

An Abridged Little League Baseball Rule Book for Majors and Minors Divisions

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2010

REGULATIONS

Regulation VI - Pitchers

(a) Any player on a team may pitch and there is no limit to the number of pitchers a team may use in a game.

Exception: a player who has played catcher in four or more innings in a game is not eligible to pitch that day.

(b) A pitcher once removed from the mound may not return as a pitcher in the same game.

(c) A pitcher must be removed from the mound once that pitcher reaches the pitch limit for his/her age group:

League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

Exception: A pitcher, after reaching his/her pitch limit, may continue to pitch until the batter completes his at bat.

Note: If a pitcher delivers 41 or more pitches in a game, said pitcher may not become a catcher for the remainder of the day.

(d) Pitchers must observe the following rest requirements:

66 pitches or more in a day, 4 calendar days of rest before next start
51-65 pitches in a day, 3 calendar days of rest before next start
36-50 pitches in a day, 2 calendar days of rest before next start
21-35 pitches in a day, 1 calendar day of rest before next start
1-20 pitches in a day, no days of rest are required

(j) Players of league age 12 may not pitch in the Minor Leagues.

(k) A player may not pitch in more than one game per day.

Regulation XIV - Field Decorum

(b) Only uniformed players, managers, coaches and umpires are allowed on the playing field during games. There are no batboys. When at bat, all players must remain in the dugout unless they are at bat, on base, or coaching first or third

base or warming up in the bullpen. While in the field, all reserve players must remain in the dugout or warming up in the bullpen.
(f) Managers and coaches shall not warm up pitchers.

OFFICIAL PLAYING RULES

1 - OBJECTIVES OF THE GAME

1.05 Home plate. The black beveled edge is not considered part of home plate.

1.06 Bases. First, second and third bases are all within the infield and the bags must be detachable. If a bag becomes detached by a runner then any following runner on the same play may be considered to have reached that base if he/she reaches either the dislodged bag or the original base before being put out.

1.08 There is no on-deck position. Only the first batter of each half-inning is permitted outside the dugout between half-innings.

1.10 Bats. Illegal bats must be removed from play. No batting donuts.

1.11 Uniforms. Exposed parts of undershirts must be a solid uniform colour. Pitchers may not wear white long sleeved undershirts. Pitchers may not wear anything on their hands, wrists or arms that may distract the batter. Shoes with metal spikes/cleats are not permitted. Players may not wear watches, rings, pins, jewelry or other metallic items except for medical alert jewelry items. Players and coaches with casts must remain in the dugout during the game.

1.12 The catcher must wear a catcher's mitt.

1.15 Pitcher's glove. The pitcher's glove should not be white or light gray or any distracting colour. The pitcher is permitted to wear a batting glove under the pitcher's glove providing it is not white, gray or optic yellow. Pitchers may not wear sweat bands their wrists.

1.16 Batting helmets. All batters, runners and child base coaches must wear a batting helmet. Helmets must not be repainted or have tape or decals re-applied.

1.17 All male players must wear athletic supporters. Male catchers must wear a protective cup and a long-model chest protector. Female catchers must wear a short- or long-model chest protector. All catchers must wear shin guards, catcher's helmet, and a mask with a dangling throat guard. Catchers must wear the mask with the dangling throat guard during infield practice and while warming up pitchers.

2 - DEFINITION OF TERMS

A **BALK**. There are no balks in Little League Majors or Minors divisions.

A **BALL** is a pitch which does not pass through the strike zone in flight and is not struck at by the batter. A pitch which hits the ground then bounces through the strike zone is a ball.

A **BASE ON BALLS** is an award of first base granted to batters after four balls have been pitched to them.

The **BATTING ORDER** is the list of current defensive players in the order in which they are to bat. It may contain the entire roster of players if the league has opted to use a continuous batting order.

A **BUNT** is a batted ball that was not swung at by the batter, but was instead intentionally met with the bat and tapped slowly. Merely holding the bat in the strike zone is not an attempted bunt.

A **CATCH** is the act of a fielder in getting possession of the ball in flight by hand or glove and holding it firmly before it touches the ground. It is not a catch if, immediately following contact with the ball, the fielder loses possession of it because of a collision with another player, the fence or the ground. Once the fielder has secured possession of the ball, dropping it while attempting to throw it to another player does not negate the catch.

