LOMBARD BASEBALL LEAGUE

LOMBARD BASEBALL LEAGUE

By-Laws

Rules and Regulations

FEBRUARY 8TH, 2015

Approved	April 11, 1955
Amended	August 20, 1955
	July 15, 1971
	November 15, 1973
	May 15, 1975
	September 19, 1978
	November 24, 1981
	October 17, 1985
	September 17, 1987
	February 16, 1989
	April 3, 1991
	April 16, 1992
	February 28, 1993
By-Laws	January 15, 1998
Rules and Regulations	February 5, 1998
League Name Change	January 21, 1999
Stealing A/AA Changes	January 6, 2000
Junior Reorganization	November 9, 2000
Traveling Dir. (Full-Time)	December 11, 2001
Change Cutoff to 08/31	December 5, 2002
Eliminate Playoff Games	December 4, 2003
Fall Director; Tie Breakers	January 6, 2005
Junior level changes	December 1, 2005
Junior AAA changes	March 1, 2007
Pitching Distances	November 1, 2008
Suspended Games	December 4, 2008
Reg. Div. Organization	February 7, 2013
Past Pres., Umpire Change	October 17, 2013
Jr. level; Mandatory Play	December 5, 2013
By-Law Changes	February 8, 2015
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Presidents Of The Board Of Governors

Year	President	Year	President
1954	Dr. Milan Novak	1985	Kelly Fik
1955	Dr. Milan Novak	1986	Kelly Fik
1956	Dr. Milan Novak	1987	Ross Ludwig
1957	Dr. Milan Novak	1988	Ross Ludwig
1958	Dr. Milan Novak	1989	John Parkinson
1959	Frank Gage	1990	Bob Wold
1960	Frank Gage	1991	John Bielinda
1961	Frank Gage	1992	Steve Zook
1962	Chuck Sidman	1993	Steve Zook
1963	Al Moake	1994	Mark Fisher
1964	Al Wolff	1995	Mark Fisher
1965	Tom Young	1996	Mark Fisher
1966	Dan Zelazek	1997	Mark Fisher
1967	Phil Quinn	1998	Bob Paus
1968	Phil Quinn	1999	Bob Paus
1969	George Fairbairn	2000	Tom Zessemos
1970	George Fairbairn	2001	Tom Zessemos
1971	George Fairbairn	2002	Tom Zessemos
1972	Bill Luther	2003	Bob Roegner
1973	Bob Gammon	2004	Bob Roegner
1974	George Fairbairn	2005	Rocco Melarkey
1975	Bob Gammon	2006	Bill O'Brien
1976	John Olsen	2007	Bill O'Brien
1977	Jim Koca	2008	Bill O'Brien
1978	Dennis Sluhoski	2009	Bill O'Brien
1979	Dennis Sluhoski	2010	Bill O'Brien
1980	Ross Ludwig	2011	Bill O'Brien
1981	Ross Ludwig	2012	Bill O'Brien
1982	Dennis Sluhoski	2013	Rocco Melarkey
1983	Dennis Sluhoski	2014	Rocco Melarkey
1984	Dennis Sluhoski	2015	Rocco Melarkey

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ARTICLE 1.   NAME

This organization shall be known as the *Lombard Baseball League, Inc*., of Lombard Illinois.

ARTICLE II.   PURPOSE

SECTION 1.

The purpose of the *Lombard Baseball League, Inc*. shall be to implant firmly in the children of the community the ideals of good sportsmanship, competition, loyalty to cause, pride in achievement, recognition of the rights of others, and respect for authority.

SECTION 2.

The purpose will be achieved by providing supervised competitive baseball games. The supervisors shall bear in mind that molding of future men and women is a prime importance.

ARTICLE III.   TERRITORY

The boundaries of *Lombard Baseball League* shall be the same as those established for the Lombard Park District with expansion as approved by the Board of Governors.

ARTICLE IV.   MEMBERSHIP

SECTION 1.

Any child meeting the requirements as to the age and residing in the territory described in **Article III** shall be eligible to actively participate in this league. Other parties because of due cause may apply to the Board of Governors.

SECTION 2.

All managers, official coaches, Board of Governors, and any adults having established residence in the territorial boundaries described in **Article III**, having active interest in the *Lombard Baseball League, Inc*., of Lombard is considered a member.

SECTION 3.

The Board of Governors by majority vote shall have the authority to suspend any member where conduct is considered detrimental to the best interest of the league.

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ARTICLE V.   **BOARD OF GOVERNORS**

SECTION 1.   **GENERAL POWERS**

The affairs of the corporation shall be managed by its Board of Governors.

SECTION 2.   **NUMBER, TENURE, and QUALIFICATIONS**

The Board of Governors shall be composed of voting members consisting of the elected officers (President, 1st Vice-President, 2nd Vice-President, 3rd Vice-President, 4th Vice-President, 5th Vice-President, Treasurer, Secretary) and the appointed officers (Fields Commissioner, Umpire-in-Chief, General Commissioners of the Junior, Regular, and Senior Divisions, Fall League Director, Traveling Director (in-house) and Traveling Director (full-time).

SECTION 3.   **REGULAR MEETINGS**

A regular meeting of the Board of Governors shall be held *without notice* on the first Thursday of each month, unless directed otherwise by the Board of Governors.

SECTION 4.   **SPECIAL MEETINGS**

Special meetings of the Board of Governors may be called by or at the request of the President or any **two** members of the Board of Governors, upon **two days notice to each member** of the Board of Governors. The Board of Governors may, by resolution, provide for the holding of special meetings.

SECTION 5.   **MANNER OF ACTING**

The act of a majority of the Board of Governors shall be the act of the Board of Governors except when otherwise provided by law or these by-laws.

SECTION 6.   **VACANCIES**

Any vacancy occurring on the Board of Governors shall be filled by the Board of Governors for the unexpired term. Also, any various positions deemed necessary by the league Board of Governors will be appointed by the league Board of Governors.

SECTION 7.   **APPOINTED OFFICERS**

Elected members of the Board of Governors shall review candidates for the Fields Commissioner, Umpire-In-Chief, Fall League Director, Traveling Director (in-house), Traveling Director (full-time), and the three General Commissioners and fill the appointed officers *no later than the November meeting*.

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<u>**ARTICLE VI.**</u>   **VOTING RIGHTS**

SECTION 1.   **VOTING FOR OFFICERS**

For a team manager, any Board of Governors member (not a manager), or any active participant in the *Lombard Baseball League* to be eligible to vote for officers must have attended at least **two meetings during the organizational year in which the election is held.** *Manager's Orientation* will not count as an attended meeting if it is held in lieu of the monthly General meeting.

SECTION 2.   **VOTING FOR OTHER MATTERS**

Each team manager (or alternate), any Board of Governors member (not a manager), and any active participant in the *Lombard Baseball League* shall be entitled to one vote on each matter submitted to a vote of the members, after he has attended at least **two meetings during the previous or current organization year.**

SECTION 3.   **PROOF OF ATTENDANCE**

The attendance sheet of meetings signed by attending members shall be the official proof of attendance.

<u>**ARTICLE VII.**</u>   **OFFICERS**

SECTION 1.   **OFFICERS**

The officers of the corporation shall be a President, lst Vice-President, 2nd Vice-President, 3rd Vice-President, 4th Vice-President, 5th Vice-President, Treasurer, Secretary, Fields Commissioner, Umpire-In-Chief, Fall League Director, Traveling Director (in-house), Traveling Director (full-time), and a General Commissioner of each of the three divisions – Junior, Regular, and Senior.

SECTION 2.   **ELECTION and TERM OF OFFICE**

The officers of the corporation with the exception of the Fields Commissioner, Concessions Coordinator, Umpire-In-Chief, Fall League Director, Traveling Director (in-house), Traveling Director (full-time), and the three General Commissioners, who are appointed by the elected Board of Governors, shall be elected at the *regular annual meeting in September*. Each officer shall hold office until his successor has been elected.

SECTION 3.   **ELECTIONS**

Nominations shall be made and balloting shall be done for each office separately in the order named in **Section 1 of this Article.** The candidate for each office receiving the highest number of votes cast by members present shall be declared elected.

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SECTION 4.   VACANCIES

A vacancy in any office because of death, resignation, disqualification, or otherwise is filled by the Board of Governors for the unexpired portion of the term.

SECTION 5.   PRESIDENT

The President shall preside at all meetings of members and shall in general supervise and control all business and affairs of the corporation. The President shall if deemed necessary establish a *President's Advisory Committee* which will provide support on fiscal planning and league structure. The President must submit to the Board of Governors for review and approval the annual budget no later than the *November meeting*. **The President will only vote in case of a tie**.

SECTION 6.   1ST VICE-PRESIDENT

In the absence of the President or in the event of his inability to act, the lst Vice-President shall perform the duties of the President. The 1st Vice-President shall appoint the chairman and be responsible for the actions of the following standing committees: **Uniforms** and **Equipment.**

SECTION 7.   2nd VICE-PRESIDENT

The 2nd Vice-President shall appoint the chairman and be responsible for the actions of the following standing committees: **Fundraising** and **Concession Stand**. The Concessions Coordinator shall have charge and be responsible for the operation of the Lombard Baseball League Concession Stand; he shall also be responsible that all Park District policies for the lighted fields (including lights and public address system) shall be complied with. He will be appointed by the Board of Governors based on the recommendation of the 2nd Vice-President.

SECTION 8.   3rd VICE-PRESIDENT

The 3rd Vice-President shall appoint the chairman and be responsible for the actions of the following standing committees: **Sponsors** and **Pictures**.

SECTION 9.   4th VICE-PRESIDENT

The 4th Vice-President shall appoint the chairman and be responsible for the actions of the following standing committees: **Awards** and **Registration**.

SECTION 10.   5th VICE-PRESIDENT

The 5th Vice-President shall appoint the chairman and be responsible for the actions of the following standing committees: **Publicity; Public Relations; Training; Scholarship Fund;** and **Manager's Appreciation**.

SECTION 11.   PAST PRESIDENT

The Past President shall only serve on the Board of Governors for one year following the election of a new President. During the Past President's year on the Board, the Past President shall be responsible for organizing and chairing the Election Committee; leading and appointing the Disciplinary Committee; and coordinating a smooth transition of Board responsibilities to the newly elected Board. In years when there is no Past President, the President shall appoint someone to organize and chair the Election Committee and Disciplinary Committee.

SECTION 12.   TREASURER

The Treasurer shall have charge and custody of, and be responsible for, all funds and securities of the corporation; he shall deposit all funds received in the name of the corporation in such banks and/or depositories as shall be selected in accordance with **Article XI** of these By-laws. The Treasurer shall pay all funds from the corporation funds on deposit. The Treasurer must issue, at the Board of Governors meeting, a financial statement reflecting budget performance at the end of the previous calendar month; at the regular membership meeting a financial statement reflecting cash flow from previous regular membership meetings; and at the close of the fiscal year he must close the books and submit them to an independent audit during which time all governmental required statements shall be filed. The Treasurer shall act as liaison for all fundraising activities.   The Treasurer shall appoint the chairman and be responsible for the actions of the following committee: **Insurance**.

SECTION 13.   SECRETARY

The Secretary shall keep the minutes of the meetings of the members; shall see that all notices are given in accordance with the provisions of these by-laws or as required by law; shall keep a register of the postal address of each member; in general perform all duties incidental to the office of Secretary as may, from time to time, be assigned to him by the President of the Board of Governors. The Secretary shall act as the chairman and be responsible for the actions of the following standing committees: **Rules** and **Manager's Orientation**.

SECTION 14.   GENERAL COMMISSIONERS

The General Commissioner (for each of the three playing divisions) shall provide the Board of Governors *no later than the January meeting* a list of all candidates interested in obtaining managerial positions. They will act as the *Player Agent* for their division. As *Player Agent* they shall be used in the player drafts. As *Player Agent* they will be responsible for all team rosters. They become members of the following committees: **Rules** and **Manager's Orientation**. They shall submit sub-commissioners as deemed necessary.

SECTION 15.   FIELDS COMMISSIONER

The Fields Commissioner shall be responsible for working with the *Lombard Park District* to resolve all league problems relative to fields. He will be appointed by the Board of Governors based on the recommendation of the lst Vice-President.

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SECTION 16.   **FALL LEAGUE DIRECTOR**

The Fall League Director shall be responsible for organizing the Fall League to be held after the in-house travel season.   Responsibilities include structure, coordination and operation of the Fall League as determined by the Board of Governors.

SECTION 17.   **TRAVELING DIRECTOR (IN-HOUSE)**

The Traveling Director (in-house) shall be responsible for organizing the in-house traveling tournament teams for all divisions. Responsibilities include structure and coordination of all tournaments sponsored by the *Lombard Baseball League*.

SECTION 18.   **TRAVELING DIRECTOR (FULL-TIME)**

The Traveling Director (full-time) shall be responsible for organizing the full-time traveling tournament teams for all divisions. Responsibilities include structure and coordination of all tournaments sponsored by the *Lombard Baseball League* under the *Lombard Lightning* name.

SECTION 19.   **UMPIRE-IN-CHIEF**

The Umpire-In-Chief shall be responsible for umpire assignments for all divisions and for generating all playing and practice schedules.

ARTICLE VIII.   **COMMITTEES**

SECTION 1.

After election, the President shall assure the Board of Governors that officers will appoint standing committees in accordance with **Article VII** above. The President may appoint any other committees as the need arises. All committees are responsible to the Board of Governors.

