



# OFFICIAL RULES

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# **PBI BASEBALL LEAGUE RULE CHANGES**

## **SPRING 2015**

**RULE 1.11** - clarifies proper undershirt/sleeve color for pitchers and adds for use of neoprene sleeve by pitchers

**RULE 1.17** - clarifies proper catcher's equipment

## **FALL 2015**

**AGE CUTOFF** - The PBI Baseball League is adopting the new Little League/USA Baseball age cutoff with the 2015 fall season. Any player born on or after January 1, 2006 will use December 31 as the age cutoff date. Any player born prior to January 1, 2006 will use the older April 30 cutoff date.

## **FALL 2016**

**SCORE REPORTING** - all teams will use the GameChanger app. The **HOME** team is responsible for reporting play-by-play and the score via the app.

**FORFEITS** - in cases where forfeits are permitted, the score will be reported as 6-0, 7-0, Or 9-0 depending upon the innings the game is supposed to be.

## **SPRING 2017**

**RULE 8.0** - a pitch count of 110 is now in effect at the high school level.

**ROSTERS** - **MUST** be submitted by **ALL** teams via the GameChanger app. First and last names of players must be included along with numbers.

**SCORE REPORTING** - (clarification) the League requires play-by-play to be submitted via the GameChanger app, not just the score. This is necessary to determine player eligibility for the playoffs (3 games spring/fall, 4 games summer).

## **SPRING 2018**

**BAT RULES** - the PBI Baseball League follows the USA Bat Standard in effect 1/1/18

# **PBI BASEBALL LEAGUE OFFICIAL RULES**

## **1.00—Objectives of the Game**

**1.01** - Baseball is a game between two teams of nine players each, under direction of a manager/head coach, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires. A team in the PBI Baseball League may not begin a game with less than nine players.

**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.

## **1.04 - THE PLAYING FIELD**

The PBI Baseball League has four different field dimensions:

40'/60' – 8U level only

46'/60' – standard Little League field distance 9U through 12U

50'/70' – used for certain 11U, 12U and 13U levels

60'/90' – used for 13U through all high school levels.

The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

**1.05** - Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8½ inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate, and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface.

**1.06** - First, second and third bases shall be marked by white canvas bags, and should be securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags should be 14 - 15 inches square, not less than three or more than five inches thick, and filled with soft material. Molded bases are acceptable, and break away bases are likewise acceptable.

**NOTE 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 reached the base safely. If there is continual action involving a subsequent runner, the base plate becomes the actual base for the rendering of the umpire's decision.

**NOTE 2** – Use of a “double first base” is permissible from 8U through 12U levels of the PBI Baseball League.

**1.07** - The pitcher’s plate shall be a rectangular slab of whitened rubber; at the 8U through 12U levels the league recommends 18 inches by 4 inches and at the 13U levels and up the league suggests 24 inches by 6 inches. It shall be set in the ground so that the distance between the pitcher’s plate and home base (the rear point of home plate) shall be either 60 feet, 6 inches, 50 feet, 46 feet, or 40 feet as per the age level the team is playing in (see Rule 1.04). Portable pitching mounds are legal at all levels of the PBI Baseball League.

**1.08** - The home club shall furnish players’ benches, one each for the home and visiting teams. An on-deck area is not mandatory. Only the on-deck batter is allowed out of the dugout while another batter is in the batter’s box.

**1.09** - The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two strips of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five nor more than 5¼ ounces avoirdupois and measure not less than nine nor more than 9¼ inches in circumference. For 8U through 12U, any Little League-approved baseball is acceptable. For 13U and 14U, any Babe Ruth League or high school baseball may be used. The high school levels may use any high school-approved baseball.

### **1.10**

**Youth Divisions** (8U through 14U) - Effective with the spring 2018 season, the PBI Baseball League is following the USA Baseball bat standard. This is the same standard being followed by Little League. Complete details on the bat rules can be found here on the Little League website.

More information, including a list of frequently asked questions, can be found here on the USA Baseball website.

**High School** - -3 only. JV level allows for metal bats but they must meet BBCOR standards. Varsity level allows for wood or wood composite bats only.

**NOTE 1:** If the umpire discovers that the bat does not conform to (c) above until a time during or after which the bat has been used in play, the bat is to be removed.

**PENALTY FOR ILLEGAL BAT** – see Rule 6.06(d)

### **NOTE 2: WITH REGARD TO COMPOSITE METAL BATS**

The PBI Baseball League will follow the moratorium set by Little League International in December 2010 concerning composite bats. 8U 40/60 through 12U 46/60 will use the LL Majors bats guidelines.

**40/60 (8U) and 46/60 Divisions (9U through 12U)** – Bats cannot have a barrel size bigger than 2 1/4". Composite barrel bats are prohibited at these levels unless they have been approved by Little League International. For a complete list of approved 2 1/4" composite bats [click here](#). Additionally, all non-wood approved 2 1/4" barrel bats must also have the BPF of 1.15 printed somewhere on the bat.

**ALL 50/70 divisions (11U through 13U) & ALL 60/90 divisions at the 13U and 14U levels** – Players at these levels may use non-wood bats with a 2 1/4" barrel, but those bats must meet all approved Little League guidelines as per above. All non-wood 2 5/8" composite barrel bats must meet the BBCOR -3 standard. All non-wood 2 5/8" non-composite barrel bats may be any drop.

**IMPORTANT NOTE** – umpires who are assigned to work PBI Baseball League games have the right granted to them by the League to require a batter to use a heavier bat based upon the physical size of the batter. There are some 12, 13 and 14U players who are too big to be using a -10 2 5/8" barrel bat. For safety reasons, an umpire can determine such a player needs to use a heavier bat.

**ALL HIGH SCHOOL DIVISIONS** - Both high school divisions of the PBI Baseball League (junior varsity and varsity) will follow the nationally recognized high school guidelines for bats. All bats at those two levels must meet BBCOR -3 standards.

**To simplify – any player using a COMPOSITE “big barrel” bat (2 5/8”) with a composite barrel at 11U 50/70, 12U 50/70, 13U 50/70, 13U 60/90 and 14U 60/90 in the PBI Baseball League must be using a -3 bat that meets BBCOR standards. A player may use a 2 1/4” barrel bat, but it must meet the standards set for approved composite or non-wood/non-composite bats as licensed by Little League.**

**NOTE 1** – the 2 3/4" barrel bat is not legal at any age level of the PBI Baseball League.

**NOTE 2** – an illegal bat must be removed from play. Any bat that has somehow been altered must also be removed from play.

**PENALTY FOR ILLEGAL BAT** – see Rule 6.06(d)

## **1.11**

(a) (1) All players on a team shall wear uniforms identical in color, trim and style, and all players' uniforms shall include numbers on their backs.

(2) Any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team. Any player other than the pitcher may have numbers, letters, insignia attached to the sleeve of the undershirt.

(3) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game without the agreement of both head coaches and the umpire-in-chief prior to the game.

(4) Any part of the pitcher's undershirt or T-shirt exposed to view shall be of solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.

**NOTE:** A pitcher shall not wear any items on his/her hands wrists or arms which may be distracting to the batter, e.g. sweat bands.

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

(c) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. From 8U through 12U, only rubber or molded cleats are permitted. Metal spikes may be worn from 13U and up.

**1.12** - The catcher may wear a leather mitt not more than thirty-eight inches in circumference, nor more than fifteen and one-half inches from top to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed six inches at the top of the mitt and four inches at the base of the thumb crotch. The web shall measure not more than seven inches across the top or more than six inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a center piece of leather which may be an extension of the palm, connected to the mitt with lacing and constructed so that it will not exceed any of the above mentioned measurements.

**1.13** - The first baseman may wear a leather glove or mitt not more than twelve inches long from top to bottom and not more than eight inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed four inches at the top of the mitt and three and one-half inches at the base of the thumb crotch. The mitt shall be constructed so that this space is permanently fixed and cannot be enlarged, extended, widened, or deepened by the use of any materials or process whatever. The web of the mitt shall measure not more than five inches from its top to the base of the thumb crotch. The web may be either a lacing, lacing through leather tunnels, or a center piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed the above mentioned measurements. The webbing shall not be constructed of wound or wrapped lacing or deepened to make a net type of trap. The glove may be of any weight.

