

# Wilson Premier Youth Baseball

2024

## OFFICIAL PLAYING RULES

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### **2025 Changes**

1.14 – Changes to pitcher’s glove color

# OFFICIAL PLAYING RULES

## American League

### 1.00 - OBJECTIVES OF THE GAME

1.01 –American League baseball is a game that involves two teams and is played in the presence of at least one umpire who administers these rules. A team has at least seven players and is represented by a manager (or designated manager) on fields approved by WPYB (WPYB).

(a) All teams will play in accordance with these "Official Playing Rules." Managers, coaches and umpires will not change or modify these rules prior to or during any and all WPYB games including regular season, post season and tournament games unless specifically approved by the Board of Directors for WPYB.

(b) The Board of Directors will establish standard ground rules for all games. These rules must be followed for all games.

1.02 – 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.

1.03 - When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

1.04 - When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team (side retired).

1.05 - The offensive team's objective is to have its batter become a runner and its runners advance.

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

1.07 - The objective of the game is for each team to win by scoring more runs than the opponent.

NOTE: It is not the objective of the game for a team to score as many runs as possible. In the interest of sportsmanship, a team with a large lead should refrain from aggressive base running (stealing bases, advancing bases on wild pitches/passed balls, and advancing bases on extra base hits.)

Stealing or advancing on a passed ball is not allowed by a team winning by (10) or more runs. Stealing or advancing on a passed ball is defined by running towards the next base in an obvious attempt to advance. Players who simply step off the base after the pitch crosses home plate are not attempting to advance. The penalty is as follows:

(a) 1st offense – ball is immediately dead, team is given a warning and the runner/s return to their original base. **There is only one warning per team, per game.**

- Managers of the leading team are expected to remind their players of the situation and not encourage them to advance on a passed ball or steal when this situation arises.

(b) 2nd and subsequent offense(s) – ball is immediately dead and any runners who attempted to advance are called out.

If the team that is losing comes within (9) or fewer runs, the team that is leading is allowed to steal bases again.

1.08 - The winner of the game shall be that team that scored the greater number of runs at the conclusion of a regulation game in accordance with these rules. In view of a time limit, some games might end in a tie score.

#### 1.09 - PLAYING FIELD

(a) The infield shall be a 60-foot square. The outfield shall be the area between the two foul lines formed by extending two sides of the square. The infield shall be graded so that the base lines and home plate are level.

(b) Home plate shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners filled in so that one edge is 17 inches long, two 8-1/2 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.

(c) 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 infield. The second base bag shall be centered on second base. The base bags shall not be less than fourteen (14) nor more than fifteen (15) inches square and the outer edges shall not be more than two and one-fourth (2-1/4) inches thick.

(d) The pitcher's plate shall be a rectangular slab of whitened rubber 18 inches by 4 inches. It shall be set in the ground so that the distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be 46 feet.

(e) The league shall furnish player's benches, one each for the home and visiting teams. These benches shall be protected by wire fencing.

1.10 – The game ball(s) used must be approved and supplied by the Board of Directors for WPYB.

#### 1.11 Bats

Bats must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by WPYB. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2019 season, non-wood and laminated bats used in the National League shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard.

It shall not be more than 33" inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (16) inches from the small end.

**NOTE 1:** Solid one-piece wood barrel bats do not require a USA Baseball logo.

**PENALTY:** A batter is out on appeal when the batter enters the batter's box with an illegal bat or is discovered having an illegal bat. The manager of the opposing team may appeal to an umpire. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play. An illegal bat must be removed from the game.

#### 1.12 - Uniform

(a) All players on a team shall wear numbered uniforms identical in color, trim and style as provided by WPYB. Socks are a part of the uniform, but not supplied by WPYB. Every player is required to wear identical color socks on both feet. A team may not have its players wear one colored sock on one foot and a different colored sock on the other foot. No players on the same team shall wear identical numbers unless authorized by the Vice President of Baseball Operations.

(1) Any part of an undershirt exposed to view must match one of the team uniform or cap colors with all members on the team matching. Undershirts may not be white, gray, or yellow in color.

(2) A hat is not required unless the person is on defense; when worn, it must be worn properly (hats are not reversible) and hats must be identical for all players.

(3) Jackets are prohibited over the jersey when playing offense and defense, but are otherwise optional individually.

**PENALTY:** A player whose uniform does not conform to his or her team and the standards of WPYB will not be permitted to participate in the game.

(b) If the pitcher's undershirt sleeves are exposed, they shall not be white, gray, or yellow. A pitcher shall not wear any items on his/her hands, wrists, or arms other than uniform, undershirt/sweatshirt.

(c) Players shall not attach to a uniform tape or other material of a different color than the uniform.

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

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

(f) Players shall not attach anything to the heel or toe of the shoe other than a toe plate.

(g) Shoes with metal spikes or cleats are not permitted. Athletic shoes and shoes with molded cleats are permissible.

(h) Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible. **PENALTY:** At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected.

(i) Medical casts may not be worn during the game.

1.13 – Gloves/mitts made of leather shall be worn by all fielders and not be altered to create an adhesive, sticky, and/or tacky surface. The mitt worn by the catcher may be any size. However, the catcher must use a "catcher's mitt." The glove/mitt worn by all fielders except the catcher shall conform to the following maximum specifications:

(a) Height (measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove/mitt): 14 inches

(b) Width of palm (measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove/mitt): 8 inches

(c) Webbing (measured across the top end or along any line parallel to the top): 5 ¾ inches

**PENALTY:** A manager may make only two claims per game that some opposing player's glove or mitt is oversized. If a glove appears to be illegal, it shall be removed from the game and reported to the

Vice President of Baseball Operations to determine its legality. Any action (or apparent advantage gained) during use of the illegal glove stands.

1.14 –

(a) A pitcher's glove cannot be white or predominately white, nor in the judgment of an umpire, distracting in any matter. White laces on a non-white solid color glove are allowed.

(b) A pitcher may not attach to the glove any foreign material of a color different from the glove. The pitcher may wear a batting glove on the non-pitching hand under the pitcher's glove provided the batting glove is one solid color and not white, gray, or optic yellow.

(c) The pitcher may not wear anything on his/her wrists or arms except uniform or undershirt/sweatshirt.

**PENALTY:** The plate umpire shall cause a glove that violates Rules 1.14(a or b) to be removed from the game, either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing manager that umpires agree has merit.

1.15 – WPYB shall provide protective batting helmets that meet NOCSAE specifications and standards. The batter, the on-deck batter, all base-runners and players serving as base coaches must wear a helmet. **PENALTY:** When an umpire observes anyone who is required to wear a batting helmet deliberately remove his batting helmet while in live-ball territory, the umpire shall issue a warning to the manager of the offending team. A subsequent violation of the rule shall result in ejection of the player who removed the helmet in live-ball territory.

1.16 – The catcher shall wear, in addition to a head protector, a mask with a throat protector, body protector, protective cup (male only), and baseball protective shin guards. The catcher's helmet and mask combination shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have full ear protection (dual ear flaps). A throat protector attached to the catcher's mask is mandatory. A throat protector shall adequately cover the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multi-piece design. While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup (male only).

