

LAKWOOD YOUTH BASEBALL

2010 OFFICIAL PLAYING RULES

**Note: Division specific rules take precedent over the following rules.
See Appendix A for Pitching Rules, Appendices B through E for Minors, Farm, Varsity and T-ball.**

1.00 OBJECTIVES OF THE GAME

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

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

1.03 The winner of the game shall be the team that 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

1. The field shall be laid out according to the instructions supplemented by **Diagrams No. 1 and No. 2. (See Forms)**
2. The infield shall be 60-foot square.
3. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in **Diagram 1**. The distance from home base to the nearest fence, stand or other obstruction on fair territory should be 200 feet or more. A distance of 200 feet or more along the foul lines and to center field is recommended. The infield shall be graded so that the base line and home plate are level.
4. The pitchers plate shall be approximately six inches above the level of home plate. The infield and outfield, including the boundary lines, ate fair territory and all other area is foul territory.
5. It is desirable that the line from home base through the pitcher's plate to second base shall run east-northeast.
6. It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory should be 25 feet or more. **See Diagram 1.**
7. After the location of home base is determined, measure 84 feet, 10 inches in desired direction to establish second base. From home base, measure 60 feet towards first base from second base, measure 60 feet towards first base; the intersection of these lines establishes first base. From home base; the intersection of these lines establishes third base. The distance between first base and third base is 84 feet, 10 inches. All measurements from home base shall be taken from the point where the first and third base lines intersect.
8. The catcher's box, the batter's box, the coaches' boxes, the three-foot first base lines and the next batter's boxes shall be laid out as shown in Diagrams 1 and 2.
9. The catcher's box extends approximately 6 feet 4 $\frac{3}{4}$ inches to the rear of home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate.

10. The batter's box shall be rectangular, 6 feet by 3 feet. The inside line, if used, shall be parallel to and 4 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.
11. The coaches' boxes shall be 4 feet by 8 feet and shall not be closer than 6 feet from the foul lines.
12. The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with chalk or other white material; caustic lime must not be used.
13. The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory.

1.05 Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 12-inch square with two of the corners filled in so that one edge is 17 inches long, two $8\frac{1}{2}$ inches and two are 12 inches. 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. The black beveled edge is not considered part of home plate.

1.06 First, second, and third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground. The first and third base bags shall be entirely within the field. The second base bag shall be centered on second base. The base bags shall be not less than fourteen (14) nor more than fifteen (15) inches square and the outer edges shall not be more than two and one-fourth ($2\frac{1}{4}$) inches thick and filled with a soft material.

1.07 The pitcher's plate shall be rectangular slab of whitened rubber 18 inches by 4 inches. It shall be set in the ground as shown in Diagrams 1 and 2, so that the distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be protected by fencing or wire.

1.08 The league shall furnish player's benches, one each for the home and visiting teams. Such benches should not be less than twenty-five feet from the base lines. They shall be protected by fencing or wire.

1.09 The ball used must meet Lakewood Youth Baseball specifications and standards. It shall weigh not less than five (5) nor more than five and one-fourth ($5\frac{1}{4}$) ounces, and measure not less than nine (9) nor more than nine and one-fourth ($9\frac{1}{4}$) inches in circumference. The league has designated the **Rawlings LLB1** as the ball the League will use exclusively.

1.10 Cupped Bats -an indentation in the end of the bat up to one (1") inch in depth is permitted, the indentation must be curved with no foreign substance added.

NOTE: If the umpire discovers that a bat does not conform to Lakewood Youth Baseball standards, it shall not be grounds for declaring the batter out, or ejected from the game.

1.11 Uniforms

- a) (1) All players on a team shall wear numbered uniforms identical in color, trim, and style. (2) Any part of an undershirt exposed to view shall be of uniform solid color (not white) for all players on a team.
- b) Each team sponsor must provide each team player with a distinctive uniform.
- c) (1) Sleeve lengths may vary for individual players, but sleeves of each individual shall be approximately the same length. (2) No player shall wear ragged, frayed or slit sleeves.
- d) No players shall attach to a uniform tape or other material of a different color than the uniform.
- e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- f) Glass buttons and polished metal shall not be used on a uniform.
- g) No player shall attach anything to the heel or toe of the shoe other than toe plate.
- h) Shoes with metal spikes or metal cleats are not permitted. Shoes with molded cleats are permissible.
- i) Managers and coaches must not wear conventional baseball uniforms or shoes with metal spikes but may wear watches, rings, pins, jewelry, or other metallic items.
- j) Players must not wear watches, rings, pins, jewelry, or other metallic items.
- k) Casts - Plaster casts may not be worn during the game.