A **DEAD BALL** is a ball out of play because of the temporary suspension of play by the umpire.

A **FAIR BALL** is a batted ball

- (1) that settles on fair ground between home and first or between home and third, or
- (2) that is on or over fair territory when bounding to the outfield past first or third base, or
- (3) that touches first, second or third base, or
- (4) that first falls on fair territory on or beyond first or third base, or
- (5) that hits an umpire or player in fair territory, or
- (6) that is hit over the fence for a home run.

A fly ball is judged fair or foul according to its position relative to the foul lines, not the position of the fielder who is attempting to catch it.

FAIR TERRITORY is that part of the playing field between the first and third base lines extended to the outfield fence and perpendicularly upwards. All bases and both foul lines are in fair territory.

A **FORCE PLAY** is a play in which a runner is forced to advance by a batter who has hit the ball and become a runner.

A **FOUL BALL** is a batted ball

- (1) that settles on foul ground between home and first or between home and third, or
- (2) that bounds past first or third base on or over foul territory, or
- (3) that first falls on foul territory beyond first or third base, or
- (4) that hits an umpire or player or object while on or over foul territory.

The ball is dead after being judged a foul ball.

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

A **FOUL TIP** is a batted ball that goes sharply and directly to the catcher's hands and is legally caught. The pitch is a strike and the ball remains live and in play.

An **ILLEGAL PITCH** is

- (1) a pitch delivered when the pitcher does not have his pivot foot in contact with the pitcher's plate, or
- (2) a quick return pitch, or
- (3) a pitch of a doctored ball.

An illegal pitch must be called a ball by the umpire.

An **ILLEGALLY BATTED BALL** is one hit by the batter when one or both feet are entirely outside the batter's box. The ball is dead and the batter is out after an illegally batted ball. It does not matter whether the ball was hit into fair or foul territory.

An **INFIELD FLY** is a fair fly ball (not a line drive and not an attempted bunt) which could be caught by an infielder with ordinary effort when

- (1) there are less than two out, and
- (2) there are runners on first and second or first, second and third.

If an outfielder is stationed in the infield at the time of the pitch, this player is considered to be an infielder when an infield fly is hit.

Umpires shall declare "Infield Fly" when an infield fly is hit. If an umpire is uncertain if the ball will be fair or foul, he should declare "Infield Fly if Fair."

The batter is automatically out on an infield fly whether or not it is caught by a fielder. The ball remains alive and in play and runners may run at their own risk.

Note: If a declared infield fly falls untouched in fair territory then rolls into foul territory before passing first or third base, it becomes a foul ball and is treated like any other foul ball. If a declared infield fly falls untouched in foul territory then rolls into fair territory before passing first or third base, it remains an infield fly.

INTERFERENCE

(a) Offensive interference is committed when a player from the team at bat interferes with a defensive player attempting to make a play.

(b) Defensive interference is committed when a player from the defensive team, most often the catcher, interferes with the batter attempting to hit a pitch.

(c) Umpire interference is committed when (1) the plate umpire interferes with the catcher attempting to prevent a stolen base, or (2) when a fair ball touches a base umpire on fair territory before it passing a fielder.

(d) Spectator interference is committed when a spectator touches a live ball.
Note: The ball becomes dead when interference is called by the umpire.

OBSTRUCTION is the act of a fielder who, without possession of the ball, impedes the progress of a runner. A fake tag is considered obstruction. So too is blocking a base or a base line without possession of the ball.

A **PITCH** is a ball delivered to the batter by the pitcher. Note: An illegal pitch counts as a pitch even when the ball is not actually thrown.

A **STRIKE** is a legal pitch which

- (a) is struck at by the batter and missed, or
- (b) is not struck at, but passes through the strike zone, or
- (c) is fouled by the batter when there is less than two strikes, or
- (d) is bunted foul (batter is out if bunt occurs on 3rd strike), or
- (e) touches the batter as the batter swings at it (dead ball), or
- (f) touches the batter in flight in the strike zone (dead ball), or
- (g) becomes a foul tip (ball alive and in play).

The **STRIKE ZONE** is the space over the plate between the batters armpits and the top of the knees when the batter assumes his/her usual stance when swinging at a pitch.