**1.14** - Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The measurements covering size of glove shall be made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of item being measured and follow all contours in the process. The glove shall not measure more than 12" from the tip of any one of the 4 fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than 7¾" wide, measured from the inside seam at base of first finger, along base of other fingers, to the outside edge of little finger edge of glove. The space or area between the thumb and first finger, called crotch, may be filled with leather webbing or back stop. The webbing may be constructed of two plies of standard leather to close the crotch area entirely, or it may be constructed of a series of tunnels made of leather, or a series of

panels of leather, or of lacing leather thongs. The webbing may not be constructed of wound or wrapped lacing to make a net type of trap. When webbing is made to cover entire crotch area, the webbing can be constructed so as to be flexible. When constructed of a series of sections, they must be joined together. These sections may not be so constructed to allow depression to be developed by curvatures in the section sides. The webbing shall be made to control the size of the crotch opening. The crotch opening shall measure not more than 4½" at the top, not more than 5¾" deep, and shall be 3½" wide at its bottom. The opening of crotch shall not be more than 4½" at any point below its top. The webbing shall be secured at each side, and at top and bottom of crotch. The attachment is to be made with leather lacing, these connections to be secured. If they stretch or become loose, they shall be adjusted to their proper condition. The glove can be of any weight.

### **1.15**

- (a) The pitcher's glove may not, exclusive of piping, be white, gray, nor, in the judgment of an umpire, distracting in any manner.
- (b) No pitcher shall attach to his glove any foreign material of a color different from the glove.
- (c) The umpire-in-chief shall cause a glove that violates Rules 1.15(a) or 1.15(b) to be removed from the game, either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing manager/head coach that the umpire-in-chief agrees has merit.
- (d) Pitchers may not wear sweat bands or batting gloves on either hand while pitching.

### **1.16**

- (a) All players in the PBI Baseball League shall wear a double ear-flap helmet while at bat, on base as a runner, or acting as a base coach.
- (b) In addition to a chest protector, shin guards, and protective cup, all catchers shall wear a catcher's protective helmet, while fielding their position.
- (e) All bat/ball boys or girls shall wear a protective helmet while performing their duties.

**Rule 1.16 Comment:** If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game, and disciplinary action, as appropriate, will be recommended.

### **1.17**

All male players must wear athletic supporters. Male catchers must wear the metal, fibre or plastic type cup, and approved long or short-model chest protector. Female catchers must wear long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmet. The catcher's helmet or helmet/mask combination shall cover both ears. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games.

**NOTE:** Skull caps are not permitted in the PBI Baseball League. The "hockey style" catcher's helmet IS authorized for use at all levels of the PBI Baseball League, although a dangling throat guard still must be attached properly.



## 2.00—Definitions of Terms

(All definitions in Rule 2.00 are listed alphabetically.)

**ADJUDGED** is a judgment decision by the umpire.

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

A **BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base. A balk is called only at the 50/70 and above levels. The teams may agree to issue one warning per pitcher at the 50/70, 13U and 14U levels. Balks are not called at any of the 40/60 or 46/60 levels of the PBI Baseball League.

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

**Rule 2.00 (Ball) Comment:** If the pitch touches the ground and bounces through the strike zone it is a “ball.” If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

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

A **BASE COACH** is a team member in uniform 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 a batter who, during his time at bat, receives four pitches outside the strike zone.

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

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

The **BATTER’S BOX** is the area within which the batter shall stand during his time at bat.

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

**BENCH OR DUGOUT** is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield. Bunting is allowed at all levels of the PBI Baseball League **WITH THE EXCEPTION OF 8U**. There is **NO** bunting allowed at **8U**. There is no limit to the number of times a team may bunt.

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 his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if

simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he 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 that he has complete control of the ball and that his release of the ball is voluntary and intentional.

**Rule 2.00 (Catch) Comment:** A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is “held up” and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The **CATCHER** is the fielder who takes his 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.

THE **CLUB** is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.

A **COACH** is a team member in uniform, or an adult, appointed by the manager/head coach to perform such duties as the manager/head coach may designate, such as but not limited to acting as base coach.

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

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

A **DOUBLE-HEADER** is two regularly scheduled or rescheduled games, played in immediate succession.

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

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

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

**DUGOUT** (See definition of **BENCH**)

A **FAIR BALL** is a batted ball that settles on fair ground between home and first

base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. A fair 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 fair or foul territory at the time he touches the ball.

**Rule 2.00 (Fair Ball) Comment:** If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

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

A **FIELDER** is any defensive player.

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

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

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

**Rule 2.00 (Force Play) Comment:** Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag-out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score.

**Example:** Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6 to 0, 7 to 0 or 9 to 0 (depending upon the division), for violation of the rules.

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. 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 infielder is on foul or fair territory at the time he touches the ball.

**Rule 2.00 (Foul Ball) Comment:** A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

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

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

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

The **HOME TEAM** is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

**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 his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk (only at 50/70 and above).

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 or 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 who stations himself 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 baselines, the umpire shall declare "Infield Fly, if Fair." 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. 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.

**THE INFIELDFLY RULE IS IN EFFECT AT ALL LEVELS OF THE PBI BASEBALL LEAGUE.**

**Rule 2.00 (Infield Fly) Comment:** On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder—not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire’s judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire’s judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05(l). The infield fly rule takes precedence.

**IN FLIGHT** describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

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

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team’s time at bat is a half-inning.

**INTENTIONAL WALK** is four pitches thrown outside the strike zone for the purpose of giving the batter a walk. The pitches **MUST** be thrown and are recorded as part of the pitcher’s pitch count for that day.

## **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.

**Rule 2.00 (Interference) Comment:** In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(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. On any interference the ball is dead.

**THE LEAGUE** is a group of teams play each other in a pre-arranged schedule under these rules for the league championship at their respective age and skill level.

**LEAGUE AGE** for age levels 7 through 18 is determined by using the Little League cutoff date. **FOR PLAYERS BORN ON OR AFTER JANUARY 1, 2006** a player's "league age" will be determined by his or her age on December 30.

**FOR PLAYERS BORN BEFORE JANUARY 1, 2006** a player's "league age" for spring and summer seasons in the PBI Baseball League will use April 30 of the current year. The fall season will use April 30 of the following year. A player's "league age" is determined by his or her age on April 30 of the appropriate year. For the high school divisions (JV and varsity) a player must be currently attending an accredited high school in order to be eligible for spring and fall seasons. For summer league play, a player must have attended an accredited high school in the spring semester immediately preceding that summer season.

**Rule 2.00 (League Age) Comment:** A player found to be league-age ineligible without prior knowledge and permission of the League is cause for removal of said player from a team's roster as well as the possible forfeit of a game in which the player participated.

**THE LEAGUE PRESIDENT** (or commissioner) is the league official charged with enforcing these Rules, fining or suspending any player, manager, coach or umpire for violation of these Rules, resolving any disputes involving these Rules or determining any protested games.

**Rule 2.00 (League President) Comment:** With respect to the PBI Baseball League, the functions of the League President pursuant to these Rules shall be carried out by the designees of the League President. The League President may designate different officials to carry out different functions of a League President pursuant to these Rules.

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

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

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

**THE MANAGER/head coach** is a person appointed by the team 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 team shall designate the manager/head coach to the umpire-in-chief prior to the scheduled starting time of the game.

(b) The manager/head coach may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager/head coach shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.

(c) If a manager/head coach leaves the field, he shall designate another coach as his substitute, and such substitute coach shall have the duties, rights and responsibilities of the manager/head coach. If the manager/head coach fails or refuses to designate his substitute before leaving, the umpire-in-chief shall designate another coach as substitute manager/head coach.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and

not in the act of fielding the ball, impedes the progress of any runner.

**Rule 2.00 (Obstruction) Comment:** If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered “in the act of fielding a ball.” It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the “act of fielding” the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

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

**OFFICIAL SCORER.** See Rule 10.00.

**ORDINARY EFFORT** is the effort that a fielder of average skill at a position in that league or classification of leagues should exhibit on a play, with due consideration given to the condition of the field and weather conditions.

**Rule 2.00 (Ordinary Effort) Comment:** This standard, called for several times in the Official Scoring Rules (e.g., Rules 10.05(a)(3), 10.05(a)(4), 10.05(a)(6), 10.05(b)(3) (Base Hits); 10.08(b) (Sacrifices); 10.12(a)(1) Comment, 10.12(d)(2) (Errors); and 10.13(a), 10.13(b) (Wild Pitches and Passed Balls)) and in the Official Baseball Rules (e.g., Rule 2.00 (Infield Fly)), is an objective standard in regard to any particular fielder. In other words, even if a fielder makes his best effort, if that effort falls short of what an average fielder at that position in that league would have made in a situation, the official scorer should charge that fielder with an error.