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

1.13 The first baseman may wear a glove or mitt not more than 12 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 glove may be of any weight.

1.14 Each fielder, other than the first baseman and the catcher may wear a glove not more than 12 inches long nor more 7 ³/₄ inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be of any weight.

1.15 Pitchers

- a) The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.
- b) No pitcher shall attach to the glove any foreign material of a color different from the glove.
- c) The pitcher shall wear sweat bands or wrists.

1.16 The league shall provide for the offensive team six (6) protective helmets which must meet NOCSAE specifications and standards. **Use of helmets by the batter, on-deck batter, batboy/batgirl and all base runners is mandatory.** Use of a helmet by adult base coach is optional. Each helmet shall have an exterior warning label. Use of face guards on helmets is allowed but is optional.

NOTE: The warning label cannot be embossed in the helmet, but must be placed on the exterior portion of the helmet and be visible and easy to read. The helmets provided by each sponsor must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label as noted above.

1.17 Catchers (male) must wear the metal, fiber or plastic cup. Catchers must wear long model chest protectors with the neck collar, throat guard, shin guards and a catcher's helmet, all of which must meet Lakewood Youth Baseball specifications and standards. Catchers must wear a mask, throat protector and catcher's helmet during practice, pitcher warm-up, and games.

2.00 -- DEFINITION OF TERMS

(All definitions in Rule 2.00 are listed alphabetically)

ADJUDGED: Is a judgment decision by an umpire.

APPEAL: Is an act of a fielder in claiming violation of the rules by the offensive team. An appeal must be made verbally or orally.

BACKSTOP: Is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

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

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

BASE: Is one of four points that must be touched by a runner in order to score a run; more usually supplied to the canvas bags and the rubber plate which mark the base points.

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

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

BATTER: Is an offensive player who takes a position in the batter's box.

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

BATTER'S BOX: Is the area within which the batter must stand during a time at bat.

BATTERY: Is the pitcher and catcher.

BENCH OR DUGOUT: Is the seating facilities reserved for players, substitutes, one manager, and one coach when they are not actively engaged on the playing field. Batboys and/or batgirls are permitted.

BUNT: Is a batted ball not swung at, but intentionally met with the bat and tapped slowly.

CALLED GAME: Is one in which, for any reason, the umpire-in-chief terminates play.

CATCH: Is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision, or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by

another defensive player. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional.

CATCHER: Is the fielder who takes the position back of the home base.

CATCHER'S BOX: Is that area within which the catcher shall stand until the pitcher delivers the ball.

COACH: Is appointed to perform such duties as the manager may designate.

COACHER: Is a member of the team roster or an adult manager or coach who occupies the coach's box at first or third base to direct a base runner or batter.

DEAD BALL: Is a ball out of play because of a legally created temporary suspension of play.

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 made at any base and the second out is made by tagging a runner who originally was forced before the runner touches the base to which that runner was forced.

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

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

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

FIELDER: Is any defensive player.

FIELDER'S CHOICE: Is the act of a fielder who handles a fair grounder and, instead of throwing it 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 the 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 (an undefended steal).

FLY BALL: Is a batted ball that goes high in the air in flight.

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

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, for violation of the rules.

FOUL BALL: Is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul

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

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

FOULTIP: 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.

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

HEAD COACH (see **MANAGER**): is a person appointed by the president to be responsible for the Team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

- (a) The manager shall always be responsible for the teams conduct, observance of the official rules and deference to the umpires.
- (b) If a manager leaves the field, that manager shall designate the coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager.
- (c) The Head Coach of each Varsity team has control of all players in that farm & Varsity organization. This includes the right to place 10 year old farm players on the varsity roster (with parental consent.)
- (d) See "coach's responsibilities" for a full discussion of coach's obligations.

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

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

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

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

INFIELDER: is a fielder who occupies a position in the field.

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 stationed in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly if Fair." The ball is alive and runners may advance at the risk of that ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE: If a declared infield Fly is allowed to fall untouched to the ground, and bounces foul and remains before passing first or third base, it is a foul ball. If declared Infield Fly

falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

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

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

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 turn at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

INTERFERENCE:

- (a) Offensive interference is an act by the team at bat that interferes with, obstructs impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
- (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- (c) Umpire's interference occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.
- (d) Spectacular interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.
- (e) On any interference the ball is dead.