SECTION 2.   **CLARIFICATION AND RESPONSIBILITIES**

> **RULES**: Shall be chaired by the League Secretary, and consist of the three General Commissioners plus any other parties deemed necessary by the chairman. Shall be responsible for publication and distribution of all rules and/or exceptions to the same in writing no later than two weeks prior to the start of the playing season.

> **PROTEST COMMITTEE:** Shall consist of three members appointed by the President, and approved by the Board of Governors, who are not affiliated with any regular season team. The *Protest Committee* shall rule on all protests presented to them by the commissioners. The commissioners must present the protests to the committee within 48 hours. There will be no appeals as the decision of the *Protest Committee* will be final. The *Protest Committee* will maintain a file of all protests presented to them, and of the subsequent judgement rendered. (*NOTE*: In the event of an absence, the President will appoint a disinterested member to sit on the committee.)

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COMMISSIONERS: The General Commissioner shall be responsible for screening and recommending Division Commissioners to the Board of Governors *on or before the December general meeting*.

MANAGER'S ORIENTATION: Shall be chaired by the League Secretary and consist of the three General Commissioners plus any others deemed necessary by the members.   Shall be responsible for organizing and conducting an annual meeting prior to the start of the playing season.

FIELDS: Shall be the responsibility of the Fields Commissioner working in conjunction with the Lombard Park District in the resolution of all league problems relative to the fields.   The chairman shall be recommended by the 1st Vice-President and appointed by the Board of Governors.

EQUIPMENT: The 1st Vice-President shall be responsible for an annual inventory, procurement, storage, distribution, and insurance as necessary for all *Lombard Baseball League* equipment.

PLAYING and PRACTICE: The Umpire-in-Chief shall be responsible for recommending total number of games, playing dates, publishing and distributing playing and practice schedules prior to the start of the playing season.

AWARDS: The 4th Vice-President shall be responsible for organizing and presenting an annual awards affair including procuring appropriate awards as approved by the Board of Governors.

PICTURES: The 3rd Vice-President shall be responsible for organizing and procuring services as approved by the Board of Governors for an annual picture taking affair.

INSURANCE: The President shall be responsible for procuring insurance required for the *Lombard Baseball League* as approved by the Board of Governors.

PUBLICITY: Shall be responsible for all in-season publicity including the publication of weekly standings as required by the *Lombard Baseball League*.

FUNDRAISING: The 2nd Vice-President shall be responsible for organizing and conducting an annual fund raising event as approved by the Board of Governors.

SPONSORS: The 3rd Vice-President shall be responsible for soliciting and communicating with all sponsors required by the *Lombard Baseball League*.

REGISTRATION: The 4th Vice-President shall be responsible for organizing registration, pre-publicity, distribution of League information to registrants, and reconciliation of all funds collected in coordination with the League Treasurer.

FALL LEAGUE DIRECTOR: The Fall League Director shall be responsible for organizing and conducting a Fall League in the August to October time frame following the in-house travel season.

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TRAVELING TOURNAMENTS (in-house):   The Traveling Director (in-house) shall be responsible for operating and conducting the in-house tournaments following the regular in-house season. Also, organize, control the participation in all out-of-town tournaments subsequent to Board of Governors approval.

TRAVELING TOURNAMENTS (full-time):   The Traveling Director (full-time) shall be responsible for operating and conducting the full-time tournaments under the *Lombard Lightning* name. Also, organize, control the participation in all out-of-town tournaments subsequent to Board of Governors approval.

TRAINING: The 5th Vice-President shall be responsible for and insure that all managers shall be *NYSCA* trained.

NOMINATIONS: The Past President (or an appointee of the President) shall appoint a nominating committee at the July meeting, consisting of three league members. This nominating committee shall submit a slate of candidates at the *September membership meeting*. Additional nominations may be made from the floor of the annual meeting, after which the balloting shall be done.

ARTICLE IX.   MANAGERS

SECTION 1.   SELECTION OF MANAGERS

The standing committee dealing with managers will pre-screen, interview all people interested in becoming managers. The General Commissioners will review these results and, with the Board of Governors approval, make the required appointments.

SECTION 2.   RESPONSIBILITIES

System managers shall be responsible for the selection of affiliated Farm managers, and for their actions on the field as prescribed in the by-laws.

SECTION 3.   REMOVAL

Managers may be removed for just cause after a fair hearing before the Board of Governors.

ARTICLE X.   MEETING OF MEMBERS

SECTION 1.   ANNUAL MEETING

An annual meeting of the members shall be held *on or before the third Thursday in September* of each year for the purpose of electing and installing officers, and for the transaction of such business as may come before the meeting.

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SECTION 2.   **REGULAR MEETING**

A regular meeting of the members shall be held *on or before the third Thursday of each month, except in August and December*, unless otherwise directed by the Board of Governors.

SECTION 3.   **SPECIAL MEETING**

Special meetings may be called either by the President, or the Board of Governors or upon written request of **ten members**. Written or printed notice of any special meeting, stating the place, day and hour, and the purpose shall be sent to the general membership at least *seventy-two hours prior* to the time of such a meeting.

SECTION 4.   **PLACE OF MEETINGS**

The place of the meeting for any annual or regular meeting of the members shall be designated by the Board of Governors.

SECTION 5.   **ROBERT'S RULES OF ORDER**

Robert's Rules of Order shall govern the proceedings of all meetings, except where in conflict with the by-laws of the League.

SECTION 6.   **QUORUM**

A Quorum will be considered as 25% of the voting membership.

ARTICLE XI.   **FINANCIAL POLICY**

SECTION 1.

The Board of Governors shall decide all matters pertaining to the finances of the League and it shall be a permanent policy to place all income in the League Treasury, directing all the expenditures of same in such manner as will give no individual or team an advantage over the others as to equipment, etc., within their respective divisions.

SECTION 2.

No purchases shall be made without approval of the Board of Governors.

SECTION 3.

No solicitation of funds shall be made without approval of the Board of Governors.

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SECTION 4.

The Board of Governors may authorize any officer or officers, agent or agents of the corporation, in addition to the officers authorized by these by-laws, to enter into any contract or execute and deliver any instrument in the name of and on behalf of the corporation.

SECTION 5.

All checks, drafts or other orders for the payment of money shall be signed by two of the following officers: **President, 1st Vice-President, and Treasurer**.

SECTION 6.

All funds of the corporation shall be deposited to the credit of the corporation in such banks or other depositories as the Board of Governors may select. The receipt from the financial institution may be initialed by the responsible officer in reconciliation of a true and accurate deposit.

SECTION 7.

The organizational year of the corporation for the purposes of organizational functions such as the terms of the elected officers shall begin the first day of October in each year and end on the thirtieth day of September of the succeeding year. For financial purposes and the filing of all regulatory reports with federal, state and local agencies the fiscal year shall be coincidental with the organizational year.

ARTICLE XII. **RULES**

The Playing Rules of the *Lombard Baseball League, Inc.*, shall be the *Lombard Baseball League Rules and Regulations*, as amended by the Board of Governors based on the recommendations of the *Rules Committee*.

ARTICLE XIII. **AMENDMENTS**

These by-laws may be altered, amended or repealed and new by-laws may be adopted by two-thirds of the voting membership present and voting at any meeting of the members, provided that at least **seven days written notice** is given each member, of such intention to alter, amend, repeal, or adopt new by-laws at such a meeting.

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SECTION 1 - PLAYER ASSIGNMENT

PLAYER ASSIGNMENT

1.00   Division Assignment

1.00   The assignment of players to the various divisions in the *Lombard Baseball League* shall be based on age in accordance with *Table 1*.

TABLE 1 - DIVISION ASSIGNMENTS

Division	Eligible Players
Junior Division	All players five (5) through eight (8) years old.
Regular Division	All players nine (9) through twelve (12) years old.
Senior Division	All players thirteen (13) through eighteen (19) years old.

All ages are as of August 31st commencing with the 2010 season (subject to grandfathering).

All ages are as of April 30th commencing with the 2006 season.

Continuing players who choose to retain one of the previous playing dates of 08/31 (since 2003) or 08/01 (prior to 2003, if elected) may do so as long as they remain registered in the league and only for the 2006 season. All new players will be registered under the new age determination date of 04/30.

The new age determination date of 04/30 will be a mandatory cut-off date as of the 2007 season.

Special exceptions may be provided by the league Board of Governors.

1.02   Junior Division

1.02   The player assignment is at the discretion of the Junior Commissioner.

1.03   Regular Division

1.03.1   The assignment of players to the various systems in the Regular division of the *Lombard Baseball League* shall be made in such a way as to balance each system by age to whatever degree it is possible and practical.

1.03   Regular Division (cont.)

1.03.2   A player shall be designated as a free agent unless one or more of the following conditions are met:

    (a)   A player who played in a system the previous year shall be assigned to that system unless his parents specifically request that he not play in that system again. If such a request is made, the player shall become a *free agent* with the provision that he shall not be assigned to the same system that he played in last year.

    (b)   A player shall be assigned to a system if he has a brother or sister assigned to that system. The player may be designated as a *free agent* even if he has a brother or sister currently assigned to a system if his parents request that the brothers/sisters not play in the same system.

    (c)   A player shall be assigned to a system if his father, mother, brother, sister, uncle or aunt has agreed in advance with the System Manager to manage a team in that system.

    (d)   If a situation can be shown where it would relieve a hardship on a player if he were to be assigned to a specific system, the parents may apply, in writing, to have the player assigned to a specific system. These requests should be forwarded to the System Manager of the system to which the player's parents want him assigned. If the manager feels the request is valid, he will forward the request to the *Player Agent* and the request will be ruled on by a committee to be comprised of the League President and the *Player Agent*. If the committee rules the request valid, the player will be assigned to the specific system. If the committee rules that the request is not valid, the parents shall be notified, and be given a choice of having the player declared a *free agent* or having the registration fee refunded.

1.03.3   The balancing of the Regular division systems shall be achieved by the distribution of the "*Free Agent*" ball players at a *free agent* draft meeting to be held by the League's *Player Agent* sometime shortly after the conclusion of the registration sessions.

1.03.4   If the situation arises, all players who register at the late registration could become *free agents*.

1.03.5   All players who register after the *free agent* distribution meeting shall be declared *free agents* regardless of any assignment privileges stated above. These late registrants shall be assignable to any of the Regular division systems at the discretion of the *Player Agent*.

1.03.6   The *Lombard Baseball League* shall have the right to restructure the Regular Division.

1.03.7   When *Lombard Baseball League* restructures the Regular Division, the rule against moving a player down a level shall be waived.

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1.04   Senior Division

1.04.1   The assignment of players to the various systems in the Senior division of the *Lombard Baseball League* shall be made in such a way as to balance each system by age to whatever degree it is possible and practical.

1.04.2   A player shall be designated as a *free agent* unless one or more of the following conditions are met:

(a)   A player who played in a system the previous year shall be assigned to that system unless his parents specifically request that he not play in that system again. If such a request is made, the player shall become a *free agent* with the provision that he shall not be assigned to the same system that he played in last year.

(b)   A player shall be assigned to a system if he has a brother or sister assigned to that system. The player may become a *free agent* even if he has a brother or sister currently assigned to a system if his parents request that the brothers/sisters not play in the same system.

(c)   A player shall be assigned to a specific system if his father, mother, brother, sister, uncle or aunt has agreed in advance with the System Manager to manage a team in that system.

(d)   If a situation can be shown where it would relieve an unusual hardship on a player if he were to be assigned to a specific system, the parents may apply, in writing, to have the player assigned to a specific system. These requests should be forwarded to the Senior League Manager of the system to which the player's parents want him assigned. If the manager feels the request is valid, he will forward the request to the *Player Agent* and the request will be ruled on by a committee to be comprised of the League President and the *Player Agent*. If the committee rules the request valid, the player will be assigned to the specific system. If the committee rules that the request is not valid, the parents shall be notified, and be given a choice of having the player declared a *free agent* or having the registration fee refunded.

1.04.3   The balancing of the Senior division systems shall be achieved by the distribution of the "*Free Agent*" ball players at a *free agent* distribution meeting to be held by the League's *Player Agent* sometime shortly after the conclusion of the registration sessions.

1.04.4.   If the situation arises, all players who register at the late registration could become *free agents*.

1.04.6   The *Lombard Baseball League* shall have the right to restructure the Senior Division.

1.04.7   When the *Lombard Baseball League* restructures the Senior Division, the rule against moving a player down a level is waived.

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SECTION 2 – OFFICIAL PLAYING RULES

1.00   OBJECTIVES OF THE GAME

1.01   Baseball is a game between two teams, under direction of a manager and coaches, played on a regulation field in accordance with these rules, under jurisdiction of one or more umpires.

1.02   The objective of each team is to win by scoring more runs than the opponent.

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

1.03.1   The *Junior Division* is instructional only and no scores are kept.

1.03.2   All rules herein apply except as modified by the *Division Rules* in *Sections 3 through 5*.

1.04   THE PLAYING FIELD

1.04.1   The outfield shall be the area between two foul lines formed by extending the two sides of a square. The distance from home base to the nearest fence, stand or other obstruction on fair territory should be 200 feet or more. A distance of 200 feet or more along the foul lines, and to centerfield is recommended. The infield shall be graded so that base lines and home plate are level. The infield shall be a square having the dimensions as detailed in *Table 2*.

