaps while taking their turn at bat, running the bases, on-deck, or in the coach’s box. If a player accidentally loses their head protection while running the bases they need not retrieve it until play is completed. All players warming-up pitchers must wear face masks.

**SEC. 6** Metal spikes or cleats are prohibited to be worn by players, except in the Midget II (13U) Juvenile (14 & 15U) and Junior (16U) Baseball Divisions and 14U and 16U Softball Divisions. If in violation the player shall have the opportunity to change into proper shoes. If no acceptable shoes are available, the violating player will be removed from the game and declared as *one* out only.

**SEC. 7** - Outfielders shall stand a minimum of fifteen (15) feet behind the baseline to be considered in the outfield.

**SEC.8** – Games in all divisions shall be seven (7) innings in length. Any reference in the Official Baseball Rules to the (9<sup>th</sup>) ninth inning shall apply to the (7<sup>th</sup>) seventh inning of Association games

(A) All boys division games shall have a time limit of one hour and forty minutes (1:40), except for 7 Under and 8 Under Machine Pitch and 9 Under games which will have a time limit of one hour and thirty minutes (1:30).

All softball games will have a time limit of one hour and forty minutes (1:40), except for **8u** and **10U** games which will have a time limit of one hour and thirty minutes (1:30).

(B) At the end of the time limit the inning in progress shall be played in its entirety unless the home team is leading and is at bat. The game shall be counted as legal regardless of the number of innings played. If the score is tied each team will receive one-half (1/2) win and one-half (1/2) loss.

(C) If the time limit has not expired after seven (7) innings have been played, and the score is tied, the game shall continue until one team wins or the time limit has been reached.

(D) A new inning begins immediately following the final out of an inning.

(E) If a proceeding game does not end more than ten (10) minutes prior to the scheduled start of a following game, the following game shall start within ten (10) minutes of the conclusion of the previous game. Under these circumstances no infield practice will be allowed. Under all other circumstances, all games will start as scheduled.

(F) Those Associations that have a field curfew, such as a park or city ordinance, must make the curfew known to both managers prior to the game. Games called because of a curfew or darkness shall be considered stopped because of inclement weather and the rule stated in PART II, SEC. 8(F) shall apply.

**SEC.9 – For 9 Under and Older Divisions**, the umpire-in-chief shall terminate the game in favor of the leading team if, during the progress of any game in the Association:

(A) The home team, after 4½, or more, innings have been completed is leading by ten (10) or more runs, or;

(B) After 3½ innings have been completed the home team is leading by fifteen (15) or more runs, or;

(C) The visiting team after five, or more, innings have been completed is leading by ten (10), or more, runs, or;

(D) After four (4) innings have been completed the visiting team is leading by fifteen (15), or more, runs;

**(E) After three (3) innings have been completed, any team is leading by twenty (20) or more runs.**

(F) Once the game's time limit has been reached the game becomes official, regardless of the number of innings that have been played (both teams must have at least one official at bat). The inning in progress must be completed unless the outcome of the game is already determined.

(G) If the game is called because of inclement weather, curfew, or darkness it shall be an official game providing that three (3) or more innings have been completed; or if the home team is leading after 2½ innings have been completed. If the game is suspended anytime after the beginning of the 4<sup>th</sup> inning the score reverts back to the end of the last completed inning, and the game will be official.

**SEC. 10** – A team, in any division, must start the game if eight (8) players are present. No out shall be taken for the missing 9<sup>th</sup> player. If a player must be removed from the line-up after the start of the game, the game shall continue unless the team has less than eight (8) players, in which case the umpire-in-chief shall declare the game a forfeit to the opposing team.

Should one team not have eight (8) players within fifteen (15) minutes of the scheduled starting time, the umpire-in-chief shall forfeit the game to the opposing team.

Should neither team have eight (8) players both will be charged with a loss. A manager who decides to forfeit prior to the game shall notify the Association scheduler who will notify the opposing team's manager. Managers are cautioned not to accept a forfeit unless the appropriate Association scheduler notifies them.

**SEC. 11** – Scheduled starting game times are 6:00 pm and 8:00 pm, and with agreement of both team managers, start time may be changed to allow for earlier game starts. The actual start time begins prior to the first pitch when the Umpire-In-Chief says "Play Ball".