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 his slide to a base, other than when advancing from home to first base, is with such momentum that he 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 his body, his clothing or his equipment.

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

**Rule 2.00 (Pitch) Comment:** All other deliveries of the ball by one player to another are thrown balls.

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 he delivers the pitch.

“**PLAY**” is the umpire’s order to start the game or to resume action following any dead ball.

A **QUICK RETURN** pitch is one made with obvious intent to catch a batter off

balance. It is an illegal pitch.

**REGULATION GAME.** See Rules 4.10 and 4.11.

A **RETOUCH** is the act of a runner in 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 **RUN-DOWN** 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 he was trying.

**SET POSITION** is one of the two legal pitching positions.

**SPEED UP RULES** are rule modifications designed to speed up the game

**SQUEEZE PLAY** is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

A **STRIKE** is a legal pitch when so called by the umpire, which—

- (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 he has less than two strikes;
- (d) Is bunted foul;
- (e) Touches the batter as he strikes at it;
- (f) Touches the batter in flight in the strike zone; or
- (g) Becomes a foul tip.

The **STRIKE ZONE** is that area over home plate the upper limit of which is a horizontal line at the armpits and the lower level is a line at the top of the knees. The Strike Zone shall be determined from the batter’s stance as the batter is prepared to swing at a pitched ball.

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 his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his 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 an 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 his body, his clothing or his 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, so low, or so 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.



Any reference in these PBI Baseball League Official Rules to “he,” “him” or “his” shall be deemed to be a reference to “she,” “her” or “hers,” as the case may be, when the person is a female.

### **3.00—Game Preliminaries**

**3.01** - Before the game begins the umpire shall—

- (a) Require strict observance of all rules governing implements of play and equipment of players;
- (b) Be sure that all playing lines (heavy lines on Diagrams No. 1 and No. 2) are marked with lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) Receive from both teams a supply of regulation baseballs. The umpire shall inspect the baseballs and ensure they are regulation baseballs and that they are properly rubbed so that the gloss is removed. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (d) Be assured by the home club that at least one dozen regulation reserve balls are immediately available for use if required;
- (e) Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when—
  - (1) A ball has been batted out of the playing field or into the spectator area;
  - (2) A ball has become discolored or unfit for further use;
  - (3) The pitcher requests such alternate ball.

**Rule 3.01(e) Comment:** The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

(f) The umpire-in-chief shall ensure that an official rosin bag (if present on the field) is placed on the ground behind the pitcher's plate prior to the start of each game.

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

**PENALTY:** The umpire shall demand the ball and remove the offender from the game. In addition, the offender shall be suspended automatically for 2 games. For rules in regard to a pitcher defacing the ball, see Rules 8.02(a)(2) through (6).

**3.03** – The PBI Baseball League allows for open substitution at all age and skill levels. A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. A player once removed from a game shall be allowed to re-enter that game. That player must continue to hit in the same spot in the batting order. When two or more substitute players of the defensive team enter the game at the same time, the manager/head coach shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such players' positions in the team's batting order and the umpire-in-chief shall so notify the official scorer. If this information is not immediately given to the umpire-in-chief, he shall have authority to designate the substitutes' places in the batting order.

A pitcher remaining in the game, but moving to a different position or being substituted for by another player, can return as a pitcher any time in the remainder of the game, but only once per game, and subject to whatever pitch count is in effect at the level of play. **EXAMPLE** - Pitcher A is in an age level where the pitch count is 85 and is taken out of the game after 65 pitches. He may return as a pitcher at any point in the game and is allowed to throw 20 additional pitches. At the 8U level, it would be subject to the 6 outs rule per pitcher.

**Rule 3.03 Comment 1:** A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Any player other than a pitcher substituted for an injured player shall be allowed five warm-up throws. (See Rule 8.03 for pitchers.)

**Rule 3.03 Comment 2:** There is NO minimum playing time for players in the PBI Baseball League.

**3.04** - A player whose name is on his team's batting order may become a substitute runner for another member of his team in situations where the last batter out is used as a baserunner.

### **3.05**

(a) The pitcher named in the batting order handed the umpire-in-chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates him from pitching.

(b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the umpire-in-chief's judgment, incapacitates him for further play as a pitcher.

(c) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out.

**Rule 3.05(c) Comment:** If a manager/head coach attempts to remove a pitcher in violation of Rule 3.05 (c) the umpire shall notify the manager/head coach of the offending club that it cannot be done. If, by chance, the umpire-in-chief has, through oversight, announced the incoming improper pitcher, he should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch he becomes the proper pitcher.

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

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

**3.08**

(a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when—

- (1) If a pitcher, he takes his place on the pitcher's plate;
- (2) If a batter, he takes his place in the batter's box;
- (3) If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;
- (4) If a runner, he takes the place of the runner he has replaced.

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

3.09 Players in uniform shall not address or mingle with spectators, nor sit in the stands before, during, or after a game. No manager, coach or player shall address any spectator before or during a game. Players of opposing teams shall not fraternize at any time while in uniform.

**3.10**

(a) The manager/head coach of the home team shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the second game of a doubleheader.

**Rule 3.10(a) Comment:** In some cases, a town agency such as a recreation department shall have final say over whether a field is deemed playable. Note that umpires require a 60-minute notification of cancelled games (see Rule 9.06(f)).

**In the event of lightning, all PBI Baseball League games must have the field cleared for a 30-minute period.**

**EXCEPTION:** The PBI Baseball League may permanently authorize its president to suspend the application of this rule as to that league during the closing weeks of its championship season in order to assure that the championship is decided each year on its merits. When the postponement of, and possible failure to play, a game in the final series of a championship season between any two teams might affect the final standing of any club in the league, the president, on appeal from any league club, may assume the authority granted the home team manager/head coach by this rule.

(b) The umpire-in-chief of the first game shall be the sole judge as to whether the second game of a doubleheader shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.

(c) 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 the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after

such suspension. He shall not call the game until at least thirty minutes after he has suspended play. He may continue the suspension as long as he believes there is any chance to resume play.

**Rule 3.10(c) Comment:** The umpire-in-chief shall at all times try to complete a game. His authority to resume play following one or more suspensions of as much as thirty minutes each shall be absolute and he shall terminate a game only when there appears to be no possibility of completing it.

**3.11** - Between games of a doubleheader, or whenever a game is suspended because of the unfitness of the playing field, the umpire-in-chief shall have control of ground-keepers (where applicable) and assistants for the purpose of making the playing field fit for play.

**PENALTY:** For violation, the umpire-in-chief may forfeit the game to the visiting team.

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

**3.13** - The manager/head coach of the home team shall present to the umpire-in-chief and the opposing manager/head coach any ground rules he thinks necessary covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. If these rules are acceptable to the opposing manager/head coach they shall be legal. If these rules are unacceptable to the opposing manager/head coach, the umpire-in-chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.

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

**3.15** - No person shall be allowed on the playing field during a game except coaches, player's uniform, umpires, trainers, officers of the law in uniform and any needed medical personnel. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

**NOTE:** See Rule 7.11 for individuals excepted above, also see Rule 7.08 (b).

**Rule 3.15 Comment:** The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example: a bat boy, ball attendant,

policeman, etc., who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, he kicks the ball or picks it up or pushes it, that is considered intentional interference, regardless of what his thought may have been.

**PLAY:** Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter-runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all he could to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear he was trying not to interfere, the umpire should rule interference.

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

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

**Rule 3.16 Comment:** There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred. No interference shall be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. However, should a spectator reach out on the playing field side of such fence, railing or rope, and plainly prevent the fielder from catching the ball, then the batsman should be called out for the spectator's interference.

Example: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.

**3.17** - Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and bat boys shall occupy a bench during a game. Only three coaches (the head coach and two assistant coaches) may be in the dugout at any time.

**PENALTY:** For violation the umpire may, after warning, remove the offender from the field.

**Rule 3.17 Comment:** Players on the disabled list are permitted to participate in pre-game activity

and sit on the bench during a game but may not take part in any activity during the game such as warming up a pitcher, bench-jockeying, etc. Disabled players are not allowed to enter the playing surface at any time or for any purpose during the game.