3 - GAME PRELIMINARIES

3.01 Before the game begins the umpire should ensure that the field is properly laid out, all players are properly attired, and the teams properly equipped. Illegal equipment must be removed from the dugouts. The umpire should also ensure that there are a sufficient number of balls available for the game.

3.02 No player may deliberately doctor a ball. If a ball has been deliberately doctored by a pitcher, the ball must be removed from the game and the pitcher must be removed from the mound.

3.03 A starting player may be substituted for, then subsequently re-enter the game once, in any position in the batting order, provided:

- (1) his/her substitute has completed a time at bat, and
- (2) has played defensively for a minimum of six consecutive outs.

Note: Pitchers may not return as pitchers.

Note: Only startering players may re-enter the game.

Note: A starter (S1) re-entering the game as a substitute for another starter (S2) must fulfill all conditions of a substitute before starter (S2) can re-enter the game.

Note: Defensive substitutions must be made while the team is on defense.

Offensive substitutions must be made when the offensive player is at bat or on base.

Note: Substitutes may not be removed from the game before they complete their mandatory play requirement.

Note: If a team cannot put nine players on the field due to injury or illness, then the opposing manager shall select a player previously used in the lineup to re-enter the game.

3.04 A player on the team's batting order may not substitute as a runner for another player on the team's batting order.

3.05 A starting pitcher must face at least one batter before being removed from the mound unless that pitcher is injured or takes ill. Similarly, a substitute pitcher must face at least one batter before being removed.

3.09 Game participants must keep separate from spectators. Managers and coaches may not warm up pitchers, however, they may stand and observe pitchers warming up in the bullpen.

3.10

(a) Team managers shall agree on the fitness of the playing field before the game starts. If they do not agree, then a league representative shall make the determination, not the umpire.

(b) Once the game starts, the umpire is the sole judge as to whether or not the game should be suspended because of weather or playing conditions, when it should resume, be called, or terminated. A game cannot be called until 30 minutes after play has been suspended.

3.15 Only players, managers, coaches, and umpires are allowed on the playing field during a game. Any intentional interference by any of these authorized persons stops play. The ball is dead and no runners may advance. An overthrown ball which accidentally hits an authorized person remains alive. It is not considered interference.

3.16 Interference by a spectator immediately stops play. The umpire shall impose penalties sufficient to nullify the effect of the interference.

3.17 Team players must remain in the dugout when not playing on the field, at bat, on base, coaching first or third base, or in the bullpen. A team can have only one manager and two coaches in the dugout during a game.

4 - STARTING AND ENDING THE GAME

4.01 The umpire takes control of the game once the home team manager hands him/her his batting order. Players not at the game at the time it begins may be inserted into the line up when they arrive if the manager so chooses.

4.03 All defensive players except the catcher must be positioned in fair territory. The catcher must be in the catcher's box when the pitcher is set to throw a pitch. Once the ball leaves the pitcher's hand, the catcher may leave the catcher's box. The pitcher must use a legal pitching delivery otherwise an illegal pitch will be declared.

4.04. The batting order must be followed. If a continuous batting order is being used then all players present at the start of the game must appear in the batting order. If a player leaves the game because of illness, injury, ejection or some other reason when a continuous batting order is being used, then his/her spot in the batting order can be skipped over without penalty. If he/she returns to the game at a later time then he/she may be inserted back into their original spot in the batting order. Players who arrive late to the game may be added to the end of the batting order at the manager's discretion.

4.05 The team at bat must supply first and third base coaches.

4.06 No player, manager or coach may intentionally cause a disruption in the play. Offenders may be given one warning. On the second offense the offender should be ejected from the game. If the disruption causes an illegal pitch to be thrown, the pitch should be nullified.

4.07 A player, manager or coach who has been ejected from a game must leave the game site entirely. He/she is not permitted to remain in the stands.

4.08 No occupant of a team bench may show violent disapproval of an umpire's decision. Offenders may be given one warning. On the second offense the offender should be ejected from the game. If the umpire is unable to determine who the offender(s) are, he may clear the bench of all occupants. The manager of the offending team may then recall only those players needed for substitution into the game.