LEAGUE: is a group of teams who play each other in a pre-arranged schedule under these rules for the league championship.

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

LINE DRIVE: is a batted ball that goes sharp and directly from the bat to a fielder without touching the ground.

LIVE BALL: is a ball that is in play.

MANAGER or (HEAD COACH): is a person appointed by the president to be responsible for the team's action on the field, and to represent the team in communications with the umpire and the opposing team.

- (a) The manager shall always be responsible for the teams conduct, observance of the official rules and deference to the umpires.
- (b) If a manager leaves the field, that manager shall designate the coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager.

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

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

OFFICIAL RULES: the rules contained in this book.

OFFICIAL SCORER: see Rule 10.00.

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

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 OVER-SLIDING): is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

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

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

PITCH: is a ball delivered to the batter by the pitcher.

PITCHER: is the fielder designated to deliver to pitch to the batter.

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

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

QUICK RETURN: is a pitch made with obvious intent to catch a batter off balance.

Check Rule 8.02 (a) (7).

REGULATION GAME: see Rules 4.10 and 4.11.

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

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.

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

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

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

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

STRIKE: is a legal pitch that meets any of these conditions:

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

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

SUSPENDED GAME: is called game that is to be completed at a later date.

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

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.

TIE GAME: is a regulation game that is called when each team has the same number of runs.

“TIME”: is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

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

TRIPPLE 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.

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

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

3.00 GAME PRELIMINARIES

3.01 Before the game begins the umpires shall;

- a) require strict observance of all rules governing team personnel, 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 non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;
- c) receive from each team 1 baseball which meet Lakewood Youth Baseball specifications and standards. **The designated ball is the Rawlings brand, LLB1;** the umpire shall be the sole judge of the fitness of the balls to be used in the game;
- d) be assured by the league that additional balls are immediately available for use if required;
- e) have possession of 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.

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

PENALTY: The umpire shall demand the ball and remove the offender from the game.

In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once.

3.03 A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:

- a) his or her substitute has completed on time at bat;
- b) has played defensively for a minimum of six (6) consecutive outs;
- c) a pitcher may not re-enter the game as a pitcher;
- d) only a player in the starting line-up may re-enter the game;

- e) a starter, (S1) re-enter the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute –(once at bat and six defensive outs) before starter (S2) can re-enter the game.

NOTES:

- A. When two or more-substitute player of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such players position's in the team's batting order and the umpire-in-chief shall notify the official scorer. The umpire-in-chief shall have authority to designate the substitute's places in the batting order, if this information is not immediately provided.
- B. Should injury or illness prevent a manager from fielding nine (8) players the manager may, without penalty of forfeiture, replace injured or ill players with a player previously in the line-up—but, only if use of all other eligible players has exhausted the roster. This provision does not apply with respect to a player or players ejected from the game. If a team is unable to field nine (8) players for reasons of ejection of a player and no eligible substitute is available, previously used players may not enter the game.

3.04 A player whose name is on the team's batting order may not become a substitute runner for another member of the team. "Courtesy runner" not permitted.

3.05

- a) The pitcher named in the batting order handed to 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 or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness that, in the judgment of the umpire-in-chief, incapacitates the pitcher from further play as pitcher.
- 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 the pitcher from further play as pitcher.

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

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

3.08 If no announcement of a substitution is made, the substitute shall be considered to have entered the game when;

- (1) if a pitcher, the substitute takes position on the pitcher's plate and throws one warm up pitch to the catcher;
- (2) if a batter, the substitute takes position in the batter's box;
- (3) if a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play commences;
- (4) if a runner, the substitute takes the place of the runner being replaced.

NOTE: Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Managers or coaches may warm up a pitcher at home plate or in the bull pen or elsewhere at any time. They may also stand by to observe a pitcher during warm-up in the bull pen.

3.10 Suitability of the Playing Field

- a) The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the president or a duly delegated representative shall make the determination.
- b) The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.

3.11 Double Header, with the same teams involved, are not permissible under Lakewood Youth Baseball Regulations. (See exception rule 4.12.)

3.12 When the umpire suspends play, "Time" shall be called. 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 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.

3.14 No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, umpires and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. **Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.**

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

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

3.16 Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game. No one except eligible players in uniform, manager and coach shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once. Batboys and batgirls are permitted.

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

3.18 All players shall stay in the dugouts at all times except when legitimately on the playing field or having permission of the coach to go to the restroom.