1.17 - All participants – managers, coaches, players, umpires, and parents - must abide by their respective "Code of Ethics." WPYB will not tolerate game misconduct such as criticizing the other team or umpires and/or any behavior or statements including profanities regarded as unsportsmanlike made by players, managers, coaches, and/or fans. Verbal interference (See Rule 2.00) is an example of game misconduct. Game misconduct of any type may result in ejection, game forfeiture, suspension, and/or expulsion from WPYB.

1.18 - Players, managers, coaches, and/or parents on any team may cheer as much as they wish, but at no time are they to harass, criticize, or taunt a player, manager, and/or coach of any team. Harassment, taunting, or any other behavior regarded as a detriment to WPYB by players, coaches or parents may result in ejection and/or game forfeiture, suspension, or expulsion. Competition between teams must be viewed as friendly competition.

1.19 - If a manager suspends a player with the approval of the Commissioner or Vice President of Baseball Operations, he or she must inform the player before the team's next scheduled game. The umpires and the rival manager must also be notified of the suspension prior to the start of the game and it must be noted on the lineup card. A suspended player must appear at their suspended game(s) in uniform including pre-game and post-game activities in order to fulfill the suspension.

1.20 – Smoking will be restricted and prohibited as follows:

(a) At Wilson Park, managers and coaches will not be allowed to smoke in the presence of players during pre-game activities, games and team post-game activities.

(b) At the ballpark, 1100 W. Grange Avenue, smoking is prohibited.

PENALTY: When an umpire or Lead Official observes a violation of this rule, (a) or (b), the offending person will be ejected from the game and subject to disciplinary action.

1.21 - During pre-game activities, games and team post-game activities at Wilson Park, managers and/or coaches will not be allowed to consume alcoholic beverages in the presence of players. Failure to follow this rule will result in ejection and further disciplinary action as determined by the Vice President of Baseball Operations and/or the Board of Directors.

1.22 - All alcoholic beverages are prohibited at the ballpark - 1100 W. Grange Avenue - at all times. Managers are expected to monitor their fans about their possession of alcoholic beverages.

If a person is discovered in the possession of an alcoholic beverage, this person will be identified and evicted from the property; the game will not be disrupted. The Vice President of Baseball Operations may execute the following penalties: the player associated with the person in possession of the alcoholic beverage will be suspended for one (1) game, and (2) the team will forfeit a victory.

1.23 – Fighting, confrontations and any other disruptive conduct will not be tolerated. Any manager, coach, player, parent of a player or any fan involved in this type of misconduct will be considered for suspension or expulsion by the Board of Directors. If the parent of a player was involved in a fight or any aggressive behavior, or other disruptive misconduct, the player could be suspended or expelled.

1.24 - Parents maintain the right to remove their child from any game for any reason without the interference of a manager, coach or umpire.

## 2.00 - DEFINITION OF TERMS

(All definitions in Rule 2.00 are listed alphabetically)

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

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

A **BACKSTOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

A **BALL** is a pitch, which does not enter the strike zone in flight and is not struck at by the batter. NOTE: If the pitch touches the ground and bounces through the strike zone, it is a "ball." If such a pitch touches the batter, the batter shall be awarded first base. If the batter swings at such a pitch and misses, it is a strike. If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.

A **BASE** is one of four points that must be touched by a runner in order to score a run.

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

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

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

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

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

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

The **BATTING ORDER** is the list of current defensive players in the order in which they are to bat.

**BENCH OR DUGOUT** is the seating facilities reserved for players, substitutes, one manager, two coaches, and a scorekeeper. Batboys and/or batgirls are not permitted.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt.

A **CALLED GAME** is one in which, for any reason, the lead official or Pony League umpire terminates play.

It is a **CATCH** if a fielder who is not on dead ball territory has complete control of an airborne batted or pitched ball in his hand or glove. A fielder shows complete control by regaining control of his own body after extenuating efforts to catch the ball (fall, dive, or collision) or by showing that his release of the ball is voluntary and intentional (voluntary release). Voluntary release alone is proof of complete control. Therefore, if a ball is dropped after a fielder attempts to transfer the ball from his glove to his hand in preparation for a throw, it can be a catch. A batted ball cannot be caught if

(1) A fielder, having gloved the airborne ball, immediately, or soon after, collides or falls, and because of such collision or falling, drops the ball;

(2) It has been touched by a batter, runner, or umpire. However, an airborne ball that touches a series of fielders (and fielders only) can be caught.

(3) A baseball becomes lodged or a fielder uses detached gear to field it.

(4) A fielder's glove unintentionally comes off (falls off his hand or is torn off by force of the ball)

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

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

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

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

**DEAD BALL TERRITORY** is a surface (object or ground) upon which a live ball becomes dead on contact. A *baseball* is "on" or "in" dead ball territory if any portion of the ball touches the surface of an object that is on dead ball territory or touches the ground or area that is dead ball territory. A *fielder* is "on" or "in" dead ball territory if

(a) He is standing and any portion of his foot is touching an object on dead ball territory or an area that is dead ball territory,

(b) He has fallen and the greater portion of his body is touching an area that is dead ball territory, or

(c) He is leaping and his leap originated from the surface of an object on dead ball territory or from an area that is dead ball territory.

If a fielder initially gains possession of an airborne batted ball on live ball territory, but enters dead ball territory due to his momentum, the ball remains live if the fielder neither falls nor drops the ball onto dead ball territory while voluntarily releasing it. Thus, the catch can be completed on dead ball territory. This is often called the "catch and carry." If a fielder is bobbling the ball as he enters dead ball territory, the ball is dead and a catch is no longer possible.

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

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

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out because 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")

It is a **FAIR BALL** if any portion of a batted ball

(1) Settles on or over fair territory between home and first or third base,

(2) Is bounding on or over fair territory when passing any portion of first or third base,

(3) Contacts first, second, or third base;

(4) That is airborne falls onto fair territory beyond first, second, or third base;



(5) That is airborne enters dead ball territory space over fair territory, or

(6) Is touched while over fair territory by the person of an umpire, fielder, or runner. A fielder's position relative to fair or foul territory is not relevant when determining a fair or foul 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, third base, and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing 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.

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

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner. NOTE: Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Runner on first, one out, ground ball hit sharply to first baseman, who touches the base and the batter-runner is out. The force is removed at that moment and the runner advancing to second must be tagged. If there had been a runner at second or third, and either of these runners scored before the tag-out at second, the run(s) would count. Had the first baseman thrown to second and the ball had been returned to first, the play at second would have been a force-out, making two outs, and the return throw to first would have made the third out. In that case, no run would score.

A **FORFEITED GAME** is a game declared ended by the lead official in favor of the offended team by the score of 7 to 0 for violation of the rules.

It is a **FOUL BALL** if a batted ball

(1) Settles completely on or over foul territory between home and first or third base,

(2) Is bounding on or over foul territory when passing first or third base,

(3) Is airborne and falls onto foul territory beyond first or third base,

(4) Is airborne and enters dead ball territory space over foul territory,

(5) Is touched over foul territory by the person of an umpire,

(6) Is touched over foul territory by a fielder and is not caught, or

(7) Is touched by a batter in his batter's box. A fielder's position relative to fair or foul territory is not relevant when determining a fair or foul ball. When there is a foul ball the batter must return to bat, and runners must return to their time-of-pitch bases. Umpires should ensure that runners have returned to their time-of-pitch bases before putting the ball back in play.