**SEC. 12 - Heat Advisory Delay. If the Heat Index is over 105 degrees, game start will be delayed 30 minutes to 6:30 pm and the game time will be limited to one hour 30 minutes.**

**SEC. 13** - Should a manager, or coach, make two (2) trips to the mound in the same inning, to the same pitcher, that pitcher

must be removed from pitching. Once removed from pitching a player may not return to pitch in that same game. However, a removed pitcher may remain in the game at any other position.

Violation of the inning pitching rule (as specified in each division) will result in the offending team being charged with an out and beginning their next at bat with one out. A pitching violation protest must be initiated by the protesting team and presented to the umpire after the first violation pitch is thrown. No penalty can be applied after the ½ inning in question is completed without protest.

During the pitcher's warm-up throws, if the coach remains with the pitcher after the allotted number of throws, or after one minute, a conference will be charged. If a manager attempts to hold any conference with the pitcher, anywhere, after the pitcher has taken the mound and completed their warm-up, it will be a charged conference.

**SEC. 14** – There is no mandatory slide rule. If a base runner approaches a base and the fielder covering that base has the ball, or is in the act of catching the ball, the base runner must seek to avoid contact and may do so by going around, sliding, giving himself/herself up as an out, or returning to the previous base. Attempting to jump, leap, dive, or hurdle over a defensive player is not an act of avoiding contact, is not allowed, and shall result in the player being called out; the ball is dead, and all other runners will return to their previously touched base. If the umpire deems the collision malicious the base runner shall be ejected from the game. If the umpire deems necessary he may also eject the base runner's manager. No base runner shall maliciously run into, or collide with, any fielder.

Malicious contact shall supersede all obstruction penalties. There will be no penalty for incidental contact, which is the umpire's judgment.

When enforcing this rule, the umpire should judge the runner's intent. If the umpire adjudges that the contact was intentional and/or malicious, then the runner shall be called out and ejected from the game. If a fielder is denying a base runner the base path, and contact is made, the umpire will judge if this ruling applies, or if the defensive player was obstructing the runner, or if there should be no ruling.

Head first slides into home plate are not allowed and will result in the runner being called out, except in the Midget II (13U) and higher baseball divisions and 14U and higher softball divisions.

**SEC. 15** – Anytime the last pitcher or catcher of record becomes a base runner the manager *may* substitute a pinch-runner. The pinch-runner must be the player who made the last out, if available. If a pinch runner is required in the first inning and there are not outs in the inning yet, the last batter in the line up will be used as the pinch runner.

**SEC. 16** – Only aluminum, wood, ceramic, and composite bats are considered legal. Any bat of any other material will be considered illegal. Any titanium bat, or any bat with any titanium content will not be allowed and is considered illegal. Any player using an illegal bat shall be declared out for that time at bat only. Bats must have BBCOR stamp for 12U and older. Bat weight for 12U is -10, 13U is -5, 14U and 15U is -3.

## RULE 2 – BASEBALL

**SEC. 1** –Pitching distances and the distance between the bases.

<u>Division</u>		<u>Mound</u>	<u>Bases</u>
MACHINE PITCH	7 Under	40 ft	60 ft
ATOM I	8 Under	Mach Pitch	40 ft
ATOM II	9 Under	40 ft	60 ft
BANTAM I	10 Under	45 ft	65 ft
BANTAM II	11 Under	48 ft (select 50)	70 ft
MIDGET I	12 Under	50 ft	70 ft
MIDGET II	13 Under	54 ft	80 ft
JUVENILE	14 Under	60 ft-6 in	90 ft

**SEC. 2** – A new pitcher will be allowed a maximum of eight (8) warm-up pitches, except if the previous pitcher was removed due to injury. Then the number of warm-up pitches will be at the discretion of the umpire-in-chief. All returning pitchers shall be allowed a warm-up time of one (1) minute, or five (5) pitches, whichever comes first.

### PITCHING MACHINE PLAYING RULES (7 & 8 UNDER)

**SEC. 3** – **7U and 8U Pitching Machine** will follow Atom league rules with exceptions noted in these rules.

(A) No base stealing. Runners must remain on base until the ball is hit.