**3.18** - The home team shall provide police protection (if conditions warrant) sufficient to preserve order. If a person, or persons, enter the playing field during a game and interfere in any way with the play, either team may refuse to play until the field is cleared.

**PENALTY:** If the field is not cleared in a reasonable length of time, which shall in no case be less than fifteen minutes after a team's refusal to play, the umpire may forfeit the game to the other team.

#### **4.00 - Starting and Ending a Game**

**4.01** - Unless the home club shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers/head coaches of the opposing teams. In sequence—

- (a) First, the home manager/head coach shall give his batting order to the umpire-in-chief, in duplicate.
- (b) Next, the visiting manager/head coach shall give his batting order to the umpire-in-chief, in duplicate.
- (c) The umpire-in-chief shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager/head coach. The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders. Thereafter, no substitutions shall be made by either manager/head coach, except as provided in the rules.
- (d) As soon as the home team's batting order is handed to the umpire-in-chief the umpires are in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field.

**Rule 4.01 Comment:** Obvious errors in the batting order, which are noticed by the umpire-in-chief before he calls "Play" for the start of the game, should be called to the attention of the manager/head coach or captain of the team in error, so the correction can be made before the game starts. For example, if a manager/head coach has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without an identifying initial and the errors are noticed by the umpire before he calls "play," he shall cause such error or errors to be corrected before he calls "play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

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

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

**PENALTY:** Balk. ONLY APPLICABLE during 50/70 or 60/90 games. Prior to the start of the game the coaches and umpires may agree to one warning per pitcher. There are NO balks at the 40/60 or 46/60 distances.



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

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

**4.04** - The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order. Teams may bat nine players, the entire roster, or any number of hitters in between. Each team may do so in a game independently of the other team. The PBI Baseball League allows for open substitution from 8U through high school. A player may come in and out of the lineup as many times as a manager/head coach desires as long as the integrity of the batting order remains the same. In the case of an injured or sick player, or a player who has to leave a game for any reason, if no substitute is available on the bench because the entire roster is being batted, that player's spot in the batting order shall be passed over without penalty to the offensive team. In cases where a player is ejected from a game, the affected team may replace him in the batting order with any player who has not yet appeared in the batting lineup during the game.

#### **4.05**

(a) The offensive team may station two base coaches on the field during its term at bat, one near first base and one near third base.

(b) Base coaches shall be limited to two in number and are to remain within the coach's box at all times. A player may be used as a base coach at all levels of the PBI Baseball League, but that base coach **MUST** wear a batting helmet at all times while in the coaching box.

**PENALTY:** The offending base coach shall be removed from the game, and shall leave the playing field.

**Rule 4.05 Comment:** It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager/head coach complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

#### **4.06**

(a) No manager/head coach, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere—

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

(2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator; or attempt to distract a pitcher while in his windup/motion:

(3) Call "Time," or employ any other word or phrase or commit any act while the

ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

(4) Make intentional contact with the umpire in any manner.

(b) No fielder shall take a position in the batter's line of vision, and with deliberate sportsmanlike intent, act in a manner to distract the batter.

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

**4.07** - When a manager/head coach, player, coach or trainer is ejected from a game, he shall leave the field immediately and take no further part in that game. He may take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen.

**Rule 4.07 Comment:** If a manager, coach or player is under suspension he may not be in the dugout during the course of a game.

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

**PENALTY:** The umpire shall order the offenders from the bench. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players and/or assistant coaches. The manager/head coach of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

The PBI Baseball League has a **NO TOLERANCE POLICY**. The umpires have the league-backed authority to remove any player, coach or parent who is disruptive, uses abusive language, or in any way, shape, or form tries to disrupt the flow of the game. Any person removed or ejected from a game is automatically suspended by the League pending an investigation.

#### **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 men are put out to end the inning.

**EXCEPTION:** 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 he touches first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because he failed to touch one of the bases.

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

**Rule 4.09(b) Comment:** An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In

such cases, the umpires shall award the runner the base because of the obstruction by the fans.

**PENALTY:** If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

**Rule 4.09 Comment: APPROVED RULING:** No run shall score during a play in which the third out is made by the batter-runner before he touches first base. Example: One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter-runner before he touched first base, Jones' run does not count.

**APPROVED RULING:** Following runners are not affected by an act of a preceding runner unless two are out.

Example: One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count.

**APPROVED RULING:** Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.

**APPROVED RULING:** One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.

**APPROVED RULING:** Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts.

Here is a general statement that covers:

When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

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

#### **4.10**

(a) A regulation game consists of six innings from 8U through 12U 46/60 and seven innings from any 50/70 age level through high school, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth (seventh) inning or only a fraction of it, or (2) because the umpire calls the game.

(b) If the score is tied after the regulation number of completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

(c) **MERCY RULE** - If one team is ahead of the other by 10 or more runs at the end of regulation time (4 innings for the team that trails for a 6-inning game, 5 innings for a 7-inning game), the team in the lead is declared the winner.

**NOTE** – There is **NO TIME LIMIT** in PBI Baseball League games at 8U through high school. In all divisions and age levels unless there is another game booked on the field of play immediately following a league game, play continues until a winner can be determined. **ANY AND ALL TIME ISSUES SHOULD BE DISCUSSED BY THE OPPOSING COACHES AND THE UMPIRE(S) PRIOR TO THE START OF THE GAME.**

(c) If a game is called, it is a regulation game:

(1) If four innings have been completed (46/60) or five innings (50/70 and 60/90);

(2) If the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in five completed half-innings;

(3) If the home team scores one or more runs in its half of the fifth inning to tie the score.

(d) If a regulation game is called with the score tied, it shall become a suspended game. See Rule 4.12.

(e) If a game is called before it has become a regulation game, the umpire shall declare it "No Game."

(f) Rain checks will not be honored for any regulation or suspended game which has progressed to or beyond a point of play described in 4.10(c)

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

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

- (b) The game ends when the sixth (or seventh for 50/70 and 60/90 divisions) inning is completed, if the visiting team is ahead.
- (c) If the home team scores the winning run in its half of the sixth (or seventh for 50/70 and 60/90 divisions) (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

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

**APPROVED RULING:** The batter hits a home run out of the playing field to win the game in the last half of the sixth (or seventh for 50/70 and 60/90 divisions) or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored, unless there are two out and the winning run has not yet reached home plate when the runner passes another, in which case the inning is over and only those runs that scored before the runner passes another shall count.

(d) A called game ends at the moment the umpire terminates play, unless it becomes a suspended game pursuant to Rule 4.12(a).

#### **4.12 SUSPENDED GAMES**

**NOTE – the following applies to regular season games only. ALL playoff and championship games must be played to completion (the mercy rule will still apply).**

- (a) A game shall become a suspended game that must be completed at a future date if the game is terminated for any of the following reasons:
- (1) A curfew imposed by law;
  - (2) A time limit permissible under league rules;
  - (3) Light failure or malfunction of a mechanical field device under control of the home club. (Mechanical field device shall include water removal equipment);
  - (4) Darkness, when a law prevents the lights from being turned on or no lights are available;
  - (5) Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead; or
  - (6) It is a regulation game that is called with the score tied.
  - (7) The game has not become a regulation game.
  - (9) If a game is suspended after it is a regulation game, and is continued prior to another regularly scheduled game, the regularly scheduled game will be a six or seven inning game, as per the age level and field size of the teams involved..

**NOTE:** Weather and similar conditions—Rules 4.12(a)(1) through 4.12(a)(5)—shall take precedence in determining whether a called game shall be a suspended game. If a game is halted by weather, and subsequent light failure or an intervening curfew or time limit prevents its resumption, the game shall not be a suspended game. If a game is halted by light failure, and weather or field conditions prevent its resumption, the game shall not be a suspended game. A game can only be

considered a suspended game if stopped for any of the six reasons specified in Rule 4.12(a).

(b) A suspended game shall be resumed and completed as follows:

(1) Immediately preceding the next scheduled single game between the two clubs on the same grounds if possible; or

(2) Immediately preceding the next scheduled doubleheader between the two clubs on the same grounds, if no single game remains on the schedule; or

(i) Immediately preceding the next scheduled single game, or

(ii) Immediately preceding the next scheduled doubleheader, if no single game remains on the schedule.