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

A **FOUL TIP** occurs when a pitch nicks the bat and goes sharply and directly to the catcher's glove or hand and is caught by the catcher unassisted. A nicked pitch that initially strikes something other than the catcher's glove or hand (e.g., the ground, batter, umpire mask, protector) cannot be a foul tip; it is simply a nick and foul. The ball remains in play after a foul tip. Thus, a foul tip is equivalent to a pitch that is swung at, missed, and caught.

A **FRINGE INFIELDER** is an infielder other than the pitcher and catcher.

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

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

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

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

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

An **INFIELD FLY** is a fair fly ball (not including a line drive 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 foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

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

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

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

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

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

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

**LIVE BALL TERRITORY** is the surface of an object or the ground upon which a live ball that has been batted, pitched, or thrown remains live.

The **MANAGER** is a person appointed by the Board of Directors to be responsible for the team's actions on and off the field, and to represent the team in communications with the umpire, the opposing team, the Board of Directors, and officials of Baseball Operations. If a manager leaves the field, that manager shall designate a coach as a substitute and such substitute manager shall have the duties, rights, and responsibilities of the manager.

**The MANAGER-OF-RECORD** is the person who meets near home plate with the opposing manager and the umpires prior to the start of the game. This person is the manager for this game and remains the only person authorized to discuss matters with umpires during the game.

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

**OFFICIAL RULES.** The rules contained in this book.

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

The **OUTFIELD** is that portion of the field in fair territory, which is normally covered by outfielders.

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

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

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

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

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

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

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

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

A **PROTECTED FIELDER** is a fielder who is trying to field a batted ball, and he is given priority to field it. A fielder is "trying to field" or "in the act of fielding" a ball when

- (a) He is positioning himself for the purpose of trying to glove a rapidly approaching ball,
- (b) He is actually gloving the ball, or has gloved the ball, and without having to take steps, is trying to gain possession of the ball, or
- (c) He is actually throwing the ball, or completing his throwing motion after throwing the ball.

A fielder's "try to field" a batted ball ends immediately upon missing or deflecting the batted ball. A fielder cannot be protected if he is chasing a batted ball that has been deflected or missed. If, however, he is trying to field a ball that has been deflected by another fielder, he can be protected as long as he is not chasing after the ball.

NOTE: On a fly ball that has not reached its highest point, or on a batted ball rolling along a foul line, a fielder may not be a protected fielder, but is positioning himself for a chance to field the ball. In such exceptional cases, any non-blatant runner/fielder contact is probably incidental, and not obstruction or interference.

A **QUICK RETURN** is a pitch made with obvious intent to catch a batter off balance. It is an illegal pitch.

A runner has **RETOUCHED** when he touches his time of pitch base after a fielder has touched an airborne-batted ball.

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

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

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

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

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

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

- (a) Is struck at by the batter and is missed
- (b) Is not struck at, if any part of the ball passes through any part of the strike zone
- (c) Is fouled by the batter when there is less than two strikes
- (d) Is bunted foul (batter is out and ball is dead, if the batter bunts foul on the 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.

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

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

A **TAG** occurs when the ball is live and a fielder has the ball in his hand or glove (or both) and a base is touched by his person, or a runner is touched by any part of the glove/ball or hand/ball combination. Such fielder must have complete control of the ball during and after the touch. If the fielder bobbles or drops the ball during or after the touch of the base or runner, and the bobble or drop is due to his lack of control of himself or the ball, or due to contact with a runner, it is not a tag. A fielder shows complete control by regaining control of his own body after extenuating efforts to make a tag (especially in regard to a fall, dive, or a collision), and showing that his release of the ball is (or will be) voluntary and intentional. A fielder need not regain control of his body if he is able to voluntarily release the ball; the voluntary release alone is proof.

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

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

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

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

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

**VERBAL INTERFERENCE** is an act by the team at bat, which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. Verbal interference includes, but not limited to the following: yelling, "drop it" when a fielder is in the process of trying to catch a ball or yelling at the pitcher while he/she is in his/her delivery.

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

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

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

### 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, equipment of players and sportsmanship and fair play
- (b) Be sure that all playing lines are marked and bases are securely in place
- (c) 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.

NOTE: The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled.

3.02 - No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, 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 identify 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 - If a starting or substitute pitcher is removed from the mound, the replacement pitcher assumes the count on the batter. If the game is suspended, the pitcher of record may or may not resume pitching when the game is resumed regardless of the count on the batter.

#### 3.04 -

- (a) 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 a position on the pitcher's plate and throws one pitch to a batter in any given inning.
  - (2) If a batter, the substitute takes a 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
- (b) Any play made by, or on, any of the above-mentioned unannounced substitutes shall be legal.

3.05 - 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.

3.06 - 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.

3.07 – No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, and umpires. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.

NOTE: The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example, an on-deck hitter who enters the playing area who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, he kicks the ball, picks it up, or pushes it, that is considered intentional interference regardless of what his thought may have been.

3.08 - It is spectator interference when a spectator

(a) Touches a live ball over live ball territory or

(b) Hinders a fielder over live ball territory when such fielder is trying to field a live batted or thrown ball.

EXCEPTION: It is not spectator interference when a spectator

(a) Touches a ball over dead ball territory,

(b) Touches an airborne batted ball over live ball territory, but the ball has no chance of becoming fair or caught, or

(c) Hinders a fielder over dead ball territory when such fielder is trying to field a ball. A fielder reaching across "fence line extended" into dead ball territory does so at his own risk; he is not given fielding protection.

PENALTY: When there is spectator interference, the ball is dead. The umpire should nullify the act of the interference by either awarding runners bases or calling the batter-runner out according to what he deems would have occurred without the interference.

3.09 – Umpire interference occurs when the plate umpire contacts and hinders a catcher's throw during a pickoff, steal, or return toss to the pitcher. If the catcher's throw immediately and directly results in the runner being out, the interference is disregarded. If not, time is imposed and all runners must return to their time-of-pitch base. Hence, if a rundown or subsequent throw after the catcher's throw is required to retire a runner, the ball is dead and the interference is enforced.

3.10 – Umpire interference also occurs when a fair-batted ball touches any umpire, unless such ball has passed a fringe infielder or has already touched any fielder. If a batted ball is umpire interference, the batter-runner is awarded first base and forced runners their advance base; other runners must return to their time-of-pitch base. If a fair-batted ball touches an umpire but is not umpire interference, the ball is live. If a thrown or pitched ball touches an umpire, the ball is live.

3.11 – It is coach's interference if a base coach blatantly and avoidably (or intentionally) hinders a fielder's try to field a fair or catchable batted ball or thrown ball. A coach must try to avoid a fielder trying to field. If he tries to avoid, but contacts a fielder, it is not interference. In most cases, a coach who does not try to avoid contact with a fielder will have interfered.