(B) Coaches must pitch the given game balls consecutively before collecting the already pitched balls.

- (C) Teams play the defensive pitcher position, must align outside of circle. The defensive player must remain to the side of the rubber until the pitch is complete.
- (D) The offensive coach places the ball in the pitching machine. If mechanical problem develops, offensive coach pitches. Defensive coach may help collect pitched balls behind the catcher. No coaching from here, no other coaches allowed on the field.
- (E) Use 9" ball.
- (F) Batter receives a maximum of 6 pitches or 3 swinging strikes. If the 6<sup>th</sup> pitch is not swung at or hit, the batter is out. The batter cannot end an at-bat on a foul ball.
- (G) Pitching: 40', Bases 60, 7 Under pitching machine speed: 34-36 MPH. 8 Under pitching machine speed 38-42 MPH.
- (H) Seven innings, or 1 Hr & 30 Min
- (I) Five run limit per half inning.
- (J) Entire roster bats. Add late players to bottom of order.
- (K) Ten players on defense (4 outfielders). Eight players to start, free substitution. Outfield players must remain in the outfield (15 ft from baseline) until the batter makes contact with the ball.
- (L) Base runner may advance one base on an overthrow, no matter how many overthrows occur when trying to make a play on that runner.
- (M) No infield fly rule.
- (N) Bunting is allowed.
- (O) When a ball is being thrown in from the outfield, play ends when the ball is inside the baselines and under control. If a runner is ½ way to next base, he can continue to that base. If not ½ way to the next base, they must return to the previous base. Runner cannot be tagged out when returning to the last base tagged.

- (P) Batting helmet required at bat and on bases.
- (Q) Batter unable to bat, out the first time. May reenter after the first time. Second time around, no out, can't reenter.
- (R) A manager, coach, player, substitute, attendant, or other bench personnel shall not maliciously run or collide into any fielder who has the ball or is in the process of receiving the ball.
- (S) Runner for the catcher with two outs (last out).
- (T) Machine speed or position cannot be adjusted unless the umpire deems it necessary.
- (U) There will be a six foot diameter circle around pitching machine. If a batted ball hits the pitching machine, it is a dead ball, and the batter goes to first. All runners return to original bases unless forced to advance. Any thrown ball that settles in the 6 foot circle is a dead ball and runners may not advance. If a runner is ½ way to next base, he can continue to that base.

## ATOM II (9 UNDER) SPECIAL RULES

**SEC. 4** – In all **ATOM** Division games the following shall apply:

- (A) The catcher **does not have to** legally catch a 3<sup>rd</sup> strike; the batter shall be declared "out".
- (B) A player shall not be permitted to pitch more than three (3) innings in one game. One pitch constitutes an inning. (see Page 29, Section 13 for pitching violation penalty.)
- (C) The "Infield Fly" rule **shall not** apply.

## ATOM II (9 UNDER CONT.)

(D) Balk may be announced but no penalty shall be assessed. No runner may advance. No out shall occur. If balk is called, the umpire must indicate to the pitcher the purpose of the call.

(E) After **five (5)** runs have been scored in any half-inning, or when three outs have been made, that half-inning shall be concluded. No more than five (5) runs will be allowed per team, per half-inning

**ATOM II (9 UNDER)** division a base runner *may not steal home. He may not score on a passed ball. He may not score on a wild pitch. He may not score on a dropped 3<sup>rd</sup> strike.* Runners on all other bases may advance at their own risk.

Only a batted ball, or a force to advance, can bring a runner home.

Leading off a base is prohibited. All base runners *must hold their foot on the base until the pitcher releases the ball*, or they will be declared an out (if more than one base runner leaves their base too early the lead runner will be declared out).

## BANTAM (10 & 11 UNDER) SPECIAL RULES

**SEC. 5** – In all **BANTAM** division games the following shall apply:

(A) **Each pitcher in Bantam 1 (10 Under) shall be given one (1) warning on a balk.** In Bantam II (11 Under) each pitcher shall be given one (1) warning on a balk. No penalty will be assessed, no runners may advance, and no out may occur. All subsequent balks, by that same pitcher, shall be enforced.