4.00 STARTING AND ENDING THE GAME

- 4.01** The umpires shall proceed directly to home plate where they shall be met by the managers of the opposing teams' just preceding the established time to begin the game. In sequence;
- a) The official scorekeeper shall be the home team. Official score book of the Home team shall contain each team's batting order with each players number, position played, 1st name initial with last name. The score board shall be maintained by the visitor team.
 - b) At least one coach from each team and an umpire shall have a Lakewood Youth Baseball Playing Rule book and a set of By-laws at each game, which shall be provided by the Board.
 - c) Discuss any specific field conditions pertinent to the playing of that game;
 - d) Infield Practice:
 1. Visiting team takes the field twenty (20) minutes before game time for (10) ten minutes of infield practice.
 2. Home team has the field for (10) minutes of infield practice and stays on the field for the start of the game.
 3. As soon as the home team's infield practice time is concluded, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field.
 - e) A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:
 1. being upon the field, refused to **start play within 10 minutes after the appointed hour** for beginning the game, unless such delay, in the umpire's judgment, is unavoidable;
- 4.02** The players of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "**Play**" and the game shall start.
- 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 in fair territory.
- (a) The catcher shall be stationed directly back of the plate. The catcher may leave that position at any time to catch a pitch or make a play except 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.
 - (b) The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.
 - (c) Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory. (Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.)

4.04 The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place or the replaced player's position in the batting order except as covered by Rule 3.03.

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

- a) be eligible players in the uniform of their team; or one (1) adult manager or coach or designated adult.
- b) remain within the coach's boxes at all times;
- c) talk to members of their own team only.
- d) only one (1) manager and three (3) coaches will be allowed per team to be within the playing areas. An offending coach shall be removed from the coach's box or field position.

4.06 No manager, coach or player, shall at anytime, whether from the bench or the playing field or elsewhere;

- a) incite, or try to incite, by word or sign, a demonstration by spectators;
- b) use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators;

4.07 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.

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 offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders' the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 – HOW A TEAM SCORES:

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

EXCEPTIONS: A runner did not score if the runner advances to home base during a play in which the third out is made;

1. by the batter-runner before touching first base;
2. by any runner being forced out; or
3. by preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

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

4.10 Regulation Game

- a) A regulation game consists of six innings, unless extended because of a tie score, or shortened;

1. because the home team needs none of its half of the sixth inning or only a fraction of it; or
 2. because the umpire calls the game.
- b) If the score is tied after six complete innings, play shall continue until the visiting team has scored more total runs than the home team at the end of a complete inning; or the home team scores the winning run in and uncompleted inning.
- c) If a game is called, it is a regulation game:
1. if four innings have been completed;
 2. if the home team has scored more runs in three or three and a fraction half innings than the visiting team has scored in four complete half-innings;
 3. If the home team scores one or more runs in its half of the fourth inning to tie the score.
- d) If a game is called before it has become a regulation game, the umpire shall declare it a **"No Game."** **NOTE:** For score keeping purposes, all batting, fielding and pitching records shall be disregarded. However, the pitcher shall be charged with the number of innings pitched in the current calendar week.
- e) If after four (4) innings, three and one held innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the game will be called due to **"Mercy Rule."**
- f) If after five (5) innings, four and one half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the game will be called due to **"Mercy Rule."**

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

NOTE: Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner.

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

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the sixth or an extra inning, but is called but for passing a preceding runner. The game ends immediately when the umpire terminates play.

- d) A called game ends at the moment the umpire terminates play.

EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations;

1. The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning,
 2. The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.
- e) A regulation game that is tied after four or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with Rule 4.10 (a) and 4.10 (b).
- NOTE:** When **TIE** game is halted, pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed days of the rest and has pitching eligibility in the calendar week in which the game is resumed. For score keeping purposes, it shall be considered the same game, and all batting, fielding and pitching records will count.

EXAMPLE:

Rule 4.11

	1	2	3	4	5	6	inning
VISITORS	0	0	0	4	1		
HOME	0	0	0	5			

Game called in to of 5th inning on account of rain Score reverts to last completed inning (4th) and the home team is the winner 5 to 4.

4.12 Tie games

- a) Tie games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution. Any player can be replaced by a player by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by Rule 3.03.

EXAMPLE:

Rule 4.12

Tie game halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game.

	1	2	3	4	5	6	inning
VISITORS	0	0	0	0	4	5	
HOME	0	0	0	0	4		

Game called in top of 6th inning, visiting team batting with two out, no base runners this is a tie game. Resume the game in the top of the 6th, visiting team at bat, two out.