PENALTY: If a coach blatantly and avoidably (or intentionally) hinders a fielder's try to field a fair or catchable batted ball or thrown ball, and the interference occurs on a (a) play, the runner being played against is declared out or a (b) catch, the batter or batter-runner is declared out. If a coach interferes with intent to break up a possible double play, two outs are declared. If there is coach's

interference without a play or catch try, the ball is dead, and runners are not allowed to advance. The ball is dead when a coach interferes in any of the previous manners.

3.12 – It is also coach's interference if a base coach physically assists a runner's advance or return to a base. PENALTY: Such runner is out but the ball remains live.

3.13 - Players and substitutes shall sit on their team's bench and/or immediate bench area or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, a manager and not more than two coaches and scorekeeper shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once.

3.14 - The use of electronic equipment during the game is prohibited. No team shall use electronic equipment, including walkie-talkies, cellular telephones, etc. to communicate to or with any on-field personnel, including those in any warm-up area.

3.15 - For early games, the home team may only have possession of the diamond for ten (10) minutes starting at 4:55 PM. The visiting team may only take possession of the diamond for ten (10) minutes at approximately 5:05 PM. Pre-game field practice must cease at 5:15 PM

3.16 –

(a) In the interest of safety, batting practice must cease in the vicinity of the playing field at 4:55 PM. Teams may not take batting practice in the vicinity of the playing field before the late game.

(b) A player must wear a WPYB approved batting helmet during any batting practice.

(c) Picnic tables may not be used as backstops for batting practice.

(d) For pre-game batting practice, teams must use soft baseballs provided or approved by WPYB; teams may not use game-type baseballs.

(e) At the ballpark, the batter must stand on the warning track for his or her at-bat during pre-game. The pitcher must stand on the infield dirt.

3.17 - Pre-game batting practice will be permitted in areas as specified by the Board of Directors. Batting practice at home plate will not be allowed once the diamond has been chalked. When a night game follows the early game, batting and infield practices are prohibited on the playing field prior to the start of the night game. In the interest of spectator safety, teams may only use the outfielders to play catch in order to warm-up throwing arms. EXCEPTION: If the preceding game ends at least 30 minutes before the scheduled start of the late game, both teams may take infield practice per Rule 3.15.

3.18 - The home team occupies the third base bench; visiting team occupies the first base bench.

3.19 - The home team is responsible for obtaining and installing all bases for the game. At the completion of the final game of the day, the home team is responsible for returning the bases to the designated location. At the ballpark, the plug must be reinserted where the base was removed.

3.20 – Both teams are responsible for covering the pitcher's mound and home plate with tarps at the conclusion of the final game of the day.

3.21 – No post-game sliding and running of bases is allowed.



#### 4.00 - STARTING AND ENDING THE GAME

4.01 - The umpires shall proceed directly to home plate where they will meet with managers of the opposing teams preceding the established time to begin the game.

(a) The managers will exchange lineup cards at this time and provide the home plate umpire with a game ball provided by WPYB. The starting lineup for each game must be listed on the lineup card according to batting rotation and including the player's last name, initial and number. Alternate players and those who are absent or suspended must be indicated in the space provided on the lineup card. The managers must also provide their Pitching Record (See Rule 8.08).

(b) The person who appears at home plate at this time becomes the manager-of-record for this game.

NOTE: If the manager could not be present for pre-game activities due to work or other legitimate reason, he or she may take over as manager once he or she has arrived at the field. However, the umpires must be advised of this circumstance during pre-game ground rules.

4.02 – Game start times will be listed on season schedules. All games carry a two (2) hour time limit; no new inning may begin after two (2) hours from the start of the game.

(a) There is no time limit for the post-season championship game.

(b) The clock starts when the plate umpire declares, "Play" and orders the starting pitcher to pitch. Thereafter, an inning starts the moment the third out is made completing the preceding inning.

(c) Weather and injury delays are a part of time limit.

4.03 - A minimum of seven (7) players will be required to start and finish a game.

(a) A fifteen (15) minute grace period at the start of the game will be granted only in the case of waiting for a seventh player. If a team cannot provide a seventh player, the game will result in a forfeit with the approval of the Lead Official or Vice President of Baseball Operations.

(b) Teams competing with seven (7) or eight (8) players will not be subject to automatic outs for the eighth and/or ninth positions in the batting order. If an eighth or ninth player arrives, that player must be inserted into the lineup into the eighth or ninth position respectively in the original lineup.

(c) When a team has more than nine (9) players and is unable after substitutions to place seven (7) players on the field due to injury or ejection, the manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team cannot place seven (7) players on the field, the game will result in a forfeit with the approval of the Lead Official or Vice President of Baseball Operations.

#### 4.04

(a) All players bat in a continuous batting order. The batting order listed on the lineup card must be followed throughout the game.

(b) On defense, all players must play at least two (2) innings by the end of the 4<sup>th</sup> inning and at least three (3) innings by the end of the 6<sup>th</sup> inning unless illness, injury or suspension prevails. Defensive changes must be reported to the opposing manager or their designee at the time of the change.

(c) If a player arrives late to a game site, the player must be added to the end of the current lineup.

NOTE: Rule 4.04 (b) and (c) only applies to players who arrive to the game before the start of the fifth inning. If a player arrives to the game after the start of the fifth inning, it is the manager's discretion on whether or not the player plays. Furthermore, a team is not at risk of forfeiting a game per Rule 4.06 if

(1) Time limit, injury, or suspension prevents a player who arrives before the start of the fifth inning from meeting the playing requirements described in Rule 4.04 (b).

(2) A player arrives to the game site after the start of the fifth inning and does not meet the playing requirements described in Rule 4.04 (b).

(d) In the event of injury, a manager may remove the injured player from the lineup. Everyone else in the lineup that followed the injured player will move up a respective spot in the lineup.

(e) A player who was injured earlier in the game may be reinserted into the lineup one time in the position in the batting order that he assumed at the point of injury, provided that player had been removed from the lineup for three (3) consecutive defensive outs.

4.05 – The game will result in a forfeit with the approval of the Lead Official or Vice President of Baseball Operations if it is discovered that any player was not allowed to play within rules 4.04. The infraction must be discovered before the umpires leave the field for a forfeit to be declared.

4.06 - 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 in the catcher's box. 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.

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

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

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

4.07 – No interference will be allowed from any player behind the screen. All players must remain in the bench area except when at bat, on base, or in the field. Relief pitchers and catchers may warm-up in a safe area.

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

(a) Be eligible players in the uniform of their team; adults - manager and/or coaches.

(b) Remain within the base coaches' boxes at all times, except as provided in 3.10

(c) Talk to members of their own team only. An offending base coach shall be removed from the base coach's box.

(d) Not attempt to influence umpires' calls either by voice or gesture. When a base coach attempts to influence a call, an umpire can remove them from the game as a base coach. This is not considered an ejection.