TABLE 2 – INFIELD DIMENSIONS

Division	Base-to-Base	Between Diagonal Bases	Home to Pitcher's Plate
Jr. A	45'	63' 6"	37'
Jr. AA	60'	84' 10"	40'
Jr. AAA	60'	84' 10"	42'
Reg. A	60'	84' 10"	44'
Reg. AA	60'	84' 10"	46'
Reg. AAA	70'	99'	48'
Reg. Major	70'	99'	50'
Sr. A and AA	80'	113' 2"	54'
Sr. AAA and Major	90'	127' 3"	60' 6"

1.04.2   The procedure to lay out an infield begins by determining the location of home plate. The next step is to fix the position of second base. Measure the proper distance between home plate and second base and secure it. Once that is done you measure the proper distance from second base to first base and from home plate to first base. Put first base where the two lines intersect. Repeat this to determine where third base should be. All other measurements from home plate shall be taken from the point where the first and third base lines intersect. The infield and the outfield, including the boundary lines, are fair territory and all other area is foul territory. It is desirable that the line from home plate through the pitcher's mound to second base run East-Northeast.

1.05   HOME PLATE

1.05   Home plate shall be marked by a five-sided slab of whitened rubber. It shall be a 12 inch square with two of the corners filled in so that one edge is 17 inches long, two are 8 1/2 inches long and two are 12 inches long. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and from home base to third base; with the 17 inch edge facing the pitcher's plate, and the two 12 inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground, level with the ground surface. The black beveled edge is considered part of home plate.

1.06   BASES

1.06   First, second and third bases shall be marked by white canvas bags, securely attached to the ground. The first and third base bags shall be entirely within fair territory. The second base bag shall be centered on second base. The base bags shall be 14 inches square, not more than 2-1/4 inches thick, and filled with soft material. Peg type bases will be used at fields equipped for them. All *Senior Division* games will be played at fields equipped for peg type bases.

1.07   PITCHER'S PLATE

1.07.1   The Pitcher's plate shall be six (6) inches above the level of home plate.

1.07.2   The Pitcher's plate shall be a rectangular slab of whitened rubber, 18 inches by 4 inches for all divisions except the *Senior Division*. For the *Senior Division* it shall be 24 inches by 6 inches.

1.10   BAT

1.10   The bat used must meet specifications and standards of the League. It shall be a smooth stick and made of wood or of a material tested and proved acceptable to standards. For divisions other than the *Senior Division* it shall not be more than thirty-three (33) inches in length. A bat can exceed thirty-three (33) inches in the *Senior Division*.

Lombard Baseball League
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1.11 UNIFORM

1.11.1 All players on a team shall wear uniforms.

    (a)   Any part of the pitcher's undershirt exposed to view shall be a uniform solid color (not white or gray).

    (b)   The League shall provide each team a distinctive uniform. The shirts are purchased by the players and the hats, pants, and stirrups are given to the players. All players must wear their league issued uniforms.

    (c)   No player shall attach to the uniform tape or other material of a color different than the uniform.

    (d)   No part of the uniform shall include a pattern that imitates or suggest the shape of a baseball.

    (e)   Glass buttons and polished metal shall not be used on a uniform.

    (f)   No player other than the pitcher shall attach anything to the heel or tow of the shoe. The pitcher may use a toe plate.

    (g)   Shoes with metal spikes or cleats are not permitted. Shoes with molded rubber or vinyl cleats are permitted. The *Senior Division* will conform to the **IHSA** rules as to the type of baseball shoe allowed.

    (h)   Managers and coaches in all divisions except the *Senior Division* shall not wear conventional baseball uniforms, or shoes with metal spikes or cleats. Appropriate attire (such as slacks, pants, shirt and cap) shall be worn by managers and coaches on the playing field. A uniform jersey that matches the team may be worn by the manager and coaches. Managers and coaches in the *Senior Division* may wear conventional baseball uniforms.

    (i)   Umpires in all divisions except the *Senior Division* shall not wear shoes with metal spikes or cleats. Umpires in the *Senior Division* will conform to the **IHSA** regulations as to the type of baseball shoe allowed.

1.12   GLOVES

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

1.13   The first baseman in all divisions except the *Senior Division* shall wear a glove or mitt not more than 14 inches long from top to bottom and not more than 8 inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight. There are no dimensional limits applicable to *Senior Division* first baseman mitts.

1.14   Each fielder, other than the first baseman and the catcher shall wear a glove not more than 12 inches long nor more than 8 inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be any weight.

1.15   No part of a pitcher's glove may be white or gray, nor shall there be attached to the glove any foreign material of a color different from the glove nor shall the pitcher wear sweat bands on the wrists.

1.16   BATTING HELMETS

1.16   The league shall provide protective helmets which shall meet specifications and standards of the League. Use of a helmet by the batter and all baserunners is mandatory.

1.17   ATHLETIC SUPPORTERS

1.17   All players must wear athletic supporters of the metal, fiber or plastic cup type.

1.18   CATCHER'S GEAR

1.18   Catchers shall wear a mask during practice, pitcher warm-up and games. The catcher shall wear a chest protector with neck collar and a catcher's helmet, all of which shall meet specifications and standards of the League. Throat guards are mandatory for catchers at all levels.

1.20   VIOLATION

1.20.1   Equipment which does not meet specifications or which does not conform with rules 1.05 through 1.18 inclusive shall be removed from the game as soon as the violation is determined and shall not be the basis for a protest. *All personal equipment must meet league standards.*

2.00   DEFINITION OF TERMS

2.00.1   Only definition of terms peculiar to and essential to the proper use of *The Rules* are included. **All terms are listed alphabetically.**

ADJUDGED is a judgment decision by an umpire.

An **APPEAL** is an act of a fielder in claiming violation of the rules by the offensive team. An appeal must be made verbally.

A **BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter.

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

A **BASE COACH** is a team member in uniform or one (1) adult manager or coach, who is stationed in the coach's box at first or third base to direct the batter and the runners.

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

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

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

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

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

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly.

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

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is *not* a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if the fielder falls down, and as a result of such collision or falling, drops the ball. It is *not* a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional.

2.00   Definition Of Terms (cont.)

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

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

A **COACH** is appointed to perform such duties as the manager may designate.

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

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

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

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second, or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.
NOTE: A fair fly ball shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

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

A **FIELDER** is any defensive player.

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

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.
NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.

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

2.00   Definition Of Terms (cont.)

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

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

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

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

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) when the pitcher delivers the pitch with a foreign substance applied to the ball; (3) a quick return pitch. Penalty for (1) is a balk. For (2) and (3) check *Rule 8.02 (a)*.

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

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

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

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

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

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

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder. If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, that batter shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

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

2.00   Definition Of Terms (cont.)

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

INTERFERENCE

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

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

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

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

(e)   On any interference the ball is dead.

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

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

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

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

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

(b)   If a manager leaves the field, that manager shall designate a coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner.

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

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2.00   Definition Of Terms (cont.)

OFFICIAL RULES. The rules contained in this book.

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

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

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

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

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

A **PITCH** is a ball delivered to the batter by the pitcher.

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

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

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

A **QUICK RETURN** is a pitch made with obvious intent to catch a batter off balance. (*Check Rule 8.02 (a) (7)).*

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

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

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

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

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

SET POSITION is one of the two legal pitching positions.

2.00   Definition Of Terms (cont.)

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

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

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

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

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

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

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

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

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

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

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

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

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3.00   GAME PRELIMINARIES

3.00.1   It is the responsibility of both teams to make a field playable in case of inclement weather. Games should be played if at all possible.

3.00.2   It is the responsibility of the home team to set the bases for the game.

3.00.3   Unless mutually agreed, the home team shall have complete use of the playing field for pre-game practice from 30 minutes to 15 minutes prior to game time while the visiting team shall have use of the field from 15 minutes prior to game time to game time.

3.01   Before the game begins, the umpire shall --

    (a)   Require strict observance of all rules governing team personnel, implements of play, and equipment of players;

    (b)   Receive from the managers a supply of baseballs which meet the specifications and standards of the league. The umpire shall be the sole judge of the fitness of the balls used in the game and the condition of the playing field.

3.02   No player shall intentionally discolor to damage the ball by rubbing it with soil, rosin, paraffin, liquorice, sandpaper, emery-paper or other foreign substance. If this is done the umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such a discolored or damaged ball to the batter, the pitcher shall be removed from the game at once.

3.03.1   MANDATORY PLAY

3.03.1   The *Junior*, *Regular*, and *Senior Divisions* will use a wildcat batting order and free substitution. All players must play a minimum of three (3) full innings. No player can sit out for a 2nd time until all other players have sat out at least once. No player can sit out for a 3rd time until all other players have sat at least twice. No player can sit for two (2) consecutive innings in a row.

3.03.2   The wildcat batting order and free substitution will also be in effect for all year-end tournaments.

3.03.3   A manager may opt to sit a player up to an entire game for inappropriate field decorum providing the manager informs the opposing team's manager and then notifies his level commissioner within 24 hours after the incident.

3.03.3 SUBSTITUTION

3.03.3   All normal defensive substitutions must take place at the start of an inning. Defensive players must play the complete inning (3 outs).

EXCEPTION: A pitcher may be replaced by a player on the bench. The current pitcher, thus replaced, must return directly to the bench.

3.03.4   Should injury, illness or ejection necessitate removal of a player from the line-up, the manager may without penalty or forfeiture replace the injured, ill, or ejected player with any player currently on the bench.

3.04.1   A "*Courtesy runner*" may be substituted for an injured player or for the offensive team's catcher in a speed up situation. This runner must be the last person to make an out on the offensive team.

3.05   The pitcher named in the batting order handed the opposing manager and/or his designated scorekeeper, 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 the pitcher from further play as a pitcher.

If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness, which in the judgement of the umpire-in-chief incapacitates the substitute pitcher from further play as a pitcher.

3.06   The manager shall immediately notify the opposing manager and/or his designated scorekeeper of any substitution and shall state to one or both the substitutions place in the batting order.

3.07   If no electronic or otherwise public announcement of a substitution is made, the substitution shall be considered as having entered the game when:

(a)   If a pitcher, the substitute takes position on the pitcher's plate and throws one pitch to an opposing batter.
(b)   If a batter, the substitute takes position in the batter's box.
(c)   If a fielder, the substitute reaches the position usually occupied by the fielder being replaced and remains in that position while the first pitch of the half-inning is thrown.
(d)   If a runner, the substitute takes the place of the runner being replaced.
(e)   No substitutions from the bench of any player during a half inning (except in case of an injury). Once substitutions are made at the start of an inning, players must play the full half inning.

3.07.1   Any play made by or on any of the above mentioned unannounced substitutions shall be legal.

3.09   Players of the participating teams shall not mingle with spectators nor sit in the stands during a game in which their team is engaged.

3.10   RE-SCHEDULING

3.10   (a)   If a decision is made to postpone the game, the managers shall reschedule the game and the home team manager should notify the commissioner of the new playing date. **If the commissioner is not notified within 48 hours of postponement, he shall reschedule the game**.

          (b)   The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to when a game shall be terminated after such suspension.

3.14   FIELD DECORUM

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

3.15   No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, umpires and news photographers authorized by the league.

3.17   Players and substitutes shall sit on their team's bench or in the dugout, unless participating in the game or preparing to enter the game. No one except eligible players in uniform and manager and coach shall occupy the bench or dugout. When batters or baserunners are retired, they shall return to the bench or dugout at once.

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

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4.00   STARTING AND ENDING THE GAME

4.00.1   The umpire shall proceed directly to home plate where he shall be met by the managers or representatives of the opposing teams, just preceding the time to begin the game.

(a)   Kube-up cards shall be exchanged. **All line-up cards will include the name of the pitchers, uniform numbers, and number of innings pitched by each pitcher since the start of the pitching week.**

(b)   Ground rules will be discussed.

(c)   As soon as line-ups are exchanged and ground rules discussed, the umpire is in charge of the game and has sole authority to determine when a game will be called, halted, or resumed on account of weather or field conditions.

If no umpire is available, every effort should be made to play the game. It is the home team manager's responsibility to notify the commissioner of an absent umpire in order to take action to solve the problem.

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

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

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

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

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

4.05   The offensive team shall station two coaches on the field during its time at bat, one near first base and one near third base.

Coaches shall --
(a)   Be any team member;
(b)   Remain within the coach's box at all times;
(c)   Talk to members of their own team only;
(d)   Not eat, drink, smoke, or chew tobacco.

Any coach not abiding by these rules shall be removed from coaches box for the remainder of the game.

4.06   No manager coach or player shall at any time, whether from the bench or the playing field or elsewhere --

    (1)   incite, or attempt to incite, by word by sign, a demonstration by spectators;

    (2)   use language which will in any manner refer to or reflect upon opposing players, an umpire, or spectators;

    (3)   In the umpire's judgement, any member of the offensive team makes any move calculated to cause the pitcher to commit a balk, the umpire shall first wam the player and/or manager. If continued, the umpire shall remove the player and/or manager from the game or bench. If such action causes a balk, it shall be nullified.

    (4)   No fielder shall take position in the batter's line of vision, with deliberate intent to act in a manner to distract the batter. The offender shall be removed from the game.