4.09 A run is scored each time a runner advances to and touches, first, second, third and home base before three outs are made to end the half inning. A run is not scored if the runner advances to home base during which the third out is made (1) on the batter-runner prior to reaching first base, (2) by a force play on an existing runner, (3) via a successful appeal of a preceding runner failing to touch a base.

4.15 An umpire may forfeit the game to a team's opponent if the team

- (1) unreasonably refuses to begin play within 10 minutes of the scheduled start time,
- (2) refuses to continue play,
- (3) refuses to resume play within 1 minute of the umpire calling "Play",

- (4) fails to obey within a reasonable time an umpire's order to remove a player from the game,
- (5) after a warning by the umpire, willfully and persistently violates the rules of the game,
- (6) employs tactics to delay or shorten the game.

4.16 A game may not be started with less than nine players on each team and at least one adult manager for each team.

4.17 A game may not continue if a team is unable to place nine players on the field. If a team runs out of eligible substitutes because of injury or illness, the opposing manager may select a player to re-enter the line up.

4.19 - PROTESTING A GAME

Only a team manager may protest a game and only when based on the violation or interpretation of a playing rule or the use of an ineligible pitcher or player. Decisions based on an umpire's judgment (ball/strike, safe/out, fair/foul) may not be protested, nor can the use of illegal equipment. Such equipment must be removed from the game. If a rule violation or interpretation is being protested, it must be made immediately following the play. Umpires may then confer and reverse their decision if warranted. Protests of the use of an ineligible pitcher or player must be made before the umpires leave the field at the end of the game.

5 - PUTTING THE BALL IN PLAY - LIVE BALL

5.01 The ball becomes live when the umpire declares "Play".

5.02 The ball remains live and in play until play is suspended by

- (1) a foul ball being hit and the umpire declaring "Foul", or
- (2) the ball leaving the playing field, or
- (3) the umpire calling "Time".

Note: Only the umpire has the authority to suspend play by calling "Time". Once play has been suspended the ball is dead and remains dead until the umpire's call of "Play" renders it live.

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

5.09 The ball becomes dead when

- (a) a pitched ball touches a batter. The batter is awarded first base and all forced runners advance one base.
- (b) the plate umpire interferes with a catcher attempting to throw a runner out. All runners must return to the base occupied at the time of the pitch. However, if the throw is successful in getting the runner out, then the out stands and the ball remains alive and in play. There is no interference.
- (c) the pitcher throws an illegal pitch.
- (d) the batter bats the ball fair or foul illegally. The batter is out and all runners must return to the base occupied at the time of the pitch.

(e) the batter hits a foul ball which is not caught. Runners must return to the base occupied at the time of the pitch.

(f) a fair ball hits a runner or umpire on fair territory before it touches an infielder. The runner is out and the batter is awarded first base. Forced runners advance one base.

(g) a pitched ball gets caught in the umpire or catcher's paraphernalia. All runners advance one base.

5.10 The umpire shall call "Time" when

(a) weather, darkness or field conditions make play impossible,

(c) an accident or injury incapacitates a player or umpire. Note: when a player is injured during live play, the umpire should call "Time" immediately,

(d) a manager requests "Time" for a conference or substitution. Note: the offensive team manager is allowed only one time out per inning,

(e) an umpire wishes to examine the ball or confer with another umpire, manager or coach,

(f) a fielder, after catching a fly ball, falls into a dead ball area. Runners advance one base.

(g) the umpire orders a player, manager or coach removed from the field, The ball is dead when the umpire calls "Time".

5.11 Play resumes when the pitcher has the ball and takes position on the mound with at least one foot on the pitcher's plate and the umpire declares "Play".

6 - THE BATTER

6.01 The batting order must be followed. If a batter is in the batter's box when the third out of the inning is made on a previous runner, then that batter becomes the first batter in the next inning.

6.02 The batter shall take position in the batter's box and must not leave once the pitcher begins his delivery. If the batter refuses to take his position in the batter's box when the umpire orders him to do so, the umpire may call a strike without a pitch being delivered. The ball is dead and no runners may advance.