4.09 –

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

- (1) Incite, or try to incite, by word or sign, a negative demonstration by spectators
- (2) Use language that will in any manner refer to or negatively reflect upon opposing players, manager, coach, an umpire or spectators
- (3) Make any move calculated to cause the pitcher to commit an illegal pitch
- (4) Make intentional contact with the umpire in any manner
- (5) Take a position in the batter's line of vision, with the deliberate intent to distract the batter

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

PENALTY: The umpire may first warn the offender that if such action continues, he will be removed from the game. A warning is not mandatory.

4.10 - Managers, coaches, players and fans may not question or criticize an umpire's judgment call. However, when a play has ended, the manager may approach the appropriate umpire once he has been granted "time out" to discuss why a call on the field was made. Managers will not engage in shouting matches with the umpire, opposing coaches or spectators. Managers are required to enforce this rule with their team and fans. Misconduct might result in ejection and possible suspension/expulsion.

4.11 - When a manager, coach, or spectator 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. When a player is ejected from a game, the player must remain in the bench area in uniform for the remainder of the game and any post-game meeting and may not be recalled.

Any manager, coach, or spectator ejected from a game may be suspended for his or her team's next game(s) and may not be in attendance at the game site from which they are suspended. Once the Vice President of Baseball Operations has determined the penalty for a player who has been suspended due to ejection from a game or other disciplinary action, the player must comply with the following requirements:

- (a) The suspended player must arrive in full uniform for the team's pre-game practice.
- (b) The suspended player must stay in the bench area for the entire game including the manager's post-game meeting.
- (c) If the player does not arrive in uniform for the pre-game practice and does not stay for the game, the player has not completed the penalty for the suspension. The player must appear at the next game and fully comply with sections (a) and (b).

EXCEPTION: If a parent or guardian presents a personal check to WPYB and that check is returned for insufficient funds or any other reason, and the player is suspended, the player does not need to attend the pre-game and game.

#### 4.12 - HOW A TEAM SCORES

(a) A run can occur only if a runner touches (or passes) each advance base. However, there cannot be a run if a runner has touched (or passed) home base, but there is related action wherein

(1) He becomes out (appeal)

(2) He must return to another base (interference)

(3) A third out occurs before the runner touches (or passes) home: this is called a time play

EXCEPTION: Time play criteria do not apply to a consecutive runner at third who is awarded home due to a batter-runner's award to first. All that is required in such a case for the run to score is that the batter-runner touch first and the runner from third touch home. Technically, the requirement of the batter-runner to touch first on this play is only relevant with two outs. If, with less than two outs, the batter-runner deserted his effort and did not touch first, but the runner at third touched home, the winning run is allowed to score, and the game is over.

(4) The third out is by

(a) The batter-runner before touching (or passing) first base or the batter-runner on an appeal for missing first, or when his batted ball is caught

(b) A runner who is forced out

(c) A leading runner on appeal. No runners following such runner can score.

(b) The third out of an inning does not prevent the defense from getting a fourth (fifth, etc.) out, an out that is advantageous in that it takes away an apparent run. Such advantageous fourth out supersedes the former third out and becomes, for all purposes, the third out.

(c) A runner who touches (or passes) home with the apparent winning run does not terminate the game:

(1) A subsequent out is possible. If such an out, pursuant to these rules, prevents the "winning runner" from being a run, the game continues.

(2) Subsequent runs are possible. If the apparent winning run advances due to a home run by the home team in a fraction of the seventh (or any extra) inning, the batter-runner and all other runners are allowed to advance and score—subject to these rules—and the game ends when the batter-runner touches home.

#### 4.13 –

(a) A regulation game consists of seven (7) innings unless extended because of a tie score or shortened by time limit or weather conditions

(1) Because the home team needs none of its half or only a fraction of it; or

(2) Because the umpire calls the game.

(b) If the score is tied after seven complete innings, play shall continue when time limit permits the start of another inning until

(1) The visiting team has scored more total runs than the home team at the end of a completed inning or

(2) The home team scores the winning run in an uncompleted inning.

(c) 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 and a half innings than the visiting team has scored in four completed half-innings

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

(d) If a game is called before it has become a regulation game, it will be replayed at the date and time specified by the Vice President of Baseball Operations. Failure of a team to show-up will result in forfeiture.

NOTE: All records, including pitching, shall be counted.

4.14 - 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 7<sup>th</sup> inning if the home team is ahead

(b) The game ends when the 7<sup>th</sup> inning is completed, unless the game is tied and time still remains on the time limit.

(c) The game ends if the game reaches time limit and (a) an inning has just ended or (b) when the home team is at bat and they are winning

(d) If the home team scores the winning run in its half of the 7<sup>th</sup> 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 declared the winner.

(e) A called game ends at the moment the lead official or Pony League 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 score 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

(f) An official game that is tied after four or more completed innings and halted by the umpire, shall be ruled a tie resulting in a half game win and loss for both teams.

(g) In the event of inclement weather, the determination as to whether or not a game will be halted will be made by the Vice President of Baseball Operations, Lead Official or in their absence, the Pony League plate umpire.

4.15 - The umpire shall order the playing field lights turned on whenever in such umpire's opinion that darkness makes further play in daylight hazardous.

4.16 - A game may be forfeited by the umpire with approval by the Lead Official of the game in progress to the opposing team when a team -

(a) Being upon the field, refuses to start play within 15 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable

(b) Refuses to continue play unless the game was terminated

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

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

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

(f) Employs tactics designed to delay or shorten the game

4.17 - Forfeited games shall be documented on an Incident Report and submitted to the Vice President of Baseball Operations within 24 hours of the forfeit, but failure of the umpire to file this report shall not affect the forfeiture.

#### 4.18 – PROTESTING GAME

Managers and umpires must strive to avoid protests and settle disagreements so that the game can continue.

(a) Protests shall be considered only when based on the violation or interpretation of a playing rule. No protest shall ever be permitted on judgment decisions by the umpire.

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

(c) Protests shall be made as follows:

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

(2) Following such notice the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision.

(3) The umpires involved in the issue should also consult with the Lead Official or in his absence, the Vice President of Baseball Operations, a member of the Board of Directors, or any other member of Baseball Operations in order to resolve the issue and avoid an official protest.

(4) The ruling that is made by one of the named parties in 4.18c3 is final.

NOTE: (1) This rule does not pertain to charges of infractions of regulations such as field decorum or actions of the league personnel or spectators that should be considered and resolved by the Board of Directors.

NOTE: (2) All WPYB officials and managers are urged to take precautions and actions in order to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: Should a manager, league official, or umpire discover that a pitcher is ineligible at the beginning of the game or inning, or will become ineligible during the game or at the start of the next inning, this 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. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.

NOTE: (3) The time used to identify the correct ruling counts toward the time limit. The clock does not stop when a protest is being made. If, however, the umpire believes a manager is protesting a game to "use up" the remaining amount of time in the time limit to win the game, the umpire may stop the clock and notify each manager of his decision.

4.19 - Throwing of any equipment is prohibited. When an umpire sees a player throw equipment in upset or anger, the umpire will immediately eject that player from the game. All rules regarding ejections apply. This rule does not apply to an instance when a bat slips out of a player's hands during an at-bat.