4.07   When a manager, coach or player is ejected from the game, they must leave the field immediately and take no further part in the game. They may not sit in the stands and may not be recalled. If no other coach is available to manage the team for the remainder of the game, the game will be suspended at that point. When the game is resumed, the ejected manager or coach can not take part in the game.

4.08   When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give a warning that such behavior shall cease. If such action continues, the umpire shall order the offender(s) to leave the bench. If the umpire is unable to detect the offender(s), the bench may be cleared 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.

4.09   HOW A TEAM SCORES

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

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

    (b)   When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runners to advance, the umpire shall not declare the game ended until all runners forced to advance have touched the bases to which they are forced (appeal play).

4.11   (a)   The game ends when the visiting team completes its half of the last inning if the *home* team is ahead.

        (b)   The game ends when the last inning is completed if the *visiting* team is ahead.

        (c)   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-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 inning or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

        (d)   A called game ends at the moment the umpire terminates play. This is true except if the game is called during an uncompleted inning. In that case it will be a suspended game and resumed at the point of suspension for each of the following situations:

            (1)   The visiting team scores one or more runs to tie the score in the uncompleted inning, and the home team does not score in the uncompleted inning.

            (2)   A regulation game that is tied and halted by the umpire shall be resumed from the exact point that play was halted. The game shall continue until one team has scored more runs than the other team in an equal number of innings to completion of the game.

                NOTE: When tie game is halted, pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest (no pitching) and has pitching eligibility in the calendar week in which the game is resumed. For scorekeeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count.

4.12   Tie game halted due to weather, curfew or light failure shall be resumed from the exact point at which it was halted in the original game. It may be completed preceding the next scheduled game between the two teams. A pitcher may pitch in both games on the same day subject to the innings per week limitation (see pitching rule). The line-up and batting order of both teams shall be the same as the line-up and batting order at the moment the game was halted, subject to the rules governing substitutions. Any player having fulfilled the Mandatory Play rule may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the line-up unless covered by the exception to rule 3.03.3.

NOTE : Refer to *Regular Division 4.40* and *Senior Division 4.50* for applicable game length rules.

4.15   FORFEITURES

4.15   A game may be forfeited to the opposing team when a team -

(a)   ~~Being upon the field, refuses to start play within 10 minutes after the appointed time for beginning the game, unless such delay, in the umpire's judgment, is unavoidable.~~

(b)   Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "play".

(c)   Fails to obey within a reasonable time the umpire's order to remove a player from the game.

(d)   After warning by the umpire, willfully and persistently violates any rules of the game.

(e)   Employs tactics designed to delay or shorten the game.

4.16   If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, automatic forfeiture by the offending team shall result. Forfeiture occurs 15 minutes after the scheduled starting time.

4.17   A team will start or continue a game with **eight players** solely to avoid forfeitures due to lack of a ninth player. *If at any time a team cannot field eight players, it is an automatic forfeit.*

4.18.1   A team can refuse to continue a game in accordance with rule 3.18.

4.18.2   There is an **Advantage Rule** that must be followed. This rule is commonly referred to as the **Slaughter Rule**.

Junior Division	rule does not apply
Regular Division	15 runs at the **A/AA** levels
	10 runs at the **AAA/Major** levels
Senior Division	10 runs at all levels

In addition, if the leading team has *doubled* the number of runs required for the **Advantage Rule**, the game may be called *one inning earlier* than usual. (for example, the home team in a *Senior Division* game has built a 20 run lead after two innings, the game may be called after 2 1/2 innings.)

APPLICATION: 3 ½ innings in *Regular Division* with home team ahead. 4 ½ innings in *Senior Division* with home team ahead. 4 innings in *Regular Division* with visiting team ahead. 5 innings in *Senior Division* with visiting team ahead.

EXAMPLE: If the visiting team leads 15-0 at the end of the fourth inning, the home team must still bat in the bottom of the fourth. If they should score one (1) run, the game will continue. If they do not score, the game will end at that point. The same procedure will continue through subsequent innings.

4.19   **PROTESTS (PLAYING RULES)**

> **NOTE:**   **All officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately.**

4.19.1   (a)   Protests shall be considered only when based on the violation or interpretation of a playing rule. No protest shall be considered on a decision involving umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest.

        (b)   The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.

        (c)   Protests shall be made as follows:

            (1)   The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.

            (2)   Following such notice, the umpire shall consult with the associate umpires. If the umpire is convinced that the decision is in conflict with *The Rules*, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with *The Rules*, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such an announcement shall not affect the validity of the protest.

        (e)   Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the Division Commissioner within 24 hours.

4.19   **PROTESTS (LEAGUE RULES)**

> **NOTE:**   **All officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately.**

4.19.2   Protest shall be considered only from infraction of League Rules (Mandatory Play Rule and rules governing pitcher eligibility and player eligibility). Both managers have equal responsibility to avoid protests arising from the Mandatory Play Rule, Ineligible player entry, and/or Pitcher Eligibility. Each has the tools to detect and avoid a violation by the opposing manager and neither manager will gain an advantage by permitting a violation to take place or to continue.

4.19.3   If a violation of league rules is detected by either manager and the violating team admits the violation, the violating team will forfeit the game and the opposing team will be awarded a win. If there is a dispute as to whether or not a violation occurred, the detecting manager shall file a protest and the league will determine if a violation has occurred. The Level or Division Commissioner may resolve such a dispute on the spot if conditions warrant.

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5.00   PUTTING THE BALL IN PLAY – LIVE BALL

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

5.02   After the umpire calls "play", the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may score, 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 hit out of the playing field).

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

5.04   The offensive team's objective is to advance runners around the bases to score.

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

5.06   When a batter becomes a runner and touches all bases legally, one run shall be scored for that runner's team.

5.07   When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

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

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

(a)   A pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runners, if forced, advance (*see 6.08 (b)*).

(b)   The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If the catcher's throw gets the runner out, the out stands and there is no umpire interference.

(c)   A balk is committed; runners advance

(d)   A ball is illegally batted fair or foul; runners return.

(e)   A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases.

(f)   A fair ball touches a runner or 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. A runner hit by a fair ball is out.

> **NOTE**: If a fair ball goes through or by an infielder, and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall **not** declare the runner out. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball; runner advanced if forced.

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

5.10   The ball becomes dead when an umpire calls "time". The umpire shall call "time" when -

(a)   In said umpire's judgment, weather, darkness or similar conditions make immediate play impossible.

(b)   Light failure makes it difficult or impossible for the umpires to follow the play.

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

(d)   A manager requests "time" for a substitution, or for a conference with one of the players.

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

(f)   A fielder, after catching a fly ball, carries the ball out of play; ball is dead, runners advance one base.

(g)   An umpire orders a player or any other person removed from the playing field.

(h)   Except in the cases stated in sub-paragraphs (b) and (c) of this rule, no umpire shall call "time" while a play is in progress.

5.09.1   The ball becomes dead and the batter is charged with a strike if the ball touches a batter's person as the batter strikes at it. *(See 2.00 STRIKE)*

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

5.12.1   Only one offensive time out per inning is allowed for *Major* and *Senior Division* teams.

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6.00   THE BATTER

6.01   (a)   Each player of the offensive team shall bat in the order that name appears in the team's batting order.

      (b)   The first player in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02   (a)   The batter shall take position in the batter's box promptly when it is said batter's time at bat.

      (b)   The batter shall not leave that position in the batter's box after the pitcher comes to Set Position or starts a Windup.

PENALTY: If the pitcher pitches, the umpire shall call "ball" or "strike" as the case may be.

      (c)   If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take proper position before three strikes are called, the batter shall be declared out.

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

APPROVED RULING: The lines defining the box are within the batter's box and the feet may be on but not beyond these lines.

6.04   A batter has legally completed a time at bat when put out or when said batter becomes a runner.

6.05   A batter is out when --

(a)   A fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

(b)   A third strike that is or is not legally caught by the catcher. For the Major and all Senior division teams the third strike must be caught by the catcher;

(c)   Bunting foul on a third strike;

(d)   An infield fly is declared;

(e)   That batter attempts to hit a third strike and is touched by the ball;

(f)   A fair ball touches said batter before touching or being touched by a fielder;

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

(h)   After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;

(i)   After hitting or bunting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;

(j)   In running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of the three foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside of the three foot line or inside the foul line to avoid a fielder attempting to field a batted ball;

(k)   A infielder intentionally drops a fair fly ball or line drive, with first, and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;

   APPROVED RULING: In this situation, the batter is *not* out if the infielder permits the ball to drop **untouched** to the ground, except when the *Infield Fly* rule applies.

(1)   A preceding runner has, in the umpire's judgment, intentionally interfered with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play.

6.06   A batter is out for illegal action when --

   (a)   Hitting a ball with one or both feet on the ground entirely outside the batter's box;

   (b)   Stepping from one batter's box to the other while the pitcher is in position ready to pitch;

   (c)   Interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

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

6.07   BATTING OUT OF TURN

   (a)   A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

   (b)   When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter, or because of the improper batter's advance to first base on a hit, error, 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.

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

   (d)   (1)   When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.

         (2)   When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

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APPROVED RULINGS

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

Abet - Baker - Charles - Daniel - Edward - Frank - George - Hooker - Irwin

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

RULING: In both cases, Abel replaces Baker with a count of 2 balls and 1 strike. Neither player is called out.

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

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

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

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

PLAY (4) - With the bases full and two outs, Hooker bats in Frank's turn, and triples, scoring three runs. The offensive 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 and three runs score. Irwin is the proper batter.

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

RULING: (a) Irwin became the proper batter as soon as the first pitch to George legalized Hooker's triple.
(b) Hooker. When no appeal was made, the first pitch to the lead-off batter of the opposing team legalized George's turn at bat.

APPROVED RULINGS

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 batter. Edward does not do so, Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is now the batter. Charles flies out. Now Daniel is the proper batter, but Daniel is on second base. Who is the proper batter?

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

6.08   BATTER-RUNNER

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

(a)   Four "balls" have been called by the umpire.

(b)   The batter is touched by a pitched ball which the batter is not attempting to hit unless (1) the ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being touched by the ball.

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

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

(c)   A fair ball touches an umpire or a runner on fair territory before touching a fielder.

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

6.09   The batter becomes a runner when:

(a)   A fair ball is hit.

(b)   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.

(c)   A fair fly ball passes over a fence or into the stands at a distance from home base of 165 feet or more. Such hit entitles the batter to a home run when all bases have been legally touched. A fair fly ball that passes out of the playing field at a point less than 165 feet from home base shall entitle the batter to advance to second base only.

(d)   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 a fence, in which case the batter and runners shall be entitled to advance two bases.

(e)   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 or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases.

(f)   any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases.

(g)   Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 165 feet from home base, the batter shall be entitled to two bases only.

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7.00   THE RUNNER

7.01   A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

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

7.03   Two runners may not occupy a base, but if while the ball is live, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base until the next base is touched by that runner unless a force play is involved.

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

(a)   There is a balk (*see Rule 8.05*);

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

(c)   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.

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

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

(a)   To home base, scoring a run, if a fair ball goes out of the playing field in flight and if the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight (165 feet from home base), is deflected by the act of a fielder in throwing a glove, cap or any article of apparel;

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

(c)   Three bases, if a fielder deliberately throws a glove at and touches a fair ball. The ball is in play and the batter may advance to home base at that batter's own peril;

(d)   Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said batter. The ball is in play;

(e)   Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play;

(f)   Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base 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;

(g)   Two bases when, with no spectator 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 play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases, the umpire shall be governed by the position of the runners at the time the wild throw was made;

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

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

(i)   One base, if the batter becomes a batter-runner on ball four when the pitch passes the catcher and lodges in the umpires mask or paraphernalia.

    NOTE: If a batter becomes a runner on a wild pitch which entitles the runner to advance one base, the batter-runner shall be entitled to first base only.

7.06   OBSTRUCTION

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

(a)   If a play is being made on the obstructed runner or if a runner is obstructed while advancing or returning to a base by a fielder who neither has the ball nor is attempting to field a batted ball, or while advancing only, a fielder without the ball fakes a tag, the play is dead and all runners shall advance without liability to be put out to the bases they would have reached, in the umpire's judgement, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base legally touched by said runner before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out;

(b)   If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgement will nullify the act of obstruction.

7.08   Any runner is out when --

(a)   Running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or after touching first base, the runner leaves the baseline, obviously abandoning all effort to touch the next base;

(b)   Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball;

(c)   That runner is tagged when the ball is live, while off a base;

EXCEPTION: A batter-runner cannot be tagged out after over-running or over-sliding first base if said batter-runner returns immediately to the base.

APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.

APPROVED RULING: (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies that point marked by the dislodged bag.

(d)   Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base, is tagged by a fielder having possession of the ball. The fielder shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play;

7.08 (cont.)

(e)   Failing to reach the next base before a fielder tags said runner or the base, after that runner has been forced to advance by reason of the batter becoming a batter-runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to put out. The force is removed as soon as the runner touches the base to which the runner is forced to advance, and if over-sliding or over-running the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last touched and from which he was forced, he shall be declared out if either that runner or the base to which he was forced is tagged;

(f)   Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runners may score, nor runners advance, except runners forced to advance. If a runner is touching a base when touched by an *Infield Fly*, that runner is not out, although the batter is out. If a runner is touched by an *Infield Fly* when not touching a base, both runner and batter are out;

(g)   Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;

(h)   Passes a preceding runner before such runner is out;

(i)   After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time " and declare the runner out;

(j)   Failing to return at once to first base after over-running or over-sliding that base. If attempting to run to second base the runner is out when tagged. If, after over-running or over-sliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out**,** on appeal, when said runner or the base is tagged by a fielder having possession of the ball;

(k)   In running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision;

(1)   In the judgement of the umpire a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If in the umpire's judgment the runner had intent to injure or harm the fielder or another player, that runner will be ejected from the game.