- b) All games will be six (6) innings in length. Ties will be played off that day or night. If not completed before darkness, the game will be played within 10 days at a day and time agreed by both managers. The coaches will have to notify the League Scheduler of the agreed upon makeup date so the field can be reserved and umpires assigned. If not completed in this time frame, the League Scheduler will set the date and time at his sole discretion. The Scheduler will place these makeup games on the **very next** open field on a day and time that both teams are not playing.

4.13 DOUBLE HEADERS, See rule 3.11.

1. Double headers cannot be scheduled in Lakewood Youth Baseball involving the same teams playing in both games. (Exception under condition of Rule 4.12)

4.15 A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:

1. Being upon the field, refuses to **start play within 10 minutes after the appointed hour** for beginning the game, unless such delay, in the umpire's judgment is unavoidable,
2. Refuses to continue play unless game was terminated by the umpire.
3. Fails to resume play, after game was halted by the umpire, within one minute after the umpire has called "**Play**".
4. Fails to obey within a reasonable time the umpire's order to remove a player from the game.
5. After warning by the umpire, willfully and persistently violates any rules of the game.
6. Employs tactics designed to delay or shorten the game.

4.16 If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, it shall be referred to the Board of Directors for a decision.

4.17 A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place nine players on the field (4.16)

4.18 Forfeited games shall be so recorded in the score book and the book signed by the umpire-in- chief. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

4.19 PROTESTING A GAME

1. Protests shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for protest.
2. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches.) However, the manager or acting manager may not leave the dugout until receiving permission from an umpire
3. Protests shall be made as follows:
 - a) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.

- b) Following such notice the umpire shall consult with the associate umpires. If the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
- 4. Protest made due to use of ineligible player may be considered only if made to the umpire before the final out of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
- 5. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league president within 24 hours. The umpire-in-chief shall also submit a report immediately.
- 6. A committee composed of the president, player agent, league's umpire-in-chief and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If protest is allowed, resume game from exact point when infraction occurred.
 - A. **NOTE:** This does not pertain to charges of infractions of playing rules or regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the Board of Directors.
 - B. **NOTE:** All Lakewood Youth Baseball officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: Should a manager, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred.

4.20 Both teams' coaches are responsible for putting away the bases and the pitching machine. Both team coaches will see that their dugouts are cleaned when the game is over. Trash must also be picked up.

5.00 PUTTING THE BALL IN PLAY – LIVE BALL

5.01 At the time set for beginning the game the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position the umpire-in-chief 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 hit out of the playing field.)

5.03 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter 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, one run shall be scored for the offensive team.
- 5.07** When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 5.08** If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.
- 5.09** The ball becomes dead and runners advance one base, or return to their bases without liability to be put out, when:
- a) A pitched ball touches a batter, or the batter's clothing, while in a legal batting position, runners if forced, advance (see 6.08)
 - b) The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If the catcher's throw gets the runner out, the out stands. No umpire interference.
 - c) A balk is committed, runners advance (see Penalty 8.05)
 - d) A ball is illegally batted either fair or foul; runners return
 - e) A foul ball 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. Runner hit by fair batted ball is out.
NOTE: If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decisions, 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 catcher's or umpire's mask or paraphernalia; runners advance.
- 5.10** The ball becomes dead when an umpire calls "Time." The umpire-in-chief shall call "Time" when;
- a) In said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible
 - b) Light failure makes it difficult or impossible for the umpire to follow the play
Lakewood Youth Baseball does not play night games at Evans Park due to the lack of field lighting.
 - c) An accident incapacitates a player or an umpire. If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing or an award of one or more bases, a substitute runner shall be permitted to complete the play
 - d) When a manager requests "Time" for a substitution, or for a conference with one of the 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. Runners advance one base, ball is dead.
 - 1. **NOTE:** 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 position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play". The plate umpire shall call "Play" as soon as the pitcher takes position on the plate with possession of the ball.

6.00 THE BATTER

6.01 Batting Order

- 1. Each player of the offensive team shall bat in the order that their name appears in the team's batting order.
- 2. 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 a time at bat in the preceding inning. **NOTE:** In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter than at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02

- 1. The batter shall take position in the batter's box promptly when it is said batter's time at bat.
- 2. The batter shall not leave that position in the batter's box after the pitcher comes to Set Position, or starts a windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
- 3. If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike shall continue, but if the batter does not take proper position before three strikes are called, that batter shall be declared out.