(3) Any suspended game not completed prior to the last scheduled game between the two teams during the championship season shall become a called game. If such game becomes a called game and

(i) has progressed far enough to become a regulation game, and the home team is ahead, that team shall be declared the winner.

**NOTE** – if the visiting team is ahead when the game is suspended, or the home team is not permitted to finish its full half of the current inning when play is halted, the score reverts to that of the previous full completed inning in regulation. If the score was tied at the end of the previous complete inning of regulation play when the game is suspended, then the game would need to be completed. **EXAMPLE** – Visiting Team A take a 3-2 lead over Home Team B in the 5<sup>th</sup> inning when the game is suspended and the home team is unable to complete its full 3 outs in that inning. The score would revert to the end of the 4<sup>th</sup> inning. If at that time the score was tied 2-2, then the game is suspended with it necessary to complete it at a later time.

(ii) has progressed far enough to become a regulation game, and the score is tied, the game shall be declared a “tie game.” A tie game is to be replayed in its entirety, unless the league president determines that playing the rescheduled game is not necessary to affect the league championship; or

(iii) has not progressed far enough to become a regulation game, the game shall be declared “No Game.” In such case, the game is to be replayed in its entirety, unless the league president determines that playing the rescheduled game is not necessary to affect the league championship.

(c) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the lineup. A player who was not with the club when the game was suspended may be used as a substitute, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended.

**Rule 4.12(c) Comment:** If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the

batter becomes a base runner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

#### **4.13 RULES GOVERNING DOUBLEHEADERS**

Doubleheaders are permitted at all age levels of the PBI Baseball League.

**4.14** - The umpire-in-chief shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.

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

(a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called “Play” at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire’s judgment, unavoidable;

(b) Employs tactics palpably designed to delay or shorten the game;

(c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;

(d) Fails to resume play, after a suspension, within one minute after the umpire has called “Play;”

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

(f) Fails to obey within a reasonable time the umpire’s order for removal of a player from the game;

(g) Fails to appear for the second game of a doubleheader within twenty minutes after the close of the first game unless the umpire-in-chief of the first game shall have extended the time of the intermission.

**NOTE** – The PBI Baseball League does not readily allow forfeits. **ALL FORFEIT REQUESTS WILL BE DEALT WITH BY THE LEAGUE ON A CASE-BY-CASE BASIS.** Please note that the initial onus for a game not being played will be placed upon the team that initially canceled the game. A team forfeiting a game will receive 0 points for that game. Two forfeits in one season will disqualify that team from any and all postseason play in that season.

**4.16** - A game shall be forfeited to the visiting team if, after it has been suspended, the order of the umpire to groundskeepers respecting preparation of the field for resumption of play are not complied with.

**4.17** - A game shall be forfeited to the opposing team when a team is unable or refuses to place nine players on the field to begin a game. Once the game begins, eight players is the minimum number allowed on the field.

**4.18** - If the umpire declares a game forfeited he shall transmit a written report to the league president within twenty-four hours thereafter, but failure of such transmittal shall not effect the forfeiture.

#### **4.19 - PROTESTING GAMES.**

No protest shall ever be permitted on judgment decisions by the umpire; they are only permitted when based upon the violation or interpretation of a playing rule. In all protested games, the decision of the PBI Baseball League President shall be final. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League President the violation adversely affected the protesting team's chances of winning the game.

**Rule 4.19 Comment:** Whenever a manager protests a game because of alleged misapplication of the rules the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch, play or attempted play. A protest arising on a game-ending play may be filed until 12 noon the following business day with the league office.

**PROTEST PROCEDURE:** All protests must be lodged immediately after the play in question, and before any subsequent play, and must be noted to the umpire-in-chief who will then inform the opposing head coach of the protest. The umpire-in-chief is to sign BOTH teams' scorebooks noting the inning, score, and count on the batter if applicable. The umpire or his assigner is to notify the League of the protest, along with the protesting coach within 24 hours of the game. If the situation can be rectified on the field at the time of the protest, the umpire(s) and coaches are obliged to do so. If a protest is upheld and it is necessary to replay a portion of the game, the game will resume from the point at which the game was protested.

Protests in the PBI Baseball League are resolved by speaking with both head coaches, the umpire-in-chief of the game in question, and any other coaches and/or umpires present at the game whose reports – in the opinion of the League President – may have bearing on what took place during the game. The League President has the option of referring to the PBI Baseball League Rules Committee for clarification.



## **5.00—Putting the Ball in Play. Live Ball**

**5.01** - At the time set for beginning the game the umpire shall call “Play.”

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

**Rule 5.02 Comment:** Should a ball come partially apart in a game, it is in play until the play is completed.

**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 he chooses.

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

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

**5.06** - When a batter becomes a runner and touches all bases legally he shall score one run for his team.

**Rule 5.06 Comment:** A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.

**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, when—

(a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;

(b) The plate umpire interferes with the catcher’s throw; runners may not advance.

**NOTE:** The interference shall be disregarded if the catcher’s throw retires the runner.

(c) A balk (where a factor) is committed; runners advance; (See Penalty 8.05).

- (d) A ball is illegally batted; 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 an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher.

**Rule 5.09(f) Comment:** If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced:

- (g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base;

**Rule 5.09(g) Comment:** If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first base, or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base. **NOTE** – this comment applies to 50/70 and up only. There is **NO** "dropped third strike" rule in the PBI Baseball League in the 40/60 or 46/60 levels.

- (h) Any legal pitch touches a runner trying to score; runners advance.

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

- (a) When in his judgment weather, darkness or similar conditions make immediate further play impossible;
- (b) When light failure makes it difficult or impossible for the umpires to follow the play;
- (c) When an accident incapacitates a player or an umpire;
  - (1) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.

- (d) When a manager/head coach requests “Time” for a substitution, or for a conference with one of his players.
- (e) When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
- (f) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of 7.04(c) shall prevail. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.
- (g) When an umpire orders a player or any other person removed from the playing field.
- (h) Except in the cases stated in paragraphs (b) and (c)(1) of this rule, no umpire shall call “Time” while a play is in progress.

**5.11** - After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher’s plate with a new ball or the same ball in his possession and the plate umpire calls “Play.” The plate umpire shall call “Play” as soon as the pitcher takes his place on his plate with the ball in his possession.

## **6.00—The Batter**

### **6.01**

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

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

### **6.02**

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

(b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup.

**PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be.

**Rule 6.02(b) Comment:** The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes," "steamed glasses," "didn't get the sign" or for any other cause. Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch."

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

**Rule 6.02(c) Comment:** The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after the umpire has called a strike pursuant to Rule 6.02(c) and before the umpire calls a successive strike pursuant to Rule 6.02(c).

(2) The batter may leave the batter's box and the dirt area surrounding home plate when "Time" is called for the purpose of

- (i) making a substitution; or
- (ii) a conference by either team

**Rule 6.02(d) Comment:** Umpires shall encourage the on-deck batter to take a position in the batter's box quickly after the previous batter reaches base or is put out.

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

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

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

**6.05** - A batter is out when—

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

Rule 6.05(a) Comment: A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead. Status of runners shall be as described in Rule 7.04(c) Comment.

(b) A third strike is legally caught by the catcher. **NOTE** – there is **NO** "dropped 3<sup>rd</sup> strike" rule in the PBI Baseball League at the 40/60 or 46/60 levels.

**Rule 6.05(b) Comment:** "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

(c) A third strike is not caught by the catcher when first base is occupied before two are out. **NOTE** – a batter may **NOT** try to advance to first base on a dropped third strike at any 40/60 or 46/60 level game in the PBI Baseball League.

(d) He bunts foul on third strike;

(e) An Infield Fly is declared;

(f) He attempts to hit a third strike and the ball touches him;

(g) His fair ball touches him before touching a fielder;

(h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory.

The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was

no intention to interfere with the course of the ball, the ball is alive and in play;

**Rule 6.05(h) Comment:** If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

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

(j) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;

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

**Rule 6.05(k) Comment:** The lines marking the three-foot lane are a part of that lane and a batterrunner is required to have both feet within the three-foot lane or on the lines marking the lane. The batter-runner is permitted to exit the three-foot lane by means of a step, stride, reach or slide in the immediate vicinity of first base for the sole purpose of touching first base.

(l) An infielder intentionally drops a fair fly ball or line drive, with first, 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.