7.09   INTERFERENCE

7.09   It is interference by a batter or runner, the ball is dead and the runner is out when –

(a)   After a third strike, the batter hinders the catcher in an attempt to field the ball;

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

(c)   The batter intentionally deflects the course of a foul ball in any manner;

(d)   Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base, the runner is out;

(e)   Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of teammate or teammates;

(f)   Any batter or runner who has just been put out hinders or impedes any following play made on a runner.   Such runner shall be declared out for the interference of a teammate;

(g)   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 action of the runner. In no event may bases be run or runs scored because of such action by a runner;

(h)   If, in the judgment of the umpire, the batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding the 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 home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference;

(i)   In the judgment of the umpire, the coach at third base or first base, by touching or holding the runner, physically assist that runner in returning to or leaving third base or first base;

(j)   With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;

7.09 (cont.)

    (k)   In running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line or inside (to the left of) the foul line, and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball;

    (1)   The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;

    (m)   A fair ball touches a runner on fair territory before touching a fielder. If a fair ball goes through, or by an infielder, and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.

7.09.1   It is interference when a base-runner, in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play. The ball is dead, if the interfering base-runner had previously been put out, the batter shall be declared out, otherwise the interfering baserunner is declared out.

7.09.2   On any interference call, the ball is dead. If the umpire declared the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by the following rules :

    (a)   In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of interference and no runners may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live;

    (b)   When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

7.10   APPEAL

7.10   Any runner shall be called out, on appeal when --

(a)   After a fly ball is caught the runner fails to retouch the base before said runner or base is tagged;

(b)   With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base is tagged. 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 abandoned after said runner has advance to and touched a base beyond the missed base;

(c)   The runner over-runs or over-slides first base and fails to return to the base immediately, and said runner or the base is tagged;

(d)   The runner fails to touch home base and makes no attempt to return to the 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 the half-inning, the appeal must be made before the defensive infielders and pitcher have left fair territory.

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

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

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

7.11   The players, coaches, or any member of an offensive team shall vacate any space (including bench and dugout) needed by a fielder who is attempting to field a batted or thrown ball. Interference shall be called, the ball is dead and the batter or runner on whom the play is being made shall be called out.

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

7.13 LEAD OFF (Applies to A & AA Only)

7.13   When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their base until the ball has been delivered and has reached the batter.

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

(a)   When a base runner leaves the base before a pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safety the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made and no out occurs;

(b)   When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the one that was left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball;

(c)   When a base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on base and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.
EXCEPTION: If at the conclusion of the play, there is an open base, paragraphs a and b above apply.

EXAMPLES

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

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

7.14   INFIELD FLY

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

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

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

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8.00   THE PITCHER

8.01   LEGAL PITCHING DELIVERY

8.01   There are two legal pitching positions, the *Windup position* and the *Set position*. Either position may be used at any time. Pitchers shall take signs from the catcher while standing on the pitcher's plate.

(a)   The **Windup position**: The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching the pitcher's plate, and the other foot free. From this position, any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot. When a pitcher holds the ball with both hands in front of the body, with the entire pivot on, or in front of and touching but not off the end of the pitcher's plate, and the other foot free, that pitcher shall be considered in a windup position.

(b)   The **Set position**: Set position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, holding the ball in both hands in front of the body. From such set position, the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as the "stretch". But, if the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to the batter.

(c)   At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw.

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

(e)   If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

8.02   The pitcher shall not --

(a)   (1)   Bring the pitching hand in contact with the mouth or lips while on the mound or mound area;.

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

(2)   Apply a foreign substance of any kind to the ball;

(3)   Expectorate on the ball, either hand or the glove;

(4)   Rub the ball on the glove, person or clothing;

(5)   Deface the ball in any manner;

(6)   Deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course, is allowed to run the ball between the bare hands;

(7)   Deliver a "quick" return pitch.

(b)   Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner;

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

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

8.03   When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the 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 an opportunity to warm up, the umpire shall allow the pitcher as many pitches as the umpire deems necessary.

8.04   When the bases are unoccupied, the pitcher shall deliver the ball to the batter within a reasonable time period after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "ball". 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 position on the pitcher's plate promptly.

8.05   BALK (APPLIES TO AAA (Warning only); MAJOR and all SENIOR levels)

8.05   If there is a runner or runners on base, it is a balk when the pitcher -

(a)   While touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;

(b)   While touching the plate, feints a throw to first base and fails to complete the throw;

(c)   While touching the plate, fails to step directly towards a base before throwing to the base;

(d)   While touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

(e)   Makes an illegal pitch;

(f)   Delivers the ball to the batter while not facing the batter;

(g)   Makes any motion naturally associated with the pitch while not touching the pitcher's plate;

(h)   Unnecessarily delays the game;

(i)   Without having the ball, stands on or astride the pitcher's plate or while off the plate, feints a pitch;

(j)   After coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;

(k)   While touching the pitcher's plate, accidentally or intentionally drops the ball;

(1)   While giving an intentional base on balls, pitches while the catcher is not in the catcher's box;

(m)   While pitching from the set position, does not come to a complete stop between the "stretch" (if any) and assuming the set position.

PENALTY: As a result of a balk (where applicable): The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter or otherwise, and all other runners advance at least one base, in which case, the play proceeds without reference to the balk. When a balk is called and the pitch is delivered, it will be neither a ball or strike, unless the pitch is ball four, thus, awarding the batter first base and forcing all runners on base to advance.

8.05 (cont.)

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 bases to which they are entitled at their own risk.

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

8.06   A professional league shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher :

(a)   This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;

(b)   A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;

(c)   The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but

(d)   if a pinch-hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher.

A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber.

NOTE: 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.

NOTE: In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, 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 game.

8.07.1   Should a pitcher pitch **four (4) innings** or more on a given date and that game is suspended to the next day, and should that pitcher still have eligibility left, he will **not** be permitted to pitch even though it is the same game against the same opponent.

8.08.1   Any pitcher at any level who **hits two (2) batters with a pitched ball in one (1) inning or three (3) in one (1) game** will automatically be removed from the pitchers position by the umpire.

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9.00   THE UMPIRE

9.01   The League President shall appoint one or more umpires to officiate at each league game. The plate umpire must wear mask, shin guard, chest protector and protective cup.

    (a)   The umpires shall be responsible for the conduct of the game in accordance with *The Rules* and for maintaining discipline and order on the playing field during the game;

    (b)   Each umpire is the representative of the league, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager, or league official to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties;

    (c)   Each umpire has the authority to rule on any point not specifically covered in *The Rules*;

    (d)   Each umpire has the authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while play is in progress, the disqualification shall not take effect until no further action is possible in that play;

    (e)   All umpires have the authority at their discretion to eject from the playing field;

        (1)   any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc., and

        (2)   any spectator or other person not authorized to be on the playing field.

9.02   (a)   Any umpire's decision which involved judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions;

    (b)   If there is reasonable doubt that any umpire's decision may be in conflict with *The Rules*, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision;

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

    (d)   No umpire may be replaced during a game unless injured or ill.

9.03   (a)   If there is only one umpire, that umpire shall have complete jurisdiction in administering *The Rules*. This umpire will take a position on the playing field behind the catcher;

              EXCEPTION: Substitute non-league umpires or regular umpires, if equipment is not available, are exempted from this position if they wish.

        (b)   If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04   (a)   The umpire-in-chief shall stand behind the catcher. This umpire is usually called the plate umpire. The umpire-in-chief's duties shall be to:

              (1)   Take full charge of, and be responsible for, the proper conduct of the game;

              (2)   Call and count balls and strikes;

              (3)   Call and declare fair balls and fouls except those commonly called by field umpires;

              (4)   Make all decisions on the batter;

              (5)   Make all decisions except those commonly reserved for the field umpires;

              (6)   Decide when a game shall be forfeited;

              (7)   If a time limit has been set, announce the fact and the time set before the game starts;

              (8)   Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request; and

              (9)   Announce any special ground rules.

9.04 (cont.)

    (b)   A field umpire may take any position on the playing field best suited to making impending decisions on the base. A field umpire's duties shall be to:

        (1)   Make all decisions on the bases except those specifically reserved to the umpire-in-chief,

        (2)   Take concurrent jurisdiction with the umpire-in-chief in calling "time", balks, illegal pitches, or defacement or discoloration of the ball by any player; and

        (3)   Aid the umpire-in-chief in every manner in enforcing *The Rules*, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing *The Rules* and maintaining discipline.

    (c)   If differing decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires in consultation, with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05   (a)   The umpire shall report to the League President within twenty-four hours after the end of the game, all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons for the disqualification.

    (b)   When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the League President within twenty-four hours after the end of the game.

    (c)   After receiving the umpire's report that a manager, coach, or player has been disqualified, the League President shall require such person to appear before at least three members of the *Board of Directors* to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an adviser. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

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Lombard Baseball League
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SECTION 3 – JUNIOR DIVISION

1.00   GENERAL RULES

1.30.1   Section 2 of *The Rules* shall govern play along with these special *Junior Division* rules.

1.30.2   All rules governing conduct of players, managers and coaches will apply as set up in the rules of The *Lombard Baseball League*.

1.30.3   The *Junior Division* shall be divided into three playing levels: **A**, **AA**, and **AAA**. All five (5) and six (6) year olds will play at the **A** level; all seven (7) year olds will play at the **AA** level; and all eight (8) year olds will play at the **AAA** level.

1.30.4   The purpose of the *Junior Division* is instructional in nature. At the **A** and **AA** levels, the score will not be kept and no team will win or lose any game.

1.30.5   Managers who blatantly disobey league rules may be suspended for up to a week.

4.05   FIELD COACHES

4.05.1   A maximum of two coaches may, at the fielding team's manager's option, be stationed on the field for purposes of instruction. While the ball is in play, a field coach shall not:

(a)   Position himself so as to distract the batter or obstruct the batter's view of the pitcher;
(b)   Position himself so as to obstruct a baserunner or the baserunner's view of the batter;
(c)   Touch the ball, a baserunner or a fielder while the ball is in play.

PENALTY: The umpire shall call the ball dead and take action which in his opinion nullifies the result of infraction of a, b or c above.

4.18   FORFEITURE

4.18.1   Forfeiture shall **not** be permitted. If shortage of players prevents a team from fielding nine players that team shall be permitted to use players from the opponent's team to provide nine players for that game only. However, no player shall be forced to play with the opposing team if they do not want to. If there are less than eighteen (18) players between the two teams, the managers should use their discretion as to whether the game should be played. Games not played for any reason will be rescheduled at the discretion of the managers under the approval of the Commissioner.

4.19   PROTESTS

4.19.1   Protests shall **not** be permitted. For the benefit of instruction, it is the obligation of both managers to arrive at a mutual agreement to permit the game to continue.

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4.50   GAME LENGTH

4.50.1   Game length in the *Junior Division* shall be as follows :

(a) The A level shall be comprised of three (3) innings of **TEE BALL** in the first half with an optional extra inning of Coach Pitch if time and conditions allow. The second half of the season shall consist of three (3) innings of **TEE BALL** followed by two (2) innings of Coach Pitch

(b) The AA level shall be comprised of four (4) innings of **MECHANICALLY PITCHED BALL** in the first half; followed by an inning of player pitch and three (3) innings of **MECHANICALLY PITCHED BALL** in the second half of the season.

(c) The AAA level shall be comprised of three (3) innings of **PITCHED BALL** followed by three (3) innings of **MECHANICALLY PITCHED BALL.**

(d) Games shall be called due to weather or darkness at the discretion of the managers.

5.30   Junior Division – All Levels

5.30.1   Bunting is **not** permitted in the *Junior Division.*

5.30.2   Base stealing and lead-offs are **not** permitted in the *Junior Division.* Bases are not awarded on wild pitches or passed balls.

5.30.3   A mandatory slide rule should be enforced on all close plays.

5.30.4   Any ball swung at by the batter while batting from the tee, which touches or goes beyond a predetermined line drawn in an arc three (3) feet in front of home plate and stays in fair territory is a fair ball to be fielded. Any ball as described above which does not touch or go beyond this line is a foul ball.

5.30.5   Managers, coaches and umpires shall insist on batters taking a proper batting stance in the batter's box. Lining up and aiming to hit the ball from the tee to a specific spot shall **not** be permitted.

5.30.6   Fielders are to return the ball to the pitcher after all play has stopped, then it becomes a dead ball. Returning the ball to the pitcher does not stop play.

5.30.7   After (2) two defensive errors, play shall immediately stop, and base runners will proceed to the base they are going to with no further advancement permitted. Any ball thrown to the pitcher in which he has a reasonable opportunity to field the thrown ball will immediately result in a stoppage of play. No further advancement of base runners will be permitted once the ball is in the area of the pitchers mound even though the pitcher may not have possession of the ball. In each instance, errors of reasonable opportunity will be based on the manager's and coaches judgment.