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

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

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

6.05 A batter is out when;

- (a) A fair or foul fly ball (other than a foul tip) is legally caught by a fielder
- (b) A third strike is legally caught by the catcher
- (c) A third strike caught or not caught by the catcher
- (d) Bunting foul on a third strike
- (e) An Infield Fly is declared

- (f) That batter attempts to hit a third strike and is touched by the ball
- (g) A fair ball touches said batter before touching a fielder
- (h) After hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play
- (i) After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance
- (j) After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner 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, the batter-runner runs outside (to the right of) the three foot line, or inside (to the left of the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base, except that the batter-runner may run outside (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.
- (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 bases 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 a play.

6.06 Batter is out for illegal action when;

- a) hits the ball with one or both feet on the ground entirely outside the batter's box
- b) stepping from one batter's box to the other while the pitcher is in position ready to pitch
- c) interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. **EXCEPTION:** Batter is not out if any runner attempting to advance is put out, or if the runner trying to score is called out for batter's interference.

6.07 BATTING OUT OF TURN

- a) A batter shall be called out, on appeal, when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall
 1. declare the proper batter out, and

2. nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, 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 such time at bat become legal
 1. When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out,
 2. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

APPROVED RULINGS

To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows: Abdul—Brian—Chuck—Delbert—Elizabeth—Forrest—Gunner—Hayden—Rick.

PLAY (1). Brian 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, Abdul replaces Brian, with the count 2 balls and 1 strike.

PLAY (2). Brian bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Chuck.

RULING: Abdul is called out and Brian is the proper batter, (b) Brian stays on second and Chuck is the proper batter.

PLAY (3). Abdul walks. Brian walks. Chuck forces Brian. Elizabeth bats in Delbert's turn. While Elizabeth is at bat, Abdul scores and Chuck goes to second on a wild pitch. Elizabeth grounds out, sending Chuck to third. The defensive team appeals (a) immediately or (b) after a pitch to Delbert.

RULING: (a) Abdul's run counts and Chuck is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Chuck must return to second base because the advance to third resulted from the improper batter batting a ball. Delbert is called out and Elizabeth is the proper batter, (b) Abdul's run counts and Chuck stays on third. The proper batter is Forrest.

PLAY (4). With the bases full and two out, Hayden bats in Forrest's turn, and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to Gunner.

RULING: (a) Forrest is called out and no runs score. Gunner is the proper batter to lead off the second inning, (b) Hayden, when no appeal was made, the first pitch to the leadoff batter of the opposing team legalized Gunner's time at bat.

PLAY (5). After Play (4) (b) above, Gunner continues to bat. (a) Hayden is picked off third base for the third out, or (b) Gunner flies out, and no appeal is made. Who is the proper leadoff batter in the second inning?

RULING: (a) Rick became the proper batter as soon as the first pitch to Gunner legalized Hayden's triple, (b) Hayden. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized Gunner's time at bat.

PLAY (6). Delbert walks and Abdul comes to bat. Delbert was an improper batter and if an appeal is made before the first pitch to Abdul, Abdul is out, Delbert is removed from base and Brian is proper batter. There is no appeal and a pitch is made to Abdul. Delbert's walk is now legalized, and the proper batter is Brian. Brian walks. Chuck is the proper batter. Chuck flies out. Now Delbert is the proper batter, but Delbert is on second base. Who is the proper batter?

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

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

- a) Four "balls" have been called by the umpire.
- b) The batter is touched by a pitched ball which the batter is not attempting to hit unless (1) The ball is in the strike zone when it touches the batter, or (2) the batter makes no attempt to avoid being touched by the ball. **NOTE:** If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if that batter makes no attempt to avoid being touched. **APPROVED RULING:** When the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance.
- c) The catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision 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.
- d) A fair ball touches an umpire or a runner in fair territory before touching a fielder in any way. **NOTE:** If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play

6.09 The batter becomes a runner when;

- a) A fair ball is hit.
- b) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory

- c) A fair fly ball passes over a fence or into the stands at a distance from home base of 195+ feet or more. Such hit entitles the batter to a home run when all bases have been legally touched. A fair fly ball that passes out of the playing field at a point less than 195+ feet from home base shall entitle the batter to advance to second base only.
- d) A fair ball, after touching the ground, bounces 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 runners shall be entitled to advance two bases
- e) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through 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
- f) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases.
- g) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base, but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 195+ feet from home plate, the batter shall be entitled to two bases only. **NOTE:** If deflection occurs off fielder's glove below the top of the fence that batter shall be entitled to two bases

7.00 THE RUNNER

- 7.01** A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.
- 7.02** In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.
- 7.03** Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the 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
 - b) The batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance
 - c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field.