(m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play:

**Rule 6.05(m) Comment:** The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.

(n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball

is dead, and the run counts.

**6.06** - A batter is out for illegal action when—

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

**Rule 6.06(a) Comment:** If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.

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

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

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

**Rule 6.06(c) Comment:** If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out--not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called. If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

(d) He enters the batter's box with one or both feet entirely on the ground with an illegal bat (see Rule 1.10) or is discovered to have used an illegal bat prior to the next batter entering the batter's box.

(e) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes, bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc.

No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by his League President.

**Rule 6.06(d) Comment:** A batter shall be deemed to have used or attempted to use an illegal bat if he brings such a bat into the batter's box. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such

election must be made immediately at the end of the play. EXAMPLE – batter uses an illegal bat and grounds into a double play. Instead of the batter alone being called out, the defense may elect to have the double play stand. The bat and player must still be removed from the game.

### **6.07 BATTING OUT OF TURN**

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

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

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

**NOTE:** If a runner advances, while the improper batter is at bat, on a stolen base, 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 his time at bat become legal.

(d) (1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;

(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.

**Rule 6.07 Comment:** The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers/head coaches of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

### **APPROVED RULING**

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

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



PLAY (1). Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. RULING: In either case, Abel replaces Baker, with the count on him 2 balls and 1 strike.

PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. RULING: (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.

PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel. RULING: (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4). With the bases full and two out. Hooker bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George. RULING: (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Hooker stays on third and three runs score. Irwin is the proper batter.

PLAY (5). After Play (4)(b) above, George continues at 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 second inning? RULING: (a) Irwin. He 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 leadoff batter of the opposing team legalized George's time at bat.

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

**6.08** - The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when—  
(a) Four “balls” have been called by the umpire;

**Rule 6.08(a) Comment:** A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the

game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

(b) He is touched by a pitched ball which he 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;

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

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

(c) The catcher or any fielder interferes with him. If a play follows the interference, the Manager/head coach of the offense may advise the plate umpire that he elects to decline the

interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.

**Rule 6.08(c) Comment:** If catcher's interference is called with a play in progress the umpire will allow the play to continue because the manager/head coach may elect to take the play. If the batter-runner missed first base, or a runner misses his next base, he shall be considered as having reached the base, as stated in Note of Rule 7.04 (d).

Examples of plays the manager/head coach might elect to take:

1. Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager/head coach may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.

2. Runner on second base. Catcher interferes with batter as he bunts ball fairly sending runner to third base. The manager/head coach may rather have runner on third base with an out on the play than have runners on second and first. If a runner is trying to score by a steal or squeeze from third base, note the additional penalty set forth in Rule 7.07. If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08(c). In such cases, the umpire shall call "Time"

and the pitcher and batter start over from "scratch."

(d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

**6.09** - The batter becomes a runner when—

- (a) He hits a fair ball;
- (b) The third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out;

**Rule 6.09(b) Comment:** This rule only applies in the PBI Baseball League at the 50/70 and up levels. It does not apply at any 40/60 or 46/60 levels. A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

- (c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;
- (d) A fair ball passes over a fence or into the stands at a distance from home base of 250 feet or more. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair fly ball that passes out of the playing field at a point less than 250 feet from home base shall entitle the batter to advance to second base only;
- (e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
- (f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- (g) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- (h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.

**6.10** - Any team in the League may elect to use the Designated Hitter Rule.

(a) The Rule provides as follows:

A hitter may be designated to bat for any fielder or the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A Designated Hitter for the pitcher must be selected prior to the game and must be included in the lineup cards presented to the Umpire in Chief. The designated hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers. It is not mandatory that a team designate a hitter, but failure to do so prior to the game precludes the use of a Designated Hitter for that game. Pinch hitters for a Designated Hitter may be used. Any substitute hitter for a Designated Hitter becomes the Designated Hitter. The Designated Hitter may be used defensively, continuing to bat in the same position in the batting order, but the pitcher

must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager/head coach then must designate their spots in the batting order.

A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch run. A Designated Hitter is “locked” into the batting order. No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter. Once the game pitcher is switched from the mound to a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, this move shall terminate the Designated Hitter role for the remainder of the game. Once the game pitcher bats for the Designated Hitter this move shall terminate the Designated Hitter role for the remainder of the game. (The game pitcher may only pinch-hit for the Designated Hitter). Once a Designated Hitter assumes a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. A substitute for the Designated Hitter need not be announced until it is the Designated Hitter’s turn to bat.

## **7.00—The Runner**

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

**Rule 7.01 Comment:** If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

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

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

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

- (a) There is a balk (applies only at the 50/70 and up levels);
- (b) The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;

**Rule 7.04(b) Comment:** A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.

Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

- (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;

**Rule 7.04(c) Comment:** If a fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area.

- (d) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.

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

**7.05** - 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 he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;

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

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

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

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

**Rule 7.05(b) through 7.05(e) Comment:** In applying (b-c-d-e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under (c-e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

(f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

(g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of 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.

**Rule 7.05(g) Comment:** In certain circumstances it is impossible to award a runner two bases. Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

**APPROVED RULING:** Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base. The term “when the wild throw was made” means when the throw actually left the player’s hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter-runner at the time the wild throw left the thrower’s hand is the key in deciding the award of bases. If the batter-runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.)

**PLAY.** Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base. Ruling—Runner at second scores. (On this play, only if batter-runner is past first base when throw is made is he awarded third base.)

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

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

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

**Rule 7.05(i) Comment:** The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and

all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter-runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was “awarded” second base. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.

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

**7.06** - When obstruction occurs, the umpire shall call or signal “Obstruction.”

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire’s judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.

**Rule 7.06(a) Comment:** When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls “Time,” with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.

(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 his judgment will nullify the act of obstruction.

**Rule 7.06(b) Comment:** Under 7.06(b) when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire’s judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call

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

**7.07** - If, with a runner on third base and trying to score by means of a squeeze play or a



steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

**7.08 Any runner is out when—**

(a) (1) He runs more than three feet away from his baseline to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base he is attempting to reach safely; or  
(2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base; (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; (4) **8U through 14U ONLY** – the runner slides head first while advancing; (5) he dives over a fielder; (6) he initiates malicious contact.

**Rule 7.08(a) Comment:** Any runner after reaching first base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter-runner circles bases. In this case, the base runner would be called out “for abandoning his effort to touch the next base” and batter-runner permitted to continue around bases to make his home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.

PLAY. Runner believing he is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out, shall be declared out for abandoning the bases.

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

**Rule 7.08(b) Comment:** A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out. If, in a run-down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning

is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).

(c) He is tagged, when the ball is alive, while off his base. **EXCEPTION:** A batter-runner cannot be tagged out after overrunning or oversliding first base if he 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 he 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, he touches or occupies the point marked by the dislodged bag.

(d) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play;

**Rule 7.08(d) Comment:** Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.

(e) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced;

**Rule 7.08(e) Comment:** **PLAY.** Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second he overslides or overruns that base. Catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter-runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the

runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.

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

**Rule 7.08(f) Comment:** If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.

(g) He attempts 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) He passes a preceding runner before such runner is out;

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

**Rule 7.08(i) Comment:** If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.

(j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged;

**Rule 7.08(j) Comment:** Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09(a) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08(j).

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

**Rule 7.08(k) Comment:** This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

### **7.09 - It is interference by a batter or a runner when—**

(a) After a third strike he hinders the catcher in his attempt to field the ball;

- (b) He intentionally deflects the course of a foul ball in any manner;
- (c) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;
- (d) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates;
- (e) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate;

**Rule 7.09(e) Comment:** If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

- (f) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.
- (g) If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.
- (h) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.
- (i) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;
- (j) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two 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;

**Rule 7.09(j) Comment:** When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or

pitcher obstructs a runner going to first base “obstruction” shall be called and the base runner awarded first base.

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

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

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

(a) After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged;

**Rule 7.10(a) Comment:** “Retouch,” in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.

(b) With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.

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

**Rule 7.10(b) Comment:** PLAY. (a) Batter hits ball out of park or ground rule double and misses first base (ball is dead)—he may return to first base to correct his mistake before he touches second but if he touches second he may not return to first and if defensive team appeals he is declared out at first. PLAY. (b) Batter hits ball to shortstop who throws wild into stand (ball is dead)—batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base. These are appeal plays.