Lombard Baseball League
Rules and Regulations

5.35   Junior Division – A Level

5.35.1   The *Junior Division* **A** Level shall be comprised of all five (5) and six (6) year olds and play three (3) innings of **TEE BALL** in the first half with an optional extra inning of Coach Pitch if time and conditions allow. The second half of the season shall consist of three (3) innings of **TEE BALL** followed by two (2) innings of Coach Pitch.

5.35.2   All players on both teams will bat once in each inning, regardless of differences in the number of players on either team. There are **no strike outs** at the **A** Level.

5.35.3   A maximum of ten (10) players may play defense in each inning. The tenth player must play outfield. Each player should play a minimum of two (2) innings and not sit out two (2) innings in a row. Each player must play infield, pitcher, or catcher at least two innings each game.

5.35.4   All outs are registered in the normal manner of baseball.

5.35.5   If the ball is hit to the outfield all runners must be stopped when the ball is returned to the pitching rubber in the infield.

5.40   Junior Division – AA Level

5.40.1   The *Junior Division* **AA** Level shall be comprised of all seven (7) year olds and play four (4) innings of **MECHANICALLY PITCHED BALL** in the 1st half of the season. The 2nd half of the season shall be comprised of one (1) inning **PLAYER PITCH** followed by three (3) innings of **MECHANICALLY PITCHED BALL**. (*Note* : All players must bat during the inning of **PLAYER PITCH** and outs count during the last three innings.).

5.40.2   The *Junior Division* **AA** will record outs for all four (4) innings. Innings are complete when either three (3) outs have been recorded or all team members have batted. All players must bat at least once during the **MECHANICALLY PITCHED BALL** innings and at least once during the **PLAYER PITCHED** inning. Managers should ensure that all team members have batted against the **MECHANICALLY PITCHED BALL** at least once, if not the inning shall continue until each player has their first **MECHANICALLY PITCHED BALL** at-bat regardless of the number of outs recorded. Managers should also ensure that all team members bat at least once during the **PLAYER PITCHED** inning, if not then the inning continues until each player has their first **PLAYER PITCHED** at-bat regardless of the number of outs recorded.

5.40.5   Nine players are to be fielded defensively at any one time. A player can sit out only one defensive inning in a row. A player cannot sit out a second inning until all other players have sat out at least one inning.

5.40.6   There shall be **no** base awarded for a base on balls or a hit batsman. After a batter receives ball four or is hit by a pitch, the batter will be allowed one chance to swing and hit a fair ball from the **TEE**. Anything other than a fairly batted ball will be considered an out and end the player's turn at bat.

Lombard Baseball League
Rules and Regulations

5.45   **Junior Division – AAA Level**

5.45.1   The *Junior Division* **AAA** Level shall be comprised of all eight (8) year olds and play the first three (3) innings of **PLAYER PITCHED BALL**. The last three (3) innings shall be **MECHANICALLY PITCHED BALL**

5.45.2   The *Junior Division* **AAA** will record outs for all six (6) innings. Innings are complete when either three (3) outs have been recorded or all team members have batted.

5.45.3   Nine players are to be fielded defensively at any one time. A player can sit out only one defensive inning in a row. A player cannot sit out a second inning until all other players have sat out at least one inning.

5.45.4   There shall be **no** base awarded for a base on balls or a hit batsman. After a batter receives ball four or is hit by a pitch, the batter will be allowed one chance to swing and hit a fair ball from the **TEE**. Anything other than a fairly batted ball will be considered an out and end the player's turn at bat.

5.45.5   Each team will supply a parent to act as an umpire and make all judgment calls for the opposing team. Score will be kept at the **AAA** level.

8.00   **THE PITCHER**

8.30.1   Pitchers must abide by the following rules :

    (a)   The pitching week for the eligibility purposes shall begin on Sunday and end the following Saturday.

    (b)   If a player pitches in any game, **two (2) full calendar days** rest is required.

    (c)   No pitcher may pitch more than **one (1) inning** on a given day.

    (d)   No pitcher may pitch more than **one (1) inning** in a given week.

    (e)   Innings pitched in games that are called shall be charged towards the pitcher's eligibility for the current week.

    (f)   **Delivery of a single pitch constitutes having pitched an inning.**

8.30.2   Pitchers may pitch from the pitcher's rubber or from one bat length in front of the pitcher's rubber.

8.30.3   When hitting off the tee, the pitcher must make a simulated pitch to the batter before the batter can hit the ball. This will force the pitcher to stay on the pitching mound and help the batter get used to the pitching motion. The batter must swing when the pitcher has completed the simulated motion.

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Rules and Regulations

SECTION 4 – REGULAR DIVISION

1.00   GENERAL RULES

1.40.1   Section 2 of *The Rules* shall govern play along with these special *Regular Division* rules.

1.40.2   All rules governing conduct of players, managers and coaches will apply as set up in *The Rules* of *The Lombard Baseball League*.

1.40.3   The *Regular Division* shall be divided into four playing levels: **A**, **AA**, **AAA**, and **Major**. Players shall be separated into teams based on ability, subject to the following rules:

   (a)   **Nine (9) year olds** may only play at one of the two lowest levels.
   (b)   **Twelve (12) year olds** may only play at the two highest levels.
   (c)   No player *returning to the same system* shall play at a lower level than was played in the previous year. Free agents may be assigned to any level.
   (d)   Official Rosters are due prior to playing the first game of the season. Players may be moved between levels through the third game of the season.

1.40.4   Any manager or coach ejected from a game by an umpire will be suspended and may not participate until after the next **game** *for that team has been played* and may be required to appear before a committee of the **Board of Governors**. Managers who blatantly disobey league rules may be suspended for up to a week.

1.40.5   Any player ejected from a game by an umpire will be suspended for **one (1) additional game**.

4.18   FORFEITURE PREVENTION

4.18.4   In order to prevent forfeiture due to shortage of players, players may be moved from the system's lower teams, as long as it does not create a forfeit for any of the system's lower teams.

   The following restrictions must be followed:
   (a)   A team may not borrow more than **four (4) players** to make their nine man roster. In severe circumstances, the manager should contact the *Regular Commissioner*. A team may borrow only enough players to make a **ten (10)** player roster.
   (b)   Borrowed players may not pitch. Any violation of this rule will result in forfeiture for the violating team. This rule also pertains to the League Year End Tournament.
   (c)   At the **A** level, teams should contact the *Junior Commissioner* who will have a list of eight (8) year olds eligible to play.
   (d)   Borrowed players must bat last in the batting order.
   (e)   If a rostered player shows up unexpectedly after borrowed player(s) are called, the rostered player **must** be allowed to play in the game. The borrowed player(s) in this case <u>may only play if there are less than 10 rostered players available to play in the game.</u>
   (f)   When resuming a *suspended* game, all rostered players must be allowed to play whether or not they were present at the original game. Rostered players not at the original game must be entered at the bottom of the batting order.

4.50 GAME LENGTH

4.50.1   The length of the game shall be in accordance with the following :

(a)   The length of a *regulation* game shall be **six (6) innings** unless extended because of a tie score or shortened because the home team needs none of its half of the last inning or only a fraction of it, or the game is called by the umpire(s).

(b)   If the score is **tied after six (6) innings**, play shall continue until the visiting team scores 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. (See *Speed Up Rules 4.60* for Tiebreaker Rules).

(c)   A *complete* or *official* game shall be any game that has completed **3 ½ innings** with the home team ahead or **4 innings** with the visiting team ahead.

(d)   If a game is called for any reason, the following rules apply :

(1)   the game is a *complete* or *official* game if **4 innings** have been completed, or if the home team has scored more runs in **3 ½ innings** than the visiting team has scored in **4** complete innings. **The score reverts to the last completed inning.**

(2)   the game is a *suspended* game if the game has reached *complete* or *official* status and is called during an uncompleted inning, if, in the uncompleted inning, the visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.

(3)   all games called for any reason regardless of length shall be deemed *suspended games* unless they have reached *complete* or *official* status.

(e)   A *suspended* game shall resume from the exact point where play was terminated at a time mutually agreed by the Managers and the Level Commissioner.

Lombard Baseball League
Rules and Regulations

4.60   Speed Up Rules – All Fields

4.60.1   A substitute runner for the catcher is **mandatory after two outs and optional at any other time**. A substitute runner for the next inning's pitcher may be used at any time. The substitute runner **must** be the player that made the last batted out.

4.60.2   All games that are tied after regulation shall use a special **tie-breaker** for all subsequent   at-bats. Each half inning shall begin with one out and a runner at second base. The runner at second base shall be the last official batter from the previous inning. Play shall continue until a winner is determined according to the rules set forth under *Game Length 4.50*.

4.60.3   No inning shall start after 1 hour and 50 minutes if there is a game scheduled after the game, unless the game is tied. Tie games will be played until a winner is determined using the special tie-breaker formula as described in *Rule 4.60.2*. If the following game begins late due to a tie game, *it will be played to completion*. All rules set forth under *Game Length 4.50* shall apply.

4.60.4   Umpires will permit only **(3) three warm-up pitches** for pitchers between innings. Any violation of more than three pitches will result in a "ball" being called, and/or possible removal from the game.

4.60.5   Lights will be turned off at **10:30 PM**.

5.50   Regular Division – All Levels

5.50.1   If an *Infield Fly* is **not called while the ball is in the air**, the ball is dead, batter is out, and the runner's return to their original base without liability to be put out.   Manager's should make an effort to alert the umpire's that conditions exist for a possible *Infield Fly*.

5.50.2   Bunting shall be allowed at **all** levels of the *Regular Division,* including the **A** level.

5.50.3   No spectators, players, or coaches shall be allowed in the area directly behind the catcher and the umpire.

5.50.4   If a ball passes underneath a backstop, the runner may only advance one base if he is **already attempting a steal**. Under no circumstances would the runner be allowed an extra base.

5.50.5   ~~If there is a play at first base, the runner must use the **Safety Base** that is provided. If there is contact during a play at first base and the batter-runner has not used the Safety Base, the batter-runner is out.   The Safety Base is non-existent for the defense and is non-existent at any other time~~. **As of the 2014 season, the Safety Base will no longer be used in the Regular Division.**

5.50.6   In the event a batter is called out for throwing his bat, the ball is dead and runners must return to their original bases with no liability to be put out.

5.50.7   All offensive players on the field of play must wear batting helmets at all times until they are safely in the dugout or until the inning has concluded.

5.50.8   Non-wood bats are allowed with barrels no greater than 2 1/4 inches.

5.50.9   For all levels below **Major**, if a runner is on 3rd base at the time of the pitch, there can be no stealing of home on a passed ball or wild pitch unless there is a subsequent play. Below the **Major** level, there shall be no delayed steal of home.

Lombard Baseball League
Rules and Regulations

5.55   Regular Division – A Level

5.55.1   There shall be **no balks** at the **A** level.

5.55.2   There shall be stealing at the **A** level, but **no lead-offs** as set forth in *Section 2 Rule 7.13*. A single runner may steal only one base on any pitch.   The runner may not advance until the ball has come into contact or passed the catcher.   Each team will be given one warning for baserunners leaving early and the runners will be repositioned as set forth in *Section 2 Rule 7.13*. On the second and subsequent offenses the team's offending runner will be called out. **NOTE:** There shall be **no delayed steal of any base**. The runner must return directly to base once the ball has been returned to the pitcher.

        EXCEPTION: There shall be **no** stealing of home under any circumstances at the **A** level.

5.55.3   In order for the players to better learn the fundamentals of hitting and to decrease the number of walks, managers at the **A** level should encourage the umpire to call a larger strike zone. If available, a larger plate or plate overlay may be used.

5.55.4   No player at the **A** level should sit out a second time until all players have sat at least once.

5.60   Regular Division – AA Level

5.60.1   There shall be **no balks** at the **AA** level.

5.60.2   There shall be stealing at the **AA** level, but **no lead-offs** as set forth in *Section 2 Rule 7.13*. The runner may not advance until the ball has come into contact or passed the catcher. Each team will be given one warning for baserunners leaving early and the runners will be repositioned as set forth in *Section 2 Rule 7.13*. On the second and subsequent offenses the team's offending runner will be called out. **NOTE:** Stealing of home base is allowed at the **AA** level, but there shall be **no delayed steal of any base**.

5.60.3   No player at the **AA** level should sit out a second time until all players have sat at least once.

5.65   Regular Division – AAA Level

5.65.1   There shall be balks at the **AAA** level as set forth in *Section 2 Rule 8.05*.

        PENALTY: In the first half of the season, the pitcher shall only be **warned** that a balk has been committed for instructional purposes. The ball is dead and no bases shall be awarded as a result of a balk in the first half.

5.65.2   Lead-offs and stealing are allowed.

5.70   Regular Division – Major Level

5.70.1   There shall be balks at the **Major** level as set forth in *Section 2 Rule 8.05*.

5.70.2   Both lead-offs and stealing are allowed at the **Major** level.

5.70.3   The batter is **not** out when the catcher drops or otherwise does not legally catch a pitched ball that is the third strike and that batter reaches first base before either first base or that batter is tagged.

Lombard Baseball League
Rules and Regulations

8.00   THE PITCHER

8.40.1   Pitchers must abide by the following rules :

(a)   The pitching week for the eligibility purposes shall begin on Sunday and end the following Saturday.

(b)   If a pitcher pitches in **four (4) or more innings** on a given day, **one (1) full calendar days** rest is required.

(c)   No pitcher may pitch more than **six (6) innings** on a given day.