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

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

- a) To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally, or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight (195+ feet from home plate), is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel
- b) Three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril
- c) Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and batter may advance to home plate at that batter's own peril
- d) Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play
- e) Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play
- f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line, 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 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.
 1. **APPROVED RULING:** If all runners, including the batter-runner have advanced at least one base when an infielder makes a wild throw on the first play after the pitch the award shall be governed by the position of the runners when the wild throw was made.
- h) One base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead
- i) One base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

1. **NOTE:** 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 but can advance beyond first base at their own risk if the ball stays in play.
- 7.06** When the 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 touching 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 last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out
 - b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call “Time” and impose such penalties, if any, as in that umpire’s judgment will nullify the act of obstruction.
- 7.08** Any runner is out when;
- a) (1) Running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball, or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base, or (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, or (4) the runner slides head first while advancing.
 - b) Intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball
 - c) That runner is tagged when the ball is alive, while off a base.
EXCEPTION: A batter-runner cannot be tagged out after over-running or over-sliding first base if said batter-runner returns immediately to the base.
 - d) Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play.
 - e) Failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a 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. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced.
 - f) 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, no runners advance, except runners forced to advance; **EXCEPTION:** If a runner is touching a base when touched by an Infield Fly, that runner is not out, although the batter is out. **NOTE:** If a runner is touched by an Infield Fly when not touching a base, both runner and batter are out.

- g) Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts.
- h) Passes a preceding runner before such runner is out.
- i) After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out.
- j) Failing to return at once to first base after over-running or over-sliding that base. If attempting to run to second the runner is out when tagged. If after over-running or over-sliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged.
- k) in running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand while touching home base, and appeals to the umpire for the decision.

7.10 It is interference by a batter or runner when;

- a) after a third strike the batter hinders the catcher in an attempt to field the ball;
- b) after hitting or bunting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- c) the batter intentionally deflects the course of a foul ball in any manner;
- d) before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;
- e) any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of teammate or teammates;
- f) any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;
- g) If in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner;
- h) If in the judgment of the umpire, 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 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;

- i) in the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base;
- j) with a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;
- k) in running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball;
- l) the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;
- m) A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. 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, if in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference. **PENALTY FOR INTERFERENCE:** The runner is out and the ball is dead.

7.11 Any runner shall be called out on appeal;

- (a) after a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged;
- (b) with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged;
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 abandoned after said runner has advanced to and touched a base beyond the missed base.
- (c) the runner overruns or over-slides first base and fails to return to the base immediately, and said runner or the base is tagged;
- (d) the runner fails to touch home base and makes no attempt to return to 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. (The defensive team has left the field when no players remain in fair territory.)

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

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

NOTE: 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 purposes of this rule, the defensive team has “left the field” when all players have left fair territory on their way to the bench or dugout.

7.12 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.

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

7.14 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 ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners;

(a) when a base runner leaves the base before 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, which runner shall be removed from the base without a run being scored.

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

8.00 THE PITCHER

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.

- (a) **The Windup Position.** The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off of the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot. **NOTE:** When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and the other foot is free, that pitcher will be considered in a **Windup Position**.
- (b) **The Set Position.** Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, the pitcher's plate, holding the ball in both hands in front of the body. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to that batter. **NOTE:** The pitcher need not come to a complete stop. See Rule 7.13.
- (c) At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward before making the throw.
- (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.
- (e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward
- (f) with that foot, the pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

8.02 The pitcher shall not;

1. Bring the pitching hand in contact with the mouth or lips while in the 10ft circle surrounding the pitching rubber; **PENALTY:** For violation of this part of the rule the umpire(s) shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and non other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
2. Apply a foreign substance of any kind to the ball;
3. Expectorate on the ball, either hand or the glove;

4. Rub the ball on the glove, person or clothing;
5. Deface the ball in any manner;
6. Deliver what is called the “shine” ball, “spit” ball, “mud” ball, “emery” ball.
The pitcher is allowed to rub off the ball between the bare hands;
7. Deliver a “quick” return pitch.

PENALTY: Violation of any part of this rule 8.02 (a), (2 through 7); umpire shall call pitch a ball and warn pitcher. If a play occurs on violation, manager of the offensive team may advise the plate umpire of acceptance of the play. (Such election must be made immediately at end of play.)