4.20 - Throughout the game, managers or their designate must accurately document all innings pitched by players from both teams, and must accurately document the line score and final score. When the game is completed, both managers and the home plate umpire must sign each completed lineup card. A complete card consists of a game line score and correct number of innings pitched by each pitcher. The umpire must return both cards to the equipment area within the concessions stand. Managers must also retrieve his or her Pitching Record when they have another scheduled game for that week.

4.21 - The home team will be awarded one ball by the umpire at the end of a regulation baseball game.

4.22 - The cleanliness of the parks and fields is essential to the continued use of public facilities by WPYB. Failure to maintain this cleanliness is a detriment and may lead to the revocation of park/field use permits. The cleanliness of our ballpark at 1100 W. Grange Avenue is also crucial to the appearance and upkeep of the site. Managers and their players are required to remove all trash from their bench and seating areas and to ensure that it is placed in appropriate trash receptacles following the conclusion of every game. The Vice President of Baseball Operations may forfeit games when teams fail to meet this requirement.

## 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

5.01 - Once the defensive players of the home team are at their positions and a batter of the visiting team has positioned himself in the batter's box, the umpire is to declare "play", and such declaration begins the game.

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.

5.03 - The ball becomes dead when an umpire calls "Time." The umpire shall call "Time" -

(a) When in said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible

(b) When light failure makes it difficult or impossible for the umpires to follow the play

(c) When an accident incapacitates a player or an umpire

NOTE: If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play

(d) when a manager requests "Time" for a substitution or for a conference with one of the players

NOTE: Only one offensive time-out, for the purpose of a visit or conference, will be permitted each inning.

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

(f) When an umpire orders a player or any other person removed from the playing field

(g) Except in the cases stated in these rules, no umpire shall call "Time" while a play is in progress.

NOTE: When a fielder after catching a fly ball steps into or falls into dead ball territory, the ball is live and in play. Runners may advance at their own peril.

5.04 - After the ball is dead, play shall be resumed when the pitcher takes a 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 a position on the plate with possession of the ball.

5.05 - No team singing or chanting that is focused on the other team's players is allowed. This includes chants that are used to distract the pitchers, batters or the fielders of the opposition. Any team singing or chants must be positively focused on that team's own players.

## 6.00 - THE BATTER

### 6.01 -

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

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

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

6.02 - Batting doughnuts, sleeves and all weighting devices are prohibited.

6.03 - Only one player may stand on-deck. This player may have only one bat in his or her possession. The on-deck batter may not swing the bat in dead ball territory and/or in the bench/spectators area. Prior to taking his or her position the batter's box for his or her plate appearance, the batter may take warm-up swings.

### 6.04 -

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

(b) While in the batter's box, the batter might ask the umpire to grant time. This request may be spoken, or is often indicated when the batter raises his hand, palm toward the umpire, or when he steps backward. At the umpire's discretion, such a request for time can be granted. An umpire does not always give a batter time on request, especially if the pitcher has begun his motion to pitch. If time is not granted and there is a pitch; the umpire determines whether such pitch is a ball or strike.

(c) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall call a strike on the batter. The ball is dead, and no runners may advance. After the penalty, the



batter may take his proper position and the regular ball and strike count shall continue. If the batter does not take his proper position before three strikes have been called, the batter shall be declared out.

6.05 – A batter must have the whole of both feet on or within the lines of the batter's box when he assumes his position.

6.06 - A batter has legally completed a time at bat when he/she is put out or becomes a runner.

6.07 - 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 caught or not caught by the catcher

(c) Bunting foul on a third strike

(d) An Infield Fly is declared

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

(f) He/she interferes with a batted ball (See Rule 7.07 and 7.11)

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

(h) 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 doing so, 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

(i) 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 runners return to their time-of-pitch base

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

(j) he/she squares to bunt and then pulls back and swings

PENALTY: the umpire shall immediately call, "Time," and declare, "Dead Ball." The batter is out and all runners must return to their time of pitch base.

6.08 - A batter is out for illegal action when -

(a) He bats a pitch illegally. A pitch is batted illegally when a batter swings and the bat contacts the ball (foul tip included) while either of the batter's feet is on the ground completely outside the batter's box (which includes the lines defining the box). When a ball is illegally batted, it is dead, and all runners must return to their time-of-pitch base.

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

(c) The batter enters the batter's box with an illegal bat (1.11) or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty (1.11) or the result of the play.

(d) He or she interferes with the catcher's attempt to throw a runner out.

6.09 – It is batter interference if the batter hinders the catcher by stumbling or stepping outside the batter's box, or by abnormal or extraordinary movement inside the batter's box. If the catcher has attempted to throw, but is unable to do so, or his throw does not immediately retire the runner being played against (causes a rundown or goes wild, or the runner played upon is safe), the ball is dead. The batter is out for his interference, and all runners must return to their time-of-pitch base.

EXCEPTION: If the catcher throws and the batter interferes but the throw directly results in retiring the runner, the ball remains live and the interference is disregarded. If a batter strikes out and interferes, he is already out and cannot be called out for interference. The runner who is played against is then called out, and other runners must return to their time-of-pitch base.

6.10 – When the batter interferes with a play at the plate the batter is called out and no run can score when there are two outs. When the batter interferes with a play at the plate with less than two outs, the runner trying to score is out, other runners return to their time of pitch base, and the batter remains at bat.

6.11 – A batter may interfere with a catcher while no play is being made by the catcher. This is called —interference without a play, and when it occurs the ball is dead and runners must return to their time-of-pitch base. Such interference occurs during a "return toss" or "backswing."

EXCEPTION: The ball is not dead if the catcher is throwing against a runner when a backswing contacts him.

(a) The return toss is simply the catcher's relaxed throw in returning the ball to the pitcher after a pitch. If the batter has interfered in one of the ways mentioned in 6.09, and the return toss contacts him, the ball is dead, and the runners must return. If he has not interfered and the return toss contacts him, it remains live.

(b) A batter's backswing occurs after he has swung through the pitch, and he continues his swing all the way around until the bat reaches the vicinity of the catcher. If a batter contacts the catcher, or his mitt, or the baseball unintentionally with his backswing, it is interference without a play. If the catcher is in the act of throwing the ball in a play against a runner and the backswing contacts him, the throw should be allowed to occur, and if it directly results in the out of the runner played against, the interference is nullified, and the play stands. If the throw does not directly result in the out of the runner played against, or the throw is not made, it is considered interference without a play; the ball is dead and runners must return to their time-of-pitch base. EXCEPTION: If the backswing hits the catcher after a ball has been batted and the catcher is prevented from making a play, it is treated as regular interference; the batter-runner is out and other runners return to their time-of-pitch bases. Also, backswing contact may occur after a wild pitch (ball is far removed from the catcher, who has no play); the ball is dead and runners are allowed only one base.

#### 6.12 - BATTING OUT OF TURN –

(a) A batter who fails to bat in sequence is an improper batter.

EXCEPTION: If a batting slot comes due and the player in that slot is on base, his slot is skipped. The following batter, even though he is batting out of sequence, automatically becomes proper. The new proper batter's status cannot change during that at bat, e.g., the "skipped" player is put out, scores, or the half-inning ends.