(B) A player shall not be permitted to pitch more than four (4) innings in one game. One pitch constitutes an inning. (See Page 29, Section 13 for pitching violation penalty.)

(C) After seven (7) runs are scored in any half-inning, or when three (3) outs have been made, that half inning shall be concluded. No team may score more than seven (7) runs in any half-inning.

## MIDGET (12 & 13 UNDER) SPECIAL RULES

All bats used in 12U and 13U must have BBCOR stamp.

**SEC. 6** – In all **MIDGET** division games the following shall apply:

(A) A player shall not be permitted to pitch more than five (5) innings in one game. One pitch constitutes an inning.

(See Page 29, Section 13 for pitching violation penalty.)

(B) After seven (7) runs are scored in any half-inning, or when three (3) outs have been made, that half inning shall be concluded. No team may score more than seven (7) runs in any half-inning.

(C) The bats used in MIDGET I (12 Under) cannot weigh numerically, more than 10 ounces less than the length of the bat (-10). MIDGET II (13 Under) division bats cannot weigh, numerically, more than five ounces less than the length of the bat. (-5) Bat violation protest must be initiated by the protesting team and presented to the umpire. If a batter used an illegal bat during an official time at bat, he will be declared an out and runners will be placed back to their original base at the start of play.

### MIDGET II (13 UNDER)

(A) Head first slides into home plate are allowed in the Midget II division.

(B) Metal spikes or cleats are allowed in the Midget II division. Any use of metal spikes to intentionally injure another player, in the judgment of the umpire, will result in an out and disqualification of the offending player for the remainder of that game.

## JUVENILE (14 & 15 UNDER) SPECIAL RULES

All bats in 14-15U must have BBCOR stamp.

**SEC. 7** – In all **JUVENILE** division games the following shall apply:

(A) There shall be no limit to the number of innings a player may pitch.

(B) After seven (7) runs are scored in any half-inning, or when three (3) outs have been made, that half inning shall be concluded. No team may score more than seven (7) runs in any half-inning.

(C) Head first slides into home plate are allowed.

(D) Metal spikes or cleats are allowed. Any use of metal spikes to intentionally injure another player, in the judgment of the umpire, will result in an out, and disqualification for the remainder of that game of the offending player.

(E) The bat, in Juvenile Division only, cannot weigh, numerically, more than three ounces less (-3) than the length of the bat. Bat violation protest must be initiated by the protesting team and presented to the umpire if a batter used an illegal bat, during an official time at bat. He will be declared an out, and runners will be placed back to their original base at the start of play.

### **RULE 3 – SOFTBALL**

All divisions may use up to ten (10) players on defense except for 14U, 16U, & 18U which are limited to nine (9) players on defense. Outfield players must remain in the outfield until the batter makes contact with the ball. The field umpire shall determine what constitutes “the outfield”, generally regarded as an 8 foot arc from the back of the bases.

**Face Guards are encouraged.**

**All Softball bats must have be BPF 1.20**

**SEC. 1** – The pitching and base for each division shall be:

<b>Division</b>	<b>Pitching Distance</b>	<b>Base Distance</b>
8u	35 ft	60 ft
10u	35 ft	60 ft
12u	40 ft	60 ft
14u	43 ft	60 ft
17u	43 ft	60 ft

### **8U SOFTBALL MACHINE PITCH SPECIAL RULES**

**SEC. 2** – In the **8u** division the following exceptions to the rules will be:

(A) The offensive coach places the ball in the pitching machine. If mechanical problem develops, offensive coach pitches. Defensive coach may help collect pitched balls behind the catcher. No coaching from here, no other coaches allowed on the field.

(B) Pitching Machine Speed 26 – 28 mph

(C) Coaches must pitch the given game balls consecutively before collecting the already pitched balls.

(D) After placing the ball in the pitching machine, the coach/pitcher must allow the defensive pitcher to play that position. The defensive player must remain to the side of the rubber until the pitch is complete.

(E) No base stealing is allowed. Base runners must keep their foot on the base until the batter hits the ball, the ball crosses the plate, or they are forced to advance. If the runner leaves the base too soon she will be declared out. If more than one (1) runner left her base too early only the lead runner will be declared out. There shall be a one base limit on any overthrows on infield hits.