(c) He overruns or overslides first base and fails to return to the base immediately, and he or the base is tagged;

(d) He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a

runner at the same base. If the defensive team on its first 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.) Appeal plays may require an umpire to recognize an apparent “fourth out.” If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purpose 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 clubhouse.

**Rule 7.10 Comment:** If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner scored and being the third out. Second runner’s run shall not count, as provided in Rule 7.12. If a pitcher balks when making an appeal, such act shall be a play (in those age levels where balks are called in the PBI Baseball League). An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.

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

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

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

**7.13** – 8U through 12U 46/60

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, baserunners shall not leave their bases until the ball has been delivered and has reached the batter.

The violation by one baserunner shall affect all other baserunners –

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

(b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue.

If a play is made and the runner or runners are put out, the out or outs will stand.

If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left;

In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.

(c) when any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.

**NOTE:** See exceptions following this rule.

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

#### EXAMPLES:

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

charged. If on the play a putout at any base results in an open base, runner who occupied third base returns to third base.

16. Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, each runner will advance one base and a run will score.

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

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

**7.14** – Stealing bases is permitted on an unlimited basis at ALL levels of the PBI Baseball League with the exception of 8U (to be discussed separately). Stealing of second, third and home is permitted.

**EXCEPTION** – at the 8U level, home may not be stolen. A runner on third base is only permitted to score on a ball put into play by a batter or a bases loaded walk.

Example – Team A has runners on first and third. The runner on first steals second and the throw from the catcher goes into centerfield. The runner on third is not permitted to come home.

**7.15** – When using a double first base -

(a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.

(b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.

**NOTE (1):** A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base. Penalty: Batter-runner is out.

**NOTE (2):** If there is a play...

(c) Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base. **NOTE:** On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base. Penalty: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.



## 8.00—The Pitcher

**NOTE** – balks are only called in the 50/70 and 60/90 scenarios in the PBI Baseball League. In the 50/70 and 13U and 14U levels, the coaches and umpires may agree to one warning per pitcher. That discussion should take place **BEFORE THE GAME** during the discussion of ground rules. There is no balk warning at the high school level in the PBI Baseball League.

### PITCH COUNTS

The PBI Baseball League uses pitch counts from 9U through high school (see chart below). At the 8U level, pitchers may pitch a maximum of 2 innings in one game.

**8U**- 2 innings maximum per pitcher. This **includes** games that go into extra innings – 2 innings maximum per pitcher. An inning consists of three outs. A pitcher therefore is permitted to record six outs before he must be removed.

**Comment** – A pitcher can record the final out of one inning, all three outs in the next inning, and still be eligible to pitch two outs in a subsequent third inning.

### 9U, 10U, 11U, 12U – Pitch Counts, as specified by Little League Baseball

**9U, 10U** – maximum of 75 pitches per day

**11U, 12U** – maximum of 85 pitches per day

**13U, 14U** – maximum of 95 pitches per day

**HIGH SCHOOL** – maximum of 110 pitches per day

If a pitcher reaches his limit during an at-bat, the pitcher will be permitted to finish pitching to that batter.

**NOTE** – Little League rules and high school dictate a specific number of days of rest for pitchers depending upon the number of pitches thrown.

It will be impossible for the PBI Baseball League to monitor days of rest by pitchers. With players often pitching for multiple teams during the course of a season, the League cannot and will not enforce any rule with regard to days of rest for pitchers. In the interest of your pitchers' health and safety, you alone as a coach will be responsible for monitoring when your pitchers throw during the week.

**8.01** - Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitchers shall take signs from the catcher while standing on the rubber.

**Rule 8.01 Comment:** Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.

(a) The Windup Position. The pitcher shall stand facing the batter, his pivot foot in

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

**Rule 8.01(a) Comment:** In the Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber. From the Windup Position, the pitcher may:

- (1) deliver the ball to the batter, or
- (2) step and throw to a base in an attempt to pick-off a runner, or
- (3) disengage the rubber (if he does he must drop his hand to his sides).

In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position—if he does it is a balk.

(b) The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of, the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined in Rule 8.01(b) without interruption and in one continuous motion. The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk."

**Rule 8.01(b) Comment:** With no runners on base, the pitcher is not required to come to a complete stop when using the Set Position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball. See Rule 8.05(e) Comment.

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

**Rule 8.01(c) Comment:** The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

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

**Rule 8.01(d) Comment:** A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base, in those divisions where balks are considered.

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

**Rule 8.01(e) Comment:** The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

**8.02 - The pitcher shall not—**

(a) (1) Bring his pitching hand in contact with his mouth or lips while in the 10-foot circle (18-foot circle on 60/90 fields) surrounding the pitching rubber.

**EXCEPTION:** Provided it is agreed to by both managers/head coaches, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand.

**PENALTY:** For violation of this part of this rule the umpires shall immediately call a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. Repeated offenders shall be subject to a fine by the league president.

(2) expectorate on the ball, either hand or his glove;

(3) rub the ball on his glove, person or clothing;

(4) apply a foreign substance of any kind to the ball;

(5) deface the ball in any manner; or

(6) deliver a ball altered in a manner prescribed by Rule 8.02(a)(2) through (5) or what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher is allowed to rub the ball between his bare hands.

**PENALTY:** For violation of any part of Rules 8.02 (a)(2) through (6):

(a) The pitcher shall be ejected immediately from the game and shall be suspended automatically pending a League investigation.

(b) If a play follows the violation called by the umpire, the manager/head coach of the team at bat may advise the umpire-in-chief that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to

the violation.

(c) Even though the team at bat elects to take the play, the violation shall be recognized and the penalties in subsection (a) will still be in effect.

(d) If the manager/head coach of the team at bat does not elect to accept the play, the umpire-in-chief shall call an automatic ball and, if there are any runners on base, a balk.

(e) The umpire shall be sole judge on whether any portion of this rule has been violated.

**Rules 8.02(a)(2) through 8.02(a)(6) Comment:** If a pitcher violates either Rule 8.02(a)(2) or Rule 8.02(a)(3) and, in the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire may, in his discretion, warn the pitcher in lieu of applying the penalty set forth for violations of Rules 8.02(a)(2) through 8.02(a)(6). If the pitcher persists in violating either of those Rules, however, the umpire should then apply the penalty.

**Rule 8.02(a) Comment:** If at any time the ball hits the rosin bag it is in play. In the case of rain or wet field, the umpire may instruct the pitcher to carry the rosin bag in his hip pocket. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag.

(b) Have on his person, or in his possession, any foreign substance. For such infraction of this section (b) the penalty shall be immediate ejection from the game. In addition, the pitcher shall be suspended automatically pending a League investigation.

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

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

(d) Intentionally Pitch at the Batter.

If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:

1. Expel the pitcher, or the manager/head coach and the pitcher, from the game, or
2. may warn the pitcher and the manager/head coach of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager/head coach. If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game.

(The League President may take additional action under authority provided in Rule 9.05)

**Rule 8.02(d) Comment:** To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be—and is—condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

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

**8.04** - When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The 20-second timing starts when the pitcher is in possession of the ball and the batter is in the box, alert to the pitcher. The timing stops when the pitcher releases the ball. The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

**8.05** – (where applicable) If there is a runner, or runners, it is a balk when—

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

**Rule 8.05(a) Comment:** If a lefthanded or righthanded pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off-play.

(b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;

**Rule 8.05(c) Comment:** Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.

(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied

base, except for the purpose of making a play;  
(e) The pitcher makes an illegal pitch;

**Rule 8.05(e) Comment:** A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

(f) The pitcher delivers the ball to the batter while he is not facing the batter;  
(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;  
(h) The pitcher unnecessarily delays the game;

**Rule 8.05(h) Comment:** Rule 8.05(h) shall not apply when a warning is given pursuant to Rule 8.02(c) (which prohibits intentional delay of a game by throwing to fielders not in an attempt to put a runner out). If a pitcher is ejected pursuant to Rule 8.02(c) for continuing to delay the game, the penalty in Rule 8.05(h) shall also apply. Rule 8.04 (which sets a time limit for a pitcher to deliver the ball when the bases are unoccupied) applies only when there are no runners on base.

(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;  
(j) The pitcher, 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) The pitcher, while touching his plate, accidentally or intentionally drops the ball;  
(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;  
(m) The pitcher delivers the pitch from Set Position without coming to a stop.

**PENALTY:** The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

**APPROVED RULING:** In applicable cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

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

**Rule 8.05 Comment:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

(a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.