(d)   A pitcher at the **A** and **AA** levels may pitch a maximum of **two (2) innings per day** and **(5) innings per week**. At the **AAA** level, a pitcher may pitch a maximum of **three (3) innings per day** and **six (6) innings per week.** At the **Major** level, a pitcher may pitch a maximum of **three (3) innings per day** and **seven (7) innings per week** (*but not more than six (6) innings on a given day as stated in c) above*).

(e)   Innings pitched in called, suspended, or any other game shall be charged against a pitcher's eligibility for that week. If resumed in following week or weeks, the pitcher of record (i.e. the pitcher in the line up at the time game was called or suspended) may continue up to **six (6) innings** or to the extent of the remaining eligibility for the new calendar week. A game that is resumed in a later week shall adhere to the pitching innings in the *new week* when the game is resumed. Pitchers that may have been ineligible for the original game may become eligible to pitch in the resumed game if they have remaining eligibility in the new week, except for pitchers that were removed from the original game as stated in *Rule 8.40.2*. In the same way, players that may have been eligible to pitch in the original week, may be ineligible in the new week.

(f)   **Delivery of a single pitch constitutes having pitched an inning.**

8.40.2   A player once removed as a pitcher may not pitch again in the same game.

8.40.4   The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

8.40.5   In the **A** and **AA** levels the **third trip** to the same pitcher or any other defensive player in the **same inning** will cause the pitcher's automatic removal. In the **AAA** and **Major** levels the **second trip** to the same pitcher or any other defensive player in the **same inning** will cause the pitcher's automatic removal.

Lombard Baseball League
Rules and Regulations

10.00   PLAYOFFS

10.00.1   The pitching rules for the year-end Playoffs are :

    (a)   **The** maximum number of innings per day/game is six (6) innings;

    (b)   The maximum number of innings for the playoff series is six (6) innings for the A and AA levels, seven (7) innings for the AAA level, and eight (8) innings for the Major level.

10.00.2   All year-end playoffs will use a random draw to determine opponents. The tournament brackets, with playing dates, times, fields, and opponents will be set up prior to the random draw. The *Regular Division* will have no byes.

10.00.3   All games will be played to completion (no rain outs). Due to pitching rule requirements, suspended games will return at point of stoppage. All innings pitched will count against the allotted innings. A suspended game's pitching shall be looked upon as one (1) game even if it takes place over two (2) days.

11.00   TRAVELING

11.00.1   Following our in-town season, traveling tournament teams will be selected in most age brackets. The league appoints the managers for these teams and all players are encouraged to try-out for their respective teams. These teams are financially independent of the *Lombard Baseball League* and run their own fundraisers to help defray the costs. In some cases traveling team practice or games may conflict with the league in-town schedule. In these cases, the in-town games always come first and in no case will players be excused from scheduled in-town games to compete with a traveling team in practice or games.

11.00.2   During the regular season, all scheduled in-house games (including re-scheduled games) always come first. No player or team will miss an in-house game to attend a traveling practice or game. There are no exceptions.

    (a) Players must play **50%** of their in-house games to be eligible to play on a travel team.
    (b) Travel teams are **not** allowed to join leagues during the in-house season.
    (c) Travel teams may play in a tournament on Memorial Day weekend. Any other tournament must be approved by the *Board of Governors* of the league.
    (d) The following rules govern pitching innings for practice games :
        a. During the in-house season players playing age ten and above may pitch only two extra innings per week. Players below the playing age of ten may only pitch one extra inning per week.
        b. All rules pertaining to 24 hour rest apply the same as in-house.
    (e) Any team wanting to enter a tournament other than those assigned to them must obtain approval from the *Traveling Director (In-House)*.
    (f) Any team that wishes to join a league in the off-season must obtain the approval of the *Board of Governors* of the league.
    (g) A post-season balance sheet must be turned in along with equipment to the *Traveling Director (In-House)*.

Lombard Baseball League
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SECTION 5 – SENIOR DIVISION

1.00   GENERAL RULES

1.50.1   Section 2 of *The Rules* shall govern play along with these special *Senior Division* rules.

1.50.2   All rules governing conduct of players, managers and coaches will apply as set up in The Rules of *The Lombard Baseball League*.

1.50.3   The *Senior Division* shall be divided into four playing levels: **A**, **AA**, **AAA**, and **Major**, subject to the number of players registered and determined by the *Senior Commissioner*. Players shall be separated into teams based on ability, subject to the following rules :

(a)   **Sixteen (16) year olds** must play at the AAA level.
(b)   No player *returning to the same system* shall play at a lower level than was played in the previous year. Free agents may be assigned to any level.
(c)   Official Rosters are due prior to playing the first game of the season. Players may be moved between levels through the third game of the season.

1.50.5   Any manager or coach ejected from a game by an umpire will be suspended and may not participate until after the next **game** *for that team has been played* and may be required to appear before a committee of the **Board of Governors**. Managers who blatantly disobey league rules may be suspended for up to a week.

1.50.6   Any player ejected from a game by an umpire will be suspended for **one (1) additional game**.

1.50.7   No player will be allowed to participate in any tournament game if that game conflicts with his playing in a regular scheduled league game.

4.18   FOREITURE PREVENTION

4.18.5   In order to prevent forfeiture due to shortage of players, players may be moved from the system's lower teams, as long as it does not create a forfeit for any of the systems lower teams. The following restrictions must be followed:

(a)   A team may not borrow more than **four (4) players** to make their nine man roster. In severe circumstances, the manager should contact the *Senior Commissioner*. A team may borrow only enough players to make a **ten (10)** player roster.
(b)   Borrowed players may not pitch. Any violation of this rule will result in forfeiture for the violating team. This rule also pertains to the League Year End Tournament.
(c)   If no players are available from the system's lower teams, a team may contact the *Regular Commissioner* who will have a list of twelve (12) year olds eligible to play.
(d)   Borrowed players must bat last in the batting order.
(e)   If a rostered player shows up unexpectedly after borrowed players are called, the rostered player **must** be allowed to play in the game. The borrowed player(s) in this case may only play if there are less than 10 rostered players available to play in the game.
(f)   When resuming a *suspended* game, all rostered players must be allowed to play whether or not they were present at the original game. Rostered players not at the original game must be entered at the bottom of the batting order.

Lombard Baseball League
Rules and Regulations

4.50   GAME LENGTH

4.50.1   The length of the game shall be in accordance with the following:

(a)   The length of a *regulation* game shall be **seven (7) innings** unless extended because of a tie score or shortened because the home team needs none of its half of the last inning or only a fraction of it, or the game is called by the umpires.

(b)   If the score is tied after **seven (7) innings**, play shall continue until the visiting team scores 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. (See *Speed Up Rules 4.60* for Tiebreaker Rules).

(c)   A *complete* or *official* game shall be any game that has completed if **4 ½ innings** with the home team ahead or **5 innings** with the visiting team ahead.

(d)   If a game is called for any reason, the following rules apply :

(1)   the game is a *complete* or *official* game if **5 innings** have been completed, or if the home team has scored more runs in **4 ½ innings** than the visiting team has scored in **5** complete innings. **The score reverts to the last completed inning**.

(2)   the game is a *suspended* game if the game has reached *complete* or *official* status and is called during an uncompleted inning, if, in the uncompleted inning, the visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.

(3)   all games called for any reason regardless of length shall be deemed *suspended games* unless they have reached *complete* or *official* status.

(e)   A *suspended* game shall resume from the exact point where play was terminated at a time mutually agreed by the Managers and the Level Commissioner.

4.60   Speed Up Rules – All Fields

4.60.1   A substitute runner for the catcher is **mandatory after two outs and optional at any other time.** A substitute runner for the next inning's pitcher may be used at any time. The substitute runner must be the player that made the last out.

4.60.2   All games that are tied after regulation shall use a special **tie-breaker** for all subsequent   at-bats. Each half inning shall begin with one out and a runner at second base. The runner at second base shall be the last official batter from the previous inning. Play shall continue until a winner is determined according to the rules set forth under *Game Length 4.50*.

4.60.3   No inning shall start if there are only 15 minutes until the next regularly scheduled game, unless the game is tied. Tie games will be played until a winner is determined using the special tie-breaker formula as described in *Rule 4.60.2*. If the following game begins late due to a tie game, *it will be played to completion*. All rules set forth under *Game Length 4.50* shall apply.

4.60.4   Umpires will permit only **(3) three warm-up pitches** for pitchers between innings. Any violation of more than three pitches will result in a "ball" being called, and/or possible removal from the game.

4.60.5   Lights will be turned off at **10:30 PM**.

5.80   Senior Division - All levels

5.80.1   There shall be balks at all levels of the *Senior Division* as set forth in *Section 2 Rule 8.05*.

5.80.2   Both lead-offs and stealing are allowed at all levels of the *Senior Division*.

5.80.3   The batter is **not** out when the catcher drops or otherwise does not legally catch a pitched ball that is the third strike and that batter reaches first base before either first base or that batter is tagged.

5.80.4   No spectators, players, or coaches shall be allowed in the area directly behind the catcher and the umpire.

5.80.5   If a ball passes underneath a backstop, the runner may only advance one base if he is **already attempting a steal.** Under no circumstances would the runner be allowed an extra base.

5.80.6   All players at the **AAA** and **Major** levels shall not use a bat greater than –3. The **AAA** and **Major** levels will use use wood bats.

5.80.7   In the event a batter is called out for throwing his bat, the ball is dead and runners must return to their original bases with no liability to be put out.

Lombard Baseball League
Rules and Regulations

8.00   THE PITCHER

8.50.1   All pitchers must abide by the following rules :

(a)   The pitching week for eligibility purposes shall begin on Sunday and end the following Saturday.

(b)   If a pitcher pitches in **four (4) or more innings** on a given day, **one (1) full calendars day** rest is required.

(c)   No pitcher may pitch more than **seven (7) innings** on a given day. If two games are played on the same day, a pitcher may pitch **any combination of seven (7) innings** provided they have seven (7) innings of eligibility available.

(d)   A pitcher may pitch a maximum of **ten (10) innings** in a given week.

(e)   Innings pitched in called, suspended, or any other game shall be charged against a pitcher's eligibility for that week. If resumed in following week or weeks, the pitcher of record (i.e. the pitcher in the line up at the time game was called or suspended) may continue up to **seven (7) innings** or to the extent of the remaining eligibility for the new calendar week. A game that is resumed in a later week shall adhere to the pitching innings in the *new week* when the game is resumed. Pitchers that may have been ineligible for the original game may become eligible to pitch in the resumed game if they have remaining eligibility in the new week, except for pitchers that were removed from the original game as stated in *Rule 8.50.2*. In the same way, players that may have been eligible to pitch in the original week, may be ineligible in the new week.

(f)   **Delivery of a single pitch constitutes having pitched an inning.**

EXCEPTION: (1) In the inter-league all-star game between the American and National Divisions, the rule on the number of innings pitched shall be **waived** and not charged as innings pitched in regular league games.

EXCEPTION: (2) The official pitching week eligibility of pitchers may be modified by League Officials to allow for play-off and championship series games.

8.50.2   A player once removed as a pitcher may not pitch again in the same game.

8.50.3   The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.

8.50.4   At all levels of the *Senior Division* the **second trip** to the same pitcher or any other defensive player in the **same inning** will cause the pitcher's automatic removal.

8.50.5   The instructional traveling pitchers shall pitch no more than 2 innings in instructional traveling games per Lombard Baseball League calendar week, Sunday through Saturday.

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10.00   PLAYOFFS

10.00.1   The pitching rules for the year-end Playoffs are :

    (a)   The maximum number of innings per day/game is seven (7) innings;

    (b)   The maximum number of innings for the playoff series is ten (10) innings.

10.00.2   All year-end playoffs will use a random draw to determine opponents. The tournament brackets, with playing dates, times, fields, and opponents will be set up prior to the random draw. The *Senior Division* will have two randomly chosen byes in the first round. The first two rounds will be played on the same day followed by a championship game on a subsequent day.

10.00.3   All games will be played to completion (no rain outs). Due to pitching rule requirements, suspended games will return at point of stoppage. All innings pitched will count against the allotted innings. A suspended game's pitching shall be looked upon as one (1) game even if it takes place over two (2) days.

11.00   TRAVELING

11.00.1   Following our in-town season, traveling tournament teams will be selected in most age brackets. The league appoints the managers for these teams and all players are encouraged to try-out for their respective teams. These teams are financially independent of the *Lombard Baseball League* and run their own fundraisers to help defray the costs. In some cases traveling team practice or games may conflict with the league in-town schedule. In these cases, the in-town games always come first and in no case will players be excused from scheduled in-town games to compete with a traveling team in practice or games.

11.00.2   During the regular season, all scheduled in-house games (including re-scheduled games) always come first. No player or team will miss an in-house game to attend a traveling practice or game. There are no exceptions.