(F) Batter receives a maximum of 6 pitches or 3 swinging strikes. A batter cannot be called out on the last pitch if it is fouled off. Anytime the last pitch is fouled, the batter will continue batting until a ball is hit fair or a swing and a miss.

(G) The “In-field Fly Rule” is not in effect.

(H) When a ball is being thrown in from the outfield, play ends when the ball is inside the baselines and under control. If a runner is ½ way to the next base, she can continue to that base. If not ½ way to the next base, she must return to the previous base. She cannot be tagged out when returning to the last base tagged.

(I) No team may score more than five (5) runs per half-inning.

(J) All games will be 1½ hours. When the time limit has been reached, the current inning will be completed unless the home team is winning and at bat.

### **10u SPECIAL RULES**

**SEC. 3** – In the **10u** division the following exceptions to the rules are in effect.

(A) No team may score more than five (5) runs per half-inning.

(B) Whenever a 3<sup>rd</sup> strike is not caught and held by the catcher the batter shall be declared out on strikes and no runner may advance to home base.

(C) The “Infield Fly rule” is not in effect.

(D) One (1) illegal pitch warning per pitcher. No penalty will be assessed, no runners may advance, and no out may occur. All subsequent illegal pitches by that same pitcher shall be enforced.

(E) No player shall be permitted to pitch more than four (4) innings in one game. One pitch constitutes an inning. Once removed from pitching that player may not return to pitch again in the same game. However, she may remain in the game in any other position. (See Page 29, Section 13 for pitching violation penalty.)

(F) Should the manager, or coach, make two trips to the mound in the same inning, to the same pitcher, that pitcher must be removed from pitching.

(G) Stealing is allowed. A runner may steal one base per pitch regardless of the throw. Stealing of home is prohibited. A base runner may not steal home, including on a catcher’s overthrow back to the pitcher. However, if the catcher makes a play on the runner at 3<sup>rd</sup> base, or on another runner, the runner on 3<sup>rd</sup> base may attempt to advance with liability to be put out.

### **12u SPECIAL RULES**

**SEC. 4** – In the **12u** division the following rules shall apply.

(A) No player shall be allowed to pitch more than five (5) innings in any game. One pitch constitutes an inning. Once a player is removed from pitching she may not return to pitch in the same game. However, she will be allowed to play any other position. (See Page 29, Section 13 for pitching violation penalty.)

(B) No team may score more than seven (7) runs per half-inning.

(C) One (1) illegal pitch warning per pitcher. No penalty will be assessed, no runners may advance, and no out may occur. All subsequent illegal pitches by that same pitcher shall be enforced.

## 14u, 17u SPECIAL RULES

**SEC. 5** – In all **14u & 17u** division games there will be no limit to the number of innings a player may pitch.

(A) Once removed from pitching that player may remain in the game at any other position.

(B) A pitcher, once removed from pitching, may go to the bench and not return to pitch, but can re-enter at any other position.

(C) In the **14U** and **17U** divisions, after seven (7) runs are scored in any half-inning, or when three (3) outs have been made, that half inning shall be concluded. No team may score more than seven (7) runs in any half-inning.

(D) **Head first slides into home plate are allowed in the 14u and 17u divisions.**

(E) **Metal spikes or cleats are allowed in the 14u & 17u Divisions only.** Any use of metal spikes to intentionally injure another player, in the judgment of the umpire, will result in an out, and disqualification for the remainder of that game of the offending player.

(F) Nine (9) players may be used on defense.

## PART III – RULES: QUICK REFERENCE

### OBSTRUCTION:

- The act of a fielder who, while not in possession of the ball or in the act of fielding the ball, impedes the progress of the runner.
- If a play is being made on an obstructed runner the umpire immediately signals and stops play. Otherwise a delayed call is made and bases awarded after play is dead.
- It is the umpire's decision to determine what base each runner would have made if there was no obstruction.
- No fielder – including the catcher – may block the base without possession of the ball.

### AWARDING OF BASES

#### Overthrows:

- By a fielder on a batted ball that goes into a dead zone – 2 bases from the time of the pitch.
- By a fielder on a batted ball after the batter has reached 1<sup>st</sup> – 2 bases from the time of the throw.