(b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

**8.06** – The PBI Baseball League has adopted the following rule pertaining to the visit of the manager/head coach or coach to the pitcher:

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

(b) A third 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 third visit to the mound while the same batter is at bat, but

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

(e) A manager/head coach or coach may come out three times in one game to visit with the pitcher, but the fourth time out the player must be removed as pitcher.

**Rule 8.06 Comment:** If the manager/head coach 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/head coach or coach going to the mound. Any attempt to evade or circumvent this rule by the manager/head coach or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound. If the coach goes to the mound and removes a pitcher and then the manager/head coach goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

## **9.00—The Umpire.**

### **9.01**

(a) The league president shall approve one or more umpire assigners to schedule umpires for each league. It is the responsibility of the assigners to make sure that all umpires assigned by them are familiar with the rules herein, are certified/carded, and are dressed appropriately. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

(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/head coach, fan or parent to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.

(c) Each umpire has authority to rule on any point not specifically covered in these rules.

(d) Each umpire has authority to disqualify any player, coach, manager/head coach 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 a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

(e) Each umpire has authority at his discretion to eject from the playing field (1) any person whose duties permit his presence on the field, such as ground crew members, photographers, etc., and (2) any spectator or other person not authorized to be on the playing field.

### **9.02**

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

**Rule 9.02(a) Comment:** Players leaving their position in the field or on base, or managers/head coaches or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.

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

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

**Rule 9.02(c) Comment:** The manager/head coach or the catcher may request the plate umpire to ask his partner (where applicable) for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager/head



coach may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers/head coaches may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager/head coach comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.

(d) No umpire may be replaced during a game unless he is injured or becomes ill

### **9.03**

(a) If there is only one umpire (all games 46/60 or less), he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).

(b) If there are two umpires required 50/70 and up), one shall be designated umpire-in-chief and the other a field umpire.

### **9.04**

(a) The umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire.) His 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 strike;
  - (3) Call and declare fair balls and fouls except those commonly called by field Umpires (where applicable);
  - (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;
  - (9) Announce any special ground rules, at his discretion.
- (b) A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His 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.

(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 different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager/head coach 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 a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager/head coach, coach, player, parent or spectator, and the reasons therefore.

(b) When any trainer, manager/head coach, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager/head coach, 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 trainer, manager/head coach, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager/head coach of the team of which the penalized person is a member.

## **GENERAL INSTRUCTIONS TO UMPIRES**

Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty. Keep your uniform in good condition. Be active and alert on the field. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball. Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed. Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires. You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control. You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them and forget which is the home or visiting club. Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out. Do not come running with your arm up or down, denoting "out" or "safe." Wait until the play is completed before making any arm motion. Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision

when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays. But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right." Most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely. Finally, be courteous, impartial and firm, and so compel respect from all.

#### **9.06**

- (a) The home team is responsible for booking the umpire(s) for a PBI Baseball League game.
- (b) The cost of each umpire is determined by the individual umpire assigners and NOT the PBI Baseball League.
- (c) The cost of the umpires is to be split by the home and away teams.
- (d) Payment is to be made prior to the start of the game.
- (e) One umpire is required at the 40/60 and 46/60 levels; two are required at the 50/70 and 60/90 levels.
- (f) Once they have been assigned, umpires are to be given a 60-minute notice on all games that are cancelled due to weather or other circumstances. In those instances where less than 60-minute notice has been given the umpires may request – and are entitled to – full payment.

## **10.00 – OFFICIAL SCORER**

The home team book takes precedence over the visiting team book. This covers runs scored, pitch count, innings pitched (where applicable), etc.

## **10.01 - MISCELLANEOUS**

**BASE STEALING** – with the exception of the 8U level there is unlimited stealing in the PBI Baseball League of second, third and home. For 8U, please see Rule 7.14

**BUNTING** – Bunting is permitted at all levels of the PBI Baseball League **WITH THE EXCEPTION OF 8U**. There is **NO** bunting at the **8U** level. Otherwise there is no limit to the number of times a team may bunt.

### **\*\*\* FORFEITS \*\*\***

Forfeits inherently tarnish the image of any league and the team(s) involved. As a result, the PBI Baseball League actively seeks to discourage forfeits. **ALL FORFEIT REQUESTS WILL BE DEALT WITH BY THE LEAGUE ON A CASE-BY-CASE BASIS**. Please note that the initial onus for a game not being played will be placed upon the team that initially canceled the game. A team forfeiting a game will receive 0 points for that game. Two forfeits in one season may disqualify that team from any and all postseason play in that season. Any team or coach that forfeits more than one game during the course of a season may be dropped from the league. **PLAY THE GAMES!**

All games must be completed. Failure by a team to complete its schedule may impact other teams from that town playing in the PBI Baseball League. Should you encounter any problems getting other coaches to fulfill their obligation of playing the complete season, speak with your League Director.

**PLEASE NOTE** – ALL coaches are expected to play the entire season regardless of whether the games have a bearing on their own post-season play or not. The PBI Baseball League Spring and Fall Seasons are primarily designed for Sunday play. If your team cannot commit to playing on Sundays in the spring and fall, this is probably not the best league option for your team. The Summer Season is designed for weekday play. If your team cannot commit to playing on weekdays in the summer, this is probably not the best league option for your team. By agreeing to participate in our league you are acknowledging that you will be able to field a full team (9-player minimum) on appropriate days during the entire season.

For any coach who cancels a PBI Baseball League game to play a game in another league or to participate in an outside tournament, the burden will be upon you to make sure that your PBI League game gets played during the course of the regular season.

**MAKE-UP GAMES** - These must be arranged between respective teams via each other. If there is a problem, please contact your League Director.

**PLAYING TIME** – There is no minimum amount of playing time required in the PBI Baseball League. In order for a player to be eligible for any postseason competition he must have played in three (3) regular season games during the 8-game spring and fall seasons and four (4) games during the longer summer season. Should an ineligible player appear in a postseason game, the League has the option of mandating that the game be replayed with the correct roster, or declaring a forfeit.

**PLAYOFFS** – All teams will qualify for the playoffs (provided at least 9 players have eligibility). The League does not supply neutral fields for any level of the playoffs including the championship game.

In age levels where there are multiple divisions (eg. Mazzone Division/Perlozzo Division) the semi-final and championship games are intra-divisional.

**PROOF OF AGE** – The League is completely within its rights to ask for proof of age of any player on any roster at any point during either the regular season or postseason. For teams playing in age levels from 8 through 14 a player's league age for the spring and summer is his age as of April 30 of that given calendar year. A player's league age for the fall is based upon his age as of the upcoming April 30<sup>th</sup>. For both high school levels (junior varsity and varsity) in the spring and fall a player must be attending an accredited high school. For the summer season, a player in either high school division must have attended an accredited high school in the semester immediately preceding that summer.

**ROSTERS - MUST** be submitted per your league director's instructions. First and last names must be included along with numbers.

**RUNS PER INNING** – There is **NO** restriction on the number of runs that a team may score at **ANY AGE LEVEL** of the PBI Baseball League.

**SCHEDULE** – Your schedule is issued by the League. Only play the games on your schedule. If you play a team that is not on the schedule issued by the league **THAT GAME RESULT WILL NOT COUNT IN THE STANDINGS**. Game times are determined by field availability; the League does **NOT** set game times.

**SCORE REPORTING** – the **WINNING** team is to email the results to jim@baseballclinics.com.

**SPEED UP RULES** – In those instances where the catcher is on base as a runner, the last batted out is permitted to run for the catcher when there are two out.

**STANDINGS** – Standings are updated by the League as scores are reported. Position of teams in the standings is determined by points.

**POINT SYSTEM** - 3 points for a win/2 points for a tie/1 point for a loss. There will be **NO** points awarded for a forfeit loss. Points will decide seeding for the postseason tournament. **PLEASE NOTE** – ties are only permitted in cases where there is a time

limit on the use of the field or where the game is halted due to darkness. Please discuss all time-related issues with both the umpire and the opposing coach **PRIOR** to the game.

**TIE-BREAKING RULES** – in the event of a tie in points, head-to-head competition will be the first determining factor used. If not applicable, record against common opponents will be used. If not applicable, record against teams with winning records will be used. If not applicable, runs scored against will be used. As a final resort, a tie-breaking play-in game will be utilized.

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