(b) If an improper batter completes his at bat and continuous action ends, he becomes a proper batter if there is a subsequent pitch or play. This includes apparent inning-ending situations: the defense can appeal batting out of order at any moment before a pitch by the opposing team begins the next half inning. The new proper batter is the player listed in the slot after such legitimized batter, and a new sequence is then established. A team always has a slot at bat.

(c) An umpire may not suggest or indicate that a batter is improper and the offense may not appeal its own error, but the offense can change batters. Only the defense can appeal that a batter has batted out of order.

NOTE: When a batter bats out of order, three different appeal situations are possible:

(d) *Defense appeals too early*: if the defense appeals batting out of order before an improper batter completes his at bat or the offense recognizes its own error, the proper batter can simply assume both his position in the batter's box and the count.

(e) *Defense appeals at correct time*: if the defense appeals batting out of order after an improper batter has completed his at bat and before a subsequent pitch or post-continuous action play, then the following penalties are enforced:

(1) The proper batter is called out. This out supersedes an out of the improper batter, and if such improper batter was not out and became a runner, he is removed from his base.

(2) Any runner who advanced because of the improper batter's batted ball or award must return to his time-of-pitch base. A runner who advanced for some other or additional reason (wild pickoff throw, overthrow, wild pitch, is allowed his advance.

(3) Any runner who became out during the continuous action must return to his base; his out is nullified. Any outs gained independently of the improper batter becoming a batter-runner (steal, pickoff, etc.) will stand.

(f) *Defense appeals too late*: if the defense appeals batting out of order after an improper batter has completed his at bat, and after a subsequent pitch or post-continuous action play, such improper batter has become proper, and he thereby resets the proper sequence of batters.

6.13 – It is catcher's interference if the catcher contacts the batter or his bat during a swing or bunt at a pitch.

PENALTY: Once there is catcher's interference, the ball is not dead. All continuous action is allowed to occur. If every runner and the batter-runner acquire their advance base during continuous action, the interference is disregarded. When continuous action ends and the umpire determines that a runner or batter-runner has not acquired his advance base, the ball becomes dead, and the interference is enforced as follows: the batter-runner is awarded first base. All runners forced to advance are awarded their advance base. Runners who are not forced must return to their time-of-pitch base. The offensive manager has the option to accept the result of the continuous action rather than have the interference enforced. However, such manager must exercise this option on his own initiative; the umpire does not offer such an option.

6.14 - 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. Such hit entitles the batter to a home run when all bases have been legally touched.

(d) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and runners shall be entitled to advance two bases.

(e) 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.

(f) 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.

6.15 – There is no designated hitter rule.

6.16 - Players who wear glasses must wear protective shields when batting unless written permission to the contrary, signed by parent, is in WPYB possession prior to the start of the game.

## 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. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.

7.02 - In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.00. 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, the trailing runner is touching the same base as a lead runner and he is tagged, he is out (unless the lead runner is forced at the time).

7.04 – The following items involve awards of ONE base:

(a) The batter is hit-by-pitch. A batter is awarded first base when a pitch touches his person (See Rule 2.00 Ball), unless it is (or would have been) a strike (swinging or in the strike zone) or he makes no attempt to avoid being touched by the pitch. Regardless, the ball is dead. If the batter is awarded first base, runners forced to advance are also awarded their advance base. Other runners (and any runners if there is no award) return to their time-of-pitch base.

(b) A base-on-balls. A batter is awarded first base when four balls are counted. Runners forced to advance are also awarded their advance base. The ball remains live and any runner who is tagged off base after touching or passing his awarded base is out. However, the batter-runner is allowed to overrun first base, provided he returns immediately to the base.

EXCEPTION: After the batter is awarded a base-on-balls in the American League, the batter-runner cannot attempt to advance to second base once the pitcher possesses the ball on the pitching mound and the batter-runner has not touched first base. If the pitcher does not possess the ball on the mound when the batter-runner touches first base, the batter-runner may attempt to advance at his or her liability to be put out.

(c) A fielder falls onto dead ball territory after catching a batted ball. Every runner (other than the batter-runner, who is out) is awarded his advance base when a fielder, having caught a batted ball, falls onto dead ball territory; the ball is dead. If such fielder does not fall, the ball remains live.

(d) A pitch or in-contact throw lodges or enters dead ball territory. Every runner is awarded his advance base when a pitch or an in-contact throw lodges or enters dead ball territory. The ball is

dead. If a pitch lodges or enters dead ball territory and is strike three, the batter is out. If a pitch lodges or enters dead ball territory and is ball four, the batter-runner is awarded first base only.

7.05 – Before awarding a runner more than one base, the time of the award must be considered:

(a) Time-of-Pitch. It is a time-of-pitch award if a batted ball is fielded by an infielder whose first play is overthrown. Every runner is awarded two bases beyond the base occupied at the time-of-pitch.

EXCEPTION: If every runner, including the batter-runner, has touched his advance base and there is a first play by an infielder that is overthrown, the award is from the base occupied at the time-of-throw.

(b) Time-of-Throw. If the award is not time-of-pitch then it is time-of-throw. Every runner is awarded two bases beyond the base occupied at the time the throw originated (left the fielder's hand). The lead runner is always the first runner awarded his base(s); such runner is never awarded three bases to allow a two base award for a following runner. If a runner obviously has failed to retouch his base before advancing, then a base he has touched or passed is not acknowledged when determining the bases awarded after an overthrow.

Thus, such runner's occupied base (from which the award would originate) is the time-of-pitch (or retouch) base. For example, runner on first with one out. The runner, believing there are two outs, continues toward third base after a fly ball is batted to right field. The right fielder catches the ball, but his throw to first gets by and rolls into dead ball territory. Even though the runner is past second at the time of the throw, first base is acknowledged as the occupied base at time of throw, and the runner is awarded third base.

7.06 – The following items involve awards of MORE than one base:

(a) Overthrows. Every runner is awarded two bases after an overthrow. The award is two bases either from the runner's time-of-pitch base or from time-of-throw base. It is an overthrow when

- (1) The thrown ball itself enters dead ball territory or becomes lodged,
- (2) Any fielder who is on dead ball territory touches a throw,
- (3) A fielder catches a batted ball but, after voluntarily releasing it, drops such ball onto dead ball territory, or
- (4) A fielder deflects an uncaught batted or thrown ball onto dead ball territory.

NOTE: When a batted or thrown ball enters a player's uniform or catcher's gear the ball is to be ruled dead and no subsequent outs can be obtained by the defense. The umpire must employ common sense and fairness and place the runners such that the act of the ball becoming dead is nullified. The umpire may not, however, enforce any outs that may have occurred had the ball remained live. Outs occurring before the ball went out of play stand.

(b) Subsequent Push (of a pitch or in-contact throw). A subsequent push of a pitch or in-contact throw occurs when such pitch or throw is errant and a fielder subsequently pushes (kicks, deflects, etc.) the ball (itself) into dead ball territory or the ball becomes lodged due to the push or deflection. Each runner is awarded two bases beyond his time of pitch base.