6.03 Both batter's feet must be in the batter's box. The batter's box includes the lines which define it.

6.05 A batter is out when

(a) a fair or foul fly ball is caught by a fielder,

(b) three strikes have been pitched,

(c) the batter bunts foul on a third strike,

(d) an Infield Fly is declared,

(e) the batter is hit by the ball when attempting to hit a third strike,

(f) a fair ball touches the batter before touching a fielder,

(g) after hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter drops the bat and the ball rolls against it 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) the batter intentionally deflects the course of a foul ball while running to first base. The ball is dead and no runners may advance,

- (i) after hitting a fair ball, the batter or first base is tagged before the batter can make it to first base,
- (j) after hitting a fair ball, the batter runs outside the three-foot line or inside the first base line and interferes with the fielder taking the throw at first base, unless the batter is forced to in order to avoid making contact with a fielder attempting to field the ball,
- (k) an infielder intentionally drops a fair fly ball or line drive with less than two out and runners on base in a force situation in an attempt to make a double play. The ball is dead and all runners must return to their original bases,
- (l) a preceding runner intentionally interferes with a fielder attempting to catch a thrown ball or throw a ball in an attempt to complete a play.

6.06 A batter is out for illegal action when

- (a) hitting the ball with one or both feet completely out of the batter's box,
- (b) switching batter's box while the pitcher is in position ready to pitch,
- (c) interfering with the catcher's fielding or throwing.

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

6.07 - BATTING OUT OF TURN

A batter is out on appeal if another player in the batting order completes his/her time at bat out of turn. If no appeal is made by the defensive team before the first pitch to the next batter, then the time at bat becomes legal and the batting order picks up at the point after the improper batter. If the offensive team notices that the wrong player is at bat before the time at bat ends, they may replace that player with the proper batter who then assumes the count and completes the time at bat. If the defensive team appeals after the improper batter completes the time at bat and before the first pitch to the next batter, the proper batter is declared out and any advance or score made as a result of a hit ball or play other than a defensive blunder is nullified. The normal proper batting order is then resumed. If the proper batter happens to be on base, then the next batter in the batting order becomes the proper batter.

6.08 A batter is awarded first base when

- (a) four "balls" have been called by the umpire,
- (b) the batter is hit by a pitch, except if the pitch is a strike or if the batter makes no attempt to avoid being hit by the ball. The ball is dead,
- (c) the catcher interferes with the batter attempting to hit a pitch. The ball is dead,
- (d) a fair ball hits a runner or umpire in fair territory before touching a fielder.

6.09 A batter becomes a runner when

- (a) a fair ball is hit,
- (c) a fair ball happens to hit a runner or an umpire after having passed by a fielder other than the pitcher or having touched a fielder including the pitcher,
- (d) a home run is hit,
- (e) a ground rule double is hit,

(f) a fair ball gets lost in the fence or passes through it (ground rule double),
(g) a bounding fair ball deflects off a fielder into the stands (ground rule double),
(f) a fair fly ball deflects off a fielder into the stands in foul territory (ground rule double). It is a home run if the ball is deflected over the outfield fence.

7 - THE RUNNER

7.01 Once a pitcher assumes his/her position on the pitcher's plate, runners may not return to a previously occupied base.

7.02 During live play, runners must touch first, second, third and home base in order when advancing and the reverse order if forced to return to any base.

7.03 Two runners can't occupy a base. If two runners are touching a base while the ball is alive, the following runner is out when tagged.

7.04 Each runner is entitled to advance one base when

- (a) forced by a batter awarded first base via rule 6.08,
- (b) a fielder falls into a dead ball area after having caught a fly ball.

7.05 Each runner including the batter-runner is entitled to advance

- (a) to home base on a home run after legally touching first, second and third base. The ball is dead.
- (b) three bases if a fielder deliberately touches a fair ball with his/her cap or paraphernalia other than his/her glove. The ball remains live and in play.
- (c) three bases if a fielder deliberately throws his/her glove and touches a fair ball. The ball remains live and in play.
- (d) two bases if a fielder deliberately touches a thrown ball with his/her cap or paraphernalia other than his/her glove. The ball remains live and in play.
- (e) two bases if a fielder deliberately throws his/her glove and touches a thrown ball. The ball remains live and in play.
- (f) two bases on a ground rule double. The ball is dead.
- (g) two bases on a wild throw by a fielder out of the playing area. The ball is dead. If the wild throw is the first play by an infielder and at least one of the runners has not advanced a base, the bases are awarded from the positions of the runners at the time of the pitch. On all other occasions, the bases are awarded from the positions of the runners at the time of the wild throw.
- (h) one base on a wild pick off attempt by the pitcher. The ball is dead.
- (i) one base on a base on balls and the ball passes the catcher and gets caught in the umpire's equipment. The ball is dead.
- (j) one base if a fielder deliberately touches a pitched ball with his/her cap or paraphernalia other than his/her glove. The ball remains live and in play.