#### Wild Pitch/Passed Ball: (ball goes out of play)

- Base runners get 1 base from time of pitch.

#### Ball lodged in umpire or catcher equipment:

- Dead ball; base runners get 1 base.
- If ball 4 or strike 3 batter gets 1<sup>st</sup> base only (if unoccupied at time of pitch and not 2 outs).

### **Infield Fly –**

- Runners on 1<sup>st</sup> & 2<sup>nd</sup> bases loaded and less than 2 outs.
- If, in the umpire's judgment, a fair, pop-up could be caught by any infielder *with ordinary effort*, the batter is out and runners advance at the risk of being put out.
- The umpire does not have to call the rule and may make the call after action has ceased.
- Can not be a bunt.

### **INTERFERENCE**

#### **Defensive Interference**

An act by a fielder which hinders, impedes, or prevents a batter from hitting a pitch.

The ball is dead; runners advance only if they were attempting to steal or advance on a sacrifice bunt; batter gets 1<sup>st</sup> base.

If the batter has reached 1<sup>st</sup> safely and all runners have advance no interference will be called.

The offensive manager may opt for the interference call or take the play.

#### **Umpire's Interference**

Hinders, impedes, or prevents a catcher's throw to get a runner stealing, or a fair batted ball touches an umpire in fair territory, before an infielder had a chance to make a play.

- On catcher's throw runners may not advance.
- On hit by batted ball, batter gets 1<sup>st</sup> base runners may not advance (unless forced).

#### **Offensive**

An act which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If an umpire declares the batter, batter-runner, or runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. In all interference cases the umpire shall *immediately* call "Time" and the offender is out.

#### **Batter is out if:**

- Makes contact with runner stealing from 3<sup>rd</sup> or the catcher while out of the batter's box if there are two outs.
- Intentionally impedes catcher's throw.
- Intentionally impedes catcher's attempt for pop-up.
- Intentionally impedes catcher's attempt to field a batted ball.
- Intentionally re-hits a fair batted ball.
- Thrown bat interferes with fielder trying to make a play.
- Intentionally tries to redirect a foul ball while running.
- Intentionally interferes with double-play attempt.
- Runs more than 3 feet outside the last half of 1<sup>st</sup> base line.
- Steps out of the box and hinders catcher trying to tag a runner out.
- If 2 outs & 2 strikes on batter, runner from 3<sup>rd</sup> gets hit by pitch in the strike zone.

## BATTING OUT OF ORDER

### Runner is out if:

- Is hit by fair batted ball before infielder had a chance to make a play.
- Runs into fielder trying to make a play on batted ball.
- Yells at fielder trying to make a play.
- Waves arms to distract fielder.
- Makes contact with fielder attempting a throw.
- Makes *intentional* contact with fielder attempting to catch a thrown ball.
- Makes *intentional* contact with thrown ball.
- Stops directly in front of fielder attempting to field a ground ball.
- *Intentionally* touches a thrown ball.
- Less than 2 outs, and trying to score, the batter interferes with the catcher trying to make the out.
- Base coach physically assists the runner.

*IN ALL OFFENSIVE INTERFERENCE CASES THE UMPIRE IMMEDIATELY CALLS "TIME" AND ALL ACTION CEASES*

- Defense must appeal before next pitch.
- The scheduled batter is "Out".
- The improper batter must return (if reached base).
- All runners must return to the base occupied at time of pitch.
- Any runner's advance during wrong batters time at bat are legal (steal, balk).
- Any outs made (caught stealing) while improper batter is at bat stand.

### EXAMPLE

- Runners on 1<sup>st</sup> and 3<sup>rd</sup>;
- batter 4 is batting in batter 3 position;
- runner on 1<sup>st</sup> steals 2<sup>nd</sup> base on first pitch;
- batter hits second pitch which is a fair ball and reaches 1<sup>st</sup> base safely;
- both runners score.

Defensive team appeals before the next pitch.

- Batter 3 is out (for not batter in proper order);
- batter 4 returns and will now bat in proper spot;
- Both runners return to base held at time of pitch (2<sup>nd</sup> and 3<sup>rd</sup> bases).