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

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

9. Intentionally pitch at the batter. If in the umpire’s judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defensive team that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire shall reject the pitcher from the game.

8.03 When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed either preparatory pitches to the actual 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 the pitcher as many pitches as the umpire deems necessary.

8.04 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call “Ball.” **NOTE:** The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.

8.05 If there is a runner, or runners, a balk occurs when;

- (a) The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;
- (b) The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- (c) The pitcher while touching the plate, fails to step directly toward a base before throwing to that base
- (d) The pitcher while touching the 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
- (f) The pitcher delivers the ball to the batter while not facing the batter
- (g) The pitcher makes any motion naturally associated with the pitch while not touching the pitcher’s plate.
- (h) The pitcher unnecessarily delays the game.

- (i) The pitcher, without having the ball stand on or astride the pitcher's plate or while off the plate feints a pitch
- (j) The pitcher, while touching the plate, accidentally or intentionally drops the ball.
- (j) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

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. When balk is called if pitch is delivered it will be considered neither a ball nor strike unless the pitch is ball four (4) awarding the batter first base and forcing all runners on base to advance.

APPROVED RULINGS

- 1. In cases where a pitcher balks and throws wild, neither to a base or to home plate, a runner or runners may advance beyond the base to which they are entitled at their own risk.
- 2. A runner who misses the first base to which that runner is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

8.06 Visits of the manager or coach to the pitcher at mound:

- 1. This rule limits the number of visits a manager or coach may make to any one pitcher in any one inning.
 - a) A third trip to the same pitcher in the same inning will cause the pitcher's automatic removal
 - b) The manager or coach is prohibited from making a third visit while the same batter is at bat.
 - c) A manager or coach may not confer with any other defensive player.
Only the catcher may be included in visit with pitcher.

9.00 THE UMPIRE

9.01 The League Scheduler shall appoint one or more umpires to officiate at each league or tournament game. The umpire shall be responsible for the conduct of the game in accordance with these official playing rules and for maintaining discipline and order on the playing field. **NOTE: Plate umpire must wear face mask and chest protector.** Male Umpire may wear protective cup and shin guards. Each umpire is the representative of the Lakewood Youth Baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties. Each umpire has authority to rule on any point not specifically covered in these rules. Each umpire has authority to disqualify any player, coach, manager or substitute for objection 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. Said

umpires have authority at their discretion to eject from the playing field (1) Any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc. and (2) Any spectator or other person not authorized to be in the playing field. All ejected persons (coaches, players, spectators, fans and Board members) must immediately leave the playing field, stands, parking lot and park. Failure to do so may result in a forfeit by the team whose coach, player or fan was ejected.

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.
- b) No player, manager, coach or substitute shall object to any such judgment decisions. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- c) If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- d) No umpire may be replaced during a game unless injured or ill.

9.03

- a) If there is only one umpire, that umpire shall have complete jurisdiction of the administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners)
- b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04

- a) The umpire-in-chief shall stand behind the catcher. This umpire usually is called the plate umpire. The umpire-in- chief's duties shall be to:
 - 1) Take full charge of, and be responsible for, the proper conduct of the game.
 - 2) Call and count balls and strikes.
 - 3) Call and declare fair balls and fouls except those commonly called by field umpires
 - 4) Make all decisions on the batter
 - 5) Make all decisions except those commonly reserved for the field umpires
 - 6) Decide when a game shall be forfeited
 - 7) Inform the official scorer of the official batting order; and any changes in the lineups and batting order, on request.
 - 8) Announce any special ground rules.
- b) A field umpire may take any position on the playing field best suited to make impending decisions on the bases. This position is generally behind the base line if runners are on base. A field umpire's duties shall be to:

- 1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief.
 - 2) Take concurrent jurisdiction with the umpire-in-chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player.
 - 3) Aid the umpire-in-chief in every manner in enforcing the rules, 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, coach or player present. After consultation, the umpire-in-chief (Unless another umpire may have been designated by the League Scheduler) 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 (24) hours after the end of a game all violations of the rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons thereof.
- b) When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the League President within twenty-four (24) hours after the end of the game.
- c) After receiving the umpire's report that a manager, coach or player has been disqualified, the League President shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain his conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

- 9.06** Umpires shall not wear shoes with metal spikes or metal cleats but may wear shoes with plastic cleats

END OF THE LAKEWOOD YOUTH BASEBALL PLAYING RULE BOOK