7.06 When an umpire detects an obstruction, he/she should signal "obstruction".

- (a) If a play is being made on the obstructed runner or the batter-runner is obstructed before reaching first base, the umpire should call "Time" to make the ball dead. The umpire shall then award bases to the obstructed runner so as to nullify the effects of the obstruction. Preceding runners advance accordingly.

(b) If no play is being made on the obstructed runner, the umpire should allow the play to continue until no further action is possible. The umpire should then call "Time" and award bases, if any, so as to nullify any effect of the obstruction.

Note: Umpires should be particularly alert to obstruction at home plate. A fielder may not block the base or the base line when he/she does not have possession of the ball.

7.08 Any runner is out when

(a)

- (1) running more than three feet off the base line in an attempt to avoid being tagged,
- (2) abandoning the base after reaching first base safely,
- (3) failing to slide or avoid a fielder who has possession of the ball and is ready to tag the runner,
- (4) sliding head first into a base when advancing.

(b) intentionally interfering with a thrown ball, or hindering a fielder attempting to make a play on a batted ball.

(c) tagged while off base during live play. Note: the batter-runner is allowed to over run first base so long as he returns to it immediately and makes no effort to advance to second base.

(d) tagged before returning to a base or the base is tagged by a fielder in possession of the ball after a fair or foul fly has been caught.

(e) the base a runner is forced to advance to is tagged by a fielder in possession of the ball before the runner reaches it.

(f) touched by a fair ball in fair territory before the ball is touched or passes by an infielder. Note: A runner is not out if touched by an Infield Fly if he remains on base.

(g) with less than two out, a runner crosses home plate as a result of the batter interfering with the play at the plate. In this case the runner is called out, not the batter, and the run is not scored. See rule 7.09(c).

(h) passing a preceding runner before that runner has been put out.

(i) running the bases in reverse order. The umpire should call "Time" to make the ball dead.

(j) failing to return promptly to first base after safely reaching it. The runner loses the right to first base if he/she makes any motion to advance to second base or abandons the base. The runner can be put out by tagging him/her while off base or tagging the base and appealing to the umpire for an out.

(k) failing to touch home plate and proceeding to the dugout. The runner is out when a fielder touches the plate with ball in hand or glove and appeals to the umpire for the decision.

7.09 It is interference by a batter or runner when

(a) the batter hinders the catcher in an attempt to field the ball.

(b) the batter intentionally deflects the course of a foul ball in any manner.

(c) before two are out and with a runner on third base, the batter hinders a fielder in making a play at home base. The runner is out. See rule 7.08(g).

(d) any member of the offensive team hinders a fielder in making a play at a base to which a runner is advancing. The runner is out.

(e) a batter or runner who has just been put out hinders a fielder in making a play at a base to which a runner is advancing. The runner is out.

(f) a preceding runner attempts to break up a double play by hindering a fielder. The ball is dead and both runner and batter-runner are out. All other runners must return to their original bases. No runs may score.

(g) a batter-runner attempts to break up a double play by hindering a fielder. The ball is dead. The batter-runner is out and the runner closest to home base is also out. All other runners must return to their original bases. No runs may score.

(h) the first or third base coach physically assists a runner. The ball is dead and the runner is out.

(i) with a runner on third base, the base coach leaves the box in an attempt to draw a throw by the catcher. The ball is dead and the runner is out.

(j) the runner fails to avoid a fielder who is attempting to field a batted ball or who intentionally interferes with a thrown ball.

(k) a fair ball touches a batter or runner in fair territory before it touches a fielder. However, it is not interference if the ball goes through or by a fielder and hits a runner directly behind said fielder or if it deflects off a fielder and then hits the runner. If the runner deliberately kicks the ball after the ball has deflected off a fielder, the runner is out.

Note: The penalty for interference is that the runner is out and the ball is dead.