    (a) Players must play **50%** of their in-house games to be eligible to play on a travel team.
    (b) Travel teams are **not** allowed to join leagues during the in-house season.
    (c) Travel teams may play in a tournament on Memorial Day weekend. Any other tournament must be approved by the *Board of Governors* of the league.
    (d) The following rules govern pitching innings for practice games :
        a.   During the in-house season players playing age ten and above may pitch only two extra innings per week. Players below the playing age of ten may only pitch one extra inning per week.
        b.   All rules pertaining to 24 hour rest apply the same as in-house.
    (e) Any team wanting to enter a tournament other than those assigned to them must obtain approval from the *Traveling Director (In-House)*.
    (f) Any team that wishes to join a league in the off-season must obtain the approval of the *Board of Governors* of the league.
    (g) A post-season balance sheet must be turned in along with equipment to the *Traveling Director (In-House)*

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CASEBOOK

1.00   BASIC INTERPRETATIONS

1. The hands are not considered part of the bat.

If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (**NOT** a foul). If he was avoiding the pitch, he is awarded first base (hit by pitch). **Rules: 2.00 PERSON, TOUCH, STRIKE (e) and 6.05(f)**

2. If the batter breaks his wrists when swinging, it is *not* automatically a strike.

A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. **Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules. Rule: 2.00 STRIKE**

3. A batter may get first base if hit by a pitch after it bounces.

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base. **Rules: 2.00 PITCH, 6.08(b).**

4. A pitch that bounces to the plate can be hit.

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown. A pitch that bounces before reaching the plate may never be a called strike or a legally caught third strike. **Rule: 2.00 PITCH. (If the ball does not cross the foul line, it is not a pitch.)**

5. The ball is *not* dead on a foul-tip.   A runner may steal on a foul-tip.

There is nothing foul about a foul-tip. If the ball nicks the bat and goes sharp and direct to the catcher's hand or glove and is caught, this is a foul-tip by definition. **A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss.** If the ball is not caught, it is a foul ball. If the nicked pitch first hits the catcher somewhere other than the hand or glove, it is not a foul-tip, it is a foul ball. **Rules: 2.00 FOUL-TIP, STRIKE**

6. If a batted ball hits the plate first it is *not* a foul ball.

The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.

7. The batter *may* switch batter's boxes.

The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch. **Rule: 6.06(b)**

8. The batter is *not* automatically out if his foot touches the plate.

To be out, the batter's foot must be **ENTIRELY** outside the box when he contacts the pitch and the ball goes fair or foul. He is not out if he does not contact the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box. **Rule: 6.06(a)**

9. If the batter does not pull the bat out of the strike zone while in the bunting position, it is *not* an automatic strike.

A strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is umpire judgment. **Rule 2.00 STRIKE. Rule 2.00 BUNT** is a batted ball not swung at, but **INTENTIONALLY** met with the bat. The key words are "intentionally met". If no attempt is made to make contact with a ball outside the strike zone, it should be called a ball. An effort must be made to intentionally meet the ball with the bat.

10. The batter is *not* automatically out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.

The rule says the **BAT** cannot hit the ball a second time. When the **BALL** hits the bat, it is not an out. Also, when the batter is still in the box when this happens, it's treated as simply a foul ball. If the batter is out of the box and the bat is over fair territory when the second hit occurs, the batter would be out. **Rules: 6.05(h) and 7.09(b)**

11. The batter is *not* automatically out if he starts for the dugout before going to first after a dropped third strike (Major and up).

The batter may attempt first base anytime prior to entering the dugout or a dead ball area. The batter becomes a runner when the third strike is not caught. Therefore, if there are two (2) outs and there is a runner at first, first and second, or bases loaded, the batter creates a force by becoming a runner. These runners are all forced to advance and any out may be obtained by making a play on any one of them. If the bases are loaded the catcher may step on home or throw to third, second or first. **With less than two (2) outs and a runner on first, the batter is automatically out**. **Rule: 6.05(c), 6.09(b)**

12. The batter *may* be called out for interference if he is in the batter's box.

The batter's box isn't a safety zone. A batter could be called out for interference if the umpire judges that interference should have been avoided. The batter is protected while in the box for a short time. After he has had time to react he could be called for interference if he does not move out of the box and interferes with a play. The batter **MAY** be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation. An umpire must use good judgment. The batter cannot be expected to disappear. If he has a chance to avoid interference after he has had time to react to the situation and does not, he is guilty. If he just swung at a pitch, or had to duck a pitch and is off-balance, he can't reasonably be expected to then immediately avoid a play at the plate. However, after some time passes, if a play develops, the batter must get out of the box and avoid interference. The batter should always be called out when he makes contact and is outside the box. **Rules: 2.00 INTERFERENCE, 6.06©**

13.   The batter who batted out of order is *not* the person declared out.

The **PROPER** batter is the one called out. Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out. **Rule: 6.07(b, 1)**

14. A batter that is dropped from the line-up *does not* become an automatic out in subsequent   at-bats.

We use a wildcat batting order and anyone that is dropped from the line-up for any reason is passed over the next time they are due up in the batting order. **Rule: 3.03.1**

15. A batter that cannot continue their at-bat due to injury is treated as no at-bat and the next batter in the order becomes the batter with a count of no balls and no strikes. As above, they are also passed over whenever they are due up in the batting order.

We use a wildcat batting order and anyone that is injured while they are the batter, is replaced in the batter's box by the next batter in the order with a count of no balls and no strikes. **Rule: 3.03.1**

16.   If a player's feet are in fair territory when the ball is touched, it *may or may not be* a fair ball.

The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched by the fielder. **Rule: 2.00 FAIR, FOUL**

17.   The batter-runner *does not have to turn to his right* after over-running first base.

The batter-runner may turn left or right, provided that if he turns left he *does not make an attempt to advance*. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or oversliding it. **Rule: 7.08(c and j)**

18.   The batter *may* overrun first base when he gets a base-on-balls.

Rule 7.08(c and j) simply states that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike. To overrun means that the runners momentum carried him straight beyond the base after touching it. It does not mean to turn and attempt to advance. Nor does it mean that he stepped over it or stopped on it and then got off of it.

19. A runner is *not* out if he slaps hands or high-fives other players, after a homerun is hit over the fence.

The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner. **Rules: 5.02, 7.05(a)**

20. Anytime a coach touches a runner, the runner is *not* automatically out.

Rule 7.09(I) says the runner is out if the coach **PHYSICALLY ASSISTS** the runner. Hand slaps, back pats or simple touches are not physical assists.

21. There is no such thing as a tie in the world of umpiring.

It is a myth that "tie goes to the runner". The runner is either out or safe. The umpire must judge out or safe. It is impossible to judge a tie.

22. There is no rule that the runner gets the base he's going to plus one on a ball thrown out-of-play.

When a fielder other than the pitcher throws the ball into dead ball area, the award is two (2) bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the throwers hand on all other plays. **Rule: 7.05(g)**

23. Runners *may* run the bases in reverse order in certain instances.

In order to correct a base running mistake, the runner **MUST** retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense. **Rules: 7.08(I), 7.10(b)**

24. The runner does not always have to slide when the play is close.

There is no "must slide" rule. When the fielder has the ball in his possession, the runner has two choices; slide **OR** attempt to get around the fielder. He may **NOT** deliberately or maliciously contact the fielder, but he is **NOT** required to slide. If the fielder does not have possession but, is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious. **Rule: 7.08(a, 3)**

25. The runner is *not* always safe when hit by a batted ball while touching a base.

The bases are in fair territory. A runner is out when hit by a fair batted ball while touching a base, except when hit by an infield-fly or after the ball has passed a fielder and no other fielder had a play on the ball. If the runner is touching first or third, he is not out unless the ball touches him over fair territory. If one foot is on the base and the other is in foul ground and he is hit on the foul ground foot, he is not out. It is a foul ball. (If the ball has not passed beyond first or third.) **Rules: 5.09(f), 7.08(f)**

26. It is a *not* a force out when a runner is called out for not tagging up on a fly ball.

A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on an a failure to tag-up, is **NOT** a force out. Any runs that cross the plate before this out will count. **Rules: 2.00 FORCE PLAY, 4.09**

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27.   Runs may score when a runner is called out for the third out for not tagging up.

This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on an a failure to tag-up, is **NOT** a force out. Any runs that cross the plate before this out will count. **Rules: 2.00 FORCE PLAY, 4.09, 7.10(a)**

28. An appeal on a runner who missed a base *can* be a force out.

A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it's a force out. **Rules: 2.00 FORCE PLAY, TAG, 7.08(e), 7.10(b)**

29. A runner is *not* out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.

The runner **MUST** avoid a fielder attempting to field a **BATTED** ball. A runner is out for running out of the baseline, only when attempting to avoid a tag. **Rules: 7.08(a), 7.09(L)**

30. Runners *may* advance when an infield fly is called.

An Infield-fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not. In addition, since the batter is out, all forces are removed and any runners must be tagged. **Rules: 2.00 INFIELD-FLY, 6.05(e), 7.10(a)**

31.   There is no 2 second rule to determine if a fly ball is a catch.

A catch is legal when the umpire judges that the fielder has **COMPLETE** control of the ball. The release of the ball must be voluntary and intentional. **Rule: 2.00 CATCH**

32. You may tag the base with any part of your body on a force out or appeal.

You can tag a base with **ANY** part of the body. **Rules: 2.00 FORCE PLAY, PERSON, TAG, 7.08(e)**

33. The ball is *not* always immediately dead on a balk.

If a throw or pitch is made after the balk call, the ball is delayed dead. At the end of the play the balk may be enforced or not depending on what happened. On a throw; if **ALL** runners advance on the play, the balk is ignored. If not, the balk award is enforced from the time of pitch. On a pitch; if **ALL** runners **INCLUDING** the batter, advance on the play, the balk is ignored. Otherwise, it is no-pitch and the balk award is made from the time of the pitch. **Rule: 8.05 PENALTY**

34. The home plate umpire may *not* overrule the base umpire.

The umpire who made a call may ask for help if he wishes. No umpire may overrule another umpire's call. **Rule: 9.02(b, c)**

35. The ball does *not* always have to be returned to the pitcher before an appeal can be made.

An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play." If time is not out, the appeal can be made immediately. **Rule: 2.00 APPEAL, 5.11, 7.10**

36. With no runners on base, it is no-pitch if the pitcher starts his windup and then stops.

A pitch is a ball delivered to the batter by the pitcher. If the ball is not delivered, it is not a pitch. Therefore it cannot be a ball. If this happens with runners on base it is a balk. The rule for Little League is different. It is an illegal pitch and a ball with or without runners on base. **Rule: 2.00 PITCH.**

37. The pitcher does *not* have to come to a set position before a pick-off throw.

The pitcher is required to come to a complete stop in the Set position before delivering the pitch, not before making a throw. **Rule: 8.05(m)**

38. The pitcher does *not* have to step off the rubber before a pick-off throw.

If the pitcher steps off the rubber he is no longer the pitcher, he is a fielder. He can throw to a base from the rubber, provided he does not break any of the rules under **Rule 8.05**

39. The ball is *not* necessarily dead anytime an umpire is hit by the ball.

If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base. **Rules: 2.00 INTERFERENCE, 5.09(b), 5.09(f)**

40. The batter-runner is *not* always out if he runs outside the running lane after a bunted ball.

The runner must be out of the lane **AND** cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call. The runner may step out of the lane a step or two before the base if he moves from within the lane to out of it. If he is out of the lane the whole distance to the base and is hit with a throw, he should be out. **Rules: 2.00 INTERFERENCE, 6.05(k), 7.09(k)**

41. If a fielder catches a fly ball and then falls over the fence it is *not* automatically a homerun.

As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory after catching the ball, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play. **Rules: 2.00 CATCH, 5.10(f), 6.05(a), 7.04©**

(Note: When Rule 2.00 is indexed, the definition of the indexed item includes important explanatory matter.)

Appendix A

	Junior Division		Regular Division				Senior Division		
	A *	AA/AAA*	A	AA	AAA	Major	A	AA	AAA
Game Length	3/5	4/5	6	6	6	6	7	7	7
Strikeouts		Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Walks			Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bunting			Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing			Yes**	Yes **	Yes	Yes	Yes	Yes	Yes
Lead-Offs					Yes	Yes	Yes	Yes	Yes
Balks					Warn/Yes	Yes	Yes	Yes	Yes
Dropped 3rd						Yes	Yes	Yes	Yes
Pitching									
Innings/Wk		1	2	2	3	3	10	10	10
Innings/Day		1	5	5	6	7	7	7	7
Rest ***		2 days	1 day	1 day	1 day	1 day	1 day	1 day	1 day
HBP/Inning+		2	2	2	2	2	2	2	2
HBP/Game+		3	3	3	3	3	3	3	3
Off T/Os ++						1	1	1	1
Def Trips++			3rd	3rd	2nd	2nd	2nd	2nd	2nd

Table 3. Division Comparison Chart

Notes :

*   The **Jr Div A Level** plays three (3) innings of T-Ball followed by 2 innings of coach pitch in the 2nd half of the season. The **Jr Div AA Level** plays four (4) innings of mechanical Pitched Ball in the 1st half and one (1) inning of player pitch followed by three (3) innings of mechanical pitched ball in the 2nd half. The **Jr Div AAA Level** plays five (5) innings of Pitched Ball. Pitching Rules only affect the pitching innings in the **Junior Division**.

**   In the **Regular Division - A Level**, there is no stealing of home. In both **A** and **AA**, the ball must come into contact or pass the catcher before the runner can leave the base. In **A**, there are **no delayed** steals. For all levels below **Major**, there are no **delayed** steals of home.

***   After picthing **4 innings**, the number of full calendars days rest required.

\+   Pitcher must be removed after hitting **two (2) batters** in an inning or **three (3) batters** in a game.

\++   No. of Off. Time-Outs allowed per inning;; No. of Def. trips in same inning before pitcher must be removed.