7.10 A runner is out on appeal if

(a) after a fly ball is caught the runner fails to retouch his base before the runner or the base is tagged.

(b) during live play while advancing or returning to a base, the runner fails to touch each base in order before said runner or the missed base is tagged. Note that no runner may return to touch a missed base once a following runner has scored. If the ball is dead, a runner who has safely advanced a base may not return to a missed base.

(c) the runner overruns first base and fails to return promptly. See rule 7.08(j).

(d) the runner fails to touch home base and makes no attempt to return to it. See rule 7.09(k).

Note: The ball must be live before an appeal can be made. If the appeal comes at the end of a half inning, the ball will be considered to be live for the sake of the appeal. Any appeal must be made before the next pitch, play, or attempted play. Successive appeals on a runner at the same base may not be made.

If an appeal play causes a fourth out to be recognized, the appeal play takes precedence in determining the third out.

7.11 Players and coaches of the team at bat must vacate any space required by a fielder attempting to field a batted or thrown ball. If in the umpire's judgment space is not made, then interference should be called and the batter or runner on whom the play is being made called out.

7.12 With less than two out, the status of a following runner is unaffected by the failure of a preceding runner to touch or retouch a base. If two are out, the following runner cannot score on a successful appeal.

7.13 Lead offs are not permitted. When the pitcher has his/her pivot foot on the pitcher's plate and the catcher is in the catcher's box ready to receive the pitch, all runners must be touching their base and they may not leave their base until the pitched ball has reached the batter. A lead off violation by one base runner affects all base runners.

(a) if a runner leads off and is thrown out on an attempted steal, the out stands. If the runner is not thrown out he must return to his original base.

(b) if a runner leads off and the batter subsequently hits a fair ball to the outfield, runners must return to their original bases or, if forced, advance

only one base beyond that which the batter achieves on the hit. The umpire should determine the value of the hit, ignoring any fielding errors, then place the runners accordingly.

(c) if a runner leads off and the batter subsequently bunts or safely reaches base on an infield hit, runners must return to their original bases or, if forced, advance only one base. If the bases were full and a runner is forced to cross home plate, the run is not scored.

7.14 Once each inning the team at bat may use a player not in the batting order as a special pinch-runner for a runner on base. A player may be substituted for in this manner only once per game.

Note: This rule does not apply when a continuous batting order is being used.

8 - THE PITCHER

8.01 Pitchers have the option of delivering a pitch from either the windup position or the set position.

(a) If the windup position is used and the pitcher wishes to disengage the pitcher's plate rather than pitch the ball to the batter, he/she must step off the plate with his/her pivot foot first before taking any steps with the free foot. If disengagement is not done properly the umpire should call an illegal pitch.

(b) If the setup position is used, he/she must disengage from the pitcher's plate by stepping backwards off the plate with the pivot foot first before taking any steps with the front foot. If disengagement is not done properly the umpire should call an illegal pitch.

(c) If the pitcher decides to throw to a base after disengaging from the pitcher's plate, he must first step towards the base and then make the throw. If he throws first and then steps towards the base (a snap throw) the umpire should call an illegal pitch.

(d) If the pitcher drops the ball while in contact with the pitcher's plate:

(1) with no runners on base and the ball does not cross the foul line, it should be declared "no pitch",

(2) with no runners on base and the ball does cross the foul line, it should be declared a "Ball",

(3) with runners on base, it should be declared an illegal pitch.

(e) Once the pitcher legally disengages from the plate, he becomes an infielder.

8.02 The pitcher shall not

(a)

(1) bring his pitching hand to his mouth while on the mound.

(2) apply any foreign substance to the ball,

(3) spit on the ball, hand or glove,

(4) rub the ball on his uniform or glove,

(5) deface the ball,

(6) deliver a pitch with a ball that has been altered in any way (shine, spit, mud, emery balls).

The umpire should call a "Ball" if any part of this rule is violated and warn the pitcher that a second offense could result in his removal from the mound.

Note: the pitcher is allowed to blow onto his hands in order to warm them if this has been agreed to by the opposing managers before the start of the game.

Note: the pitcher is allowed to rub the ball between his bare hands between pitches.

Note: the pitcher is allowed to apply rosin to his hands but not to the ball, his glove or his uniform.

(b) intentionally delay the game by refusing to pitch to a batter who is in the batter's box when the ball is live. Delaying tactics such as throwing to an infielder or deliberately throwing an illegal pitch should result in the umpire calling a "Ball" and warning the pitcher that continuing to delay could result in his removal from the mound.

(c) intentionally pitch at the batter. On the first offense the pitcher and the defensive manager should be warned. On the second offense the pitcher should be ejected from the game.

8.03 At the beginning of each half inning, the pitcher should be given at most eight preparatory pitches taking at most one minute in order to warm up before play starts. A substitute pitcher should be allowed as many preparatory pitches as it takes for him/her to warm up.

8.04 Once play begins, when the bases are unoccupied the pitcher should be allowed no more than 20 seconds to deliver a pitch once he/she has the ball. Each time the pitcher delays the game by taking longer than this, the umpire may call a "Ball".

8.05 An illegal pitch, when runners are on base, is when the pitcher

(a) while touching the pitcher's plate, makes any motion naturally associated with delivering a pitch and fails to do so.

(b) while touching the pitcher's plate, feints a throw to first base and fails to complete the throw.

(c) while touching the pitcher's plate, fails to step directly towards a base before throwing to that base.

(d) while touching the pitcher's plate, throws or feints a throw to an unoccupied base, except to throw out a runner trying to advance.

(e) throws a quick pitch.

(f) delivers a pitch while not facing the batter.

(g) makes any motion associated with a pitch without being in contact with the pitcher's plate.

(h) unnecessarily delays the game.

(i) stands on or astride the pitcher's plate without the ball or, if off the mound, feints a pitch without the ball.

(j) while touching the pitcher's plate, drops the ball.

(k) while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

A "Ball" should be added to the count on the batter for each illegal pitch called by the umpire. If a play follows the illegal pitch the offensive team manager may exercise his right to accept the play rather than the illegal pitch. If the batter hits the illegal pitch and reaches base safely and all other runners advance at least one base, the play proceeds without reference to the illegal pitch.

8.06 VISITS TO THE MOUND

(a) each pitcher is entitled to two visits by his/her manager or coach in an inning. The pitcher must be replaced on the third visit in the inning.

(b) each pitcher is entitled to three visits by his/her manager or coach in a game. The pitcher must be replaced on the fourth visit in the game.

(c) a manager or coach may not visit the pitcher more than twice during the same at bat.

(d) each visit may be accompanied by any number of fielders currently in the game.

Note: If a manager or coach asks for a time out in order to confer with a defensive player other than the pitcher, he/she should be charged with a visit.

Note: If a manager or coach asks for a time out in order to evaluate a pitcher after an injury, he/she should not be charged with a visit.

9 - THE UMPIRE

9.01 AUTHORITIES

(a) umpires are responsible for conduct and maintaining discipline and order while the game is being played.

Note: Plate umpires must wear a mask, a chest protector, and shin guards. Male umpires must wear a cup. It is recommended that a dangling throat protector also be used.

(b) umpires have sole and complete authority to enforce the rules while the game is being played.

(c) umpires have the authority to rule on any point not specifically covered in the rules.

(d) umpires have the authority to disqualify any player, manager or coach who objects to his calls, engages in unsportsmanlike conduct or language, and to eject that individual from the playing field.

(e) umpires have the authority to eject from the playing field any person not authorized to be on it.

(f) umpires have the authority to suspend play if spectators become unruly.

9.02 PROTESTS

(a) judgment calls by umpires such as ball/strike, out/safe, fair/foul may not be objected to by players, managers or coaches.

(b) other than a judgment call, a manager may appeal a decision by the umpire if he feels it is in conflict with the rules. The appeal must be made immediately following the play and it must be directed to the umpire who made the decision. Said umpire may then reverse his call if appropriate.

(c) before deciding to reverse a protested decision, an umpire may confer with other umpires to gain more information. However, no umpire shall criticize or seek to reverse or interfere with another umpire's decision unless asked to do so by that umpire.

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

9.04

(c) if different decisions are made on a play by different umpires, the umpires may consult among themselves to sort things out. The umpire-in-chief of the game has the responsibility to determine which decision will prevail.

9.06 Umpires may not wear shoes with metal spikes or cleats.