(c) Home Run or Ground Rule Double. If an airborne batted ball passes over the fence over fair dead ball territory and strikes dead ball territory it is a home run (by definition, a four-base award) unless it is a ground rule double for one of the following reasons:

- (1) It is deflected by a fielder, who is standing on fair territory and goes over the fence over foul dead ball territory,

(2) It is deflected by a fielder over the fence over fair dead ball territory, but such deflection occurs after the fly has struck the facing of the home run fence,

(3) Bounds into dead ball territory, or

(4) Lodges in or passes through a fence.

(d) Detached gear. Detached gear occurs if a fielder deliberately contacts a fair-batted ball, thrown ball, or pitched ball by

(1) Intentionally throwing his glove, cap, or mask, or

(2) By using his cap or mask like a glove.

PENALTY: If the ball is not touched, no penalty or award is applicable. If the ball is contacted, the ball remains live if every runner obtains their awarded base before continuous action is over. If any runner does not obtain his awarded base by the end of continuous action, time shall be imposed and all runners are awarded

(1) Three bases beyond the base occupied at the time of the infraction (contact) on a batted ball,

(2) Two bases beyond the base occupied at the time of the infraction on a thrown ball, or

(3) One base beyond the base occupied at the time of the infraction on a pitched ball.

NOTE (1): If the batted ball would have been a home run, every runner is awarded home. If a runner touches the awarded base and is tagged off base, he is out.

NOTE (2): If a fielder's glove unintentionally comes off (falls off his hand or is torn off by force of the ball) during a legitimate attempt to field a ball, there is no violation.

7.07 – It is runner (batter-runner included) interference if

(a) A batted ball touches him before passing a fringe infielder.

EXCEPTION: However, a runner has not interfered if

(1) A batted ball touches him over foul territory,

(2) A batted ball touches him after being deflected by a fielder, or

(3) An infield fly contacts such runner while he is touching a base. Such ball is dead upon contact with the runner. All runners return to their time-of-pitch base and the batter is declared out. If a runner is touched by an infield fly when not touching a base, both runner and batter are out.

(b) A batted ball touches him after passing a fringe infielder and another infielder had a play opportunity.

EXCEPTION: However, a runner has not interfered if a batted ball touches him after passing a fringe infielder and no other infielder had a play opportunity, unless he touches such ball intentionally.

(c) Such runner hinders a protected fielder (See Rule 2.00 Protected Fielder) during a fair or catchable batted ball.

7.08 – The following are exceptions in which, assuming no intent, the contact between runner and protected fielder is not interference (or obstruction), but incidental contact

(a) A catcher trying to field a batted ball that remains in the immediate vicinity of the plate cannot be protected because of the right of the batter-runner to begin his advance to first. Contact in this instance is incidental and is not interference or obstruction unless intentional.

(b) If a runner and protected fielder contact during a fair or catchable batted ball, but the runner is touching his base when the contact occurs, he has not interfered; contact is incidental, unless intentional.

7.09 – A runner has interfered with the flight of a thrown ball if

(a) He commits an intentional action to interfere that disregards his try to get to a base safely

(b) Such action hinders a fielder trying to throw or trying to tag

NOTE: Interference with the flight of a thrown ball does not require contact.

7.10 – A runner must prove by his actions and the way he positions himself that his intent is to reach and stay on a base safely. Actions that disregard this intent and show, rather, an intent to interfere include:

(a) Grabbing, tackling, or assaulting a fielder,

(b) Intentionally standing and blocking a fielder,

(c) Waving arms,

(d) Throwing a helmet at a ball or fielder,

(e) Slapping a fielder's glove or mitt,

(f) Going beyond (overrunning or over sliding) second or third base in a try to hinder a fielder, or

(g) Sliding more than a body's length from a base in a try to hinder a fielder.

7.11 – It is batter-runner interference if

(a) His batted ball contacts him over fair territory.

NOTE: Part of the batter's box is located in fair territory: if a batter chops a ball toward the dirt or the plate and it immediately strikes or comes up and strikes the batter, or his bat, it is a foul ball only and not interference.

EXCEPTION: However, it cannot be interference if a fielder has deflected the ball.

(b) His bat strikes his batted ball a second time over fair territory.

EXCEPTION: However, it is not interference if

(1) His batted ball bounces and immediately comes up and hits the bat a second time while the batter is still in the batter's box (foul ball),

(2) His bat is lying on fair territory and his batted ball rolls up against it, or

(3) His broken bat strikes his batted ball, or hinders a fielder

(c) He accidentally releases his bat in the playing field and it hinders a fielder trying to make a play

NOTE: If a batter accidentally releases his bat and it does not interfere with the play, the umpire shall issue a warning to the batter and notify his manager of such warning. If the batter accidentally releases his bat again, he will be declared out after all continuous action has ended. Any runner who advanced on the hit will stand. Any runner who became out during the continuous action will stand.

If the batter accidentally releases his bat for a third time, he will be declared out and ejected after all continuous action has ended. Any runner who advanced on the hit will stand. Any runner who became out during the continuous action will stand.

(d) The ball is thrown toward first base, and the batter does not have each foot on or over the 30-foot running lane, and the batter-runner is touched by such throw or hinders the fielder trying to field the throw, preventing the successful fielding of the ball at first for an out or an appeal.

**PENALTY FOR RUNNER AND BATTER-RUNNER INTERFERENCE:** When runner or batter-runner interference occurs, the ball is immediately dead. A runner who interferes is declared out unless, as a result of preceding action, he is already out, then the other runner being played against is declared out. If no other runner is being played against, it is interference without a play—the ball is dead and runners must remain at their last legally touched base.

If a runner who is not yet out deliberately interferes with a batted ball or a fielder trying to field with the obvious intent of breaking up a double play, he is declared out, and so is the batter-runner. If a batter-runner is not out when interference has occurred, he is awarded first base.

7.12 – Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. Obstruction can occur during a batted or thrown ball. Contact is not necessary.

7.13 - It is obstruction if

(a) A fielder who is not protected (See Rule 2.00 Protected Fielder) impedes or hinders the advance or return of a runner during a fair or catchable-batted ball or during a thrown ball. A fielder's "try to field" a batted ball ends immediately upon missing or deflecting the ball, and such fielder, must in effect, disappear or risk obstruction.

**EXCEPTION:** However, it is not obstruction if a runner intentionally alters his course to contact a fielder who is not protected.

(b) A defensive player blocks off a base, base line, or home plate from a base runner while not in possession of the ball.

(c) A fielder applies a fake tag. A fake tag is an act by a defensive player without the ball that simulates a tag. At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected.

7.14 - Ruling on Obstruction

(a) If a runner misses a base because of obstruction, an appeal of his miss of such base cannot be upheld.

(b) When obstruction occurs, the umpire must determine immediately whether or not a play was being made on the runner at the moment he was obstructed.



(c) When there is obstruction and a concurrent play on the obstructed runner, or the batter-runner is obstructed before first base while his batted ball remains in the infield, the umpire should immediately signal obstruction by calling "Time" and then point laterally at the obstruction while calling loudly and clearly, "That's obstruction." The ball is dead immediately under this section of the obstruction rule, and all runners shall be awarded bases they would have reached had there been no obstruction. Furthermore, the obstructed runner shall be awarded at least one base beyond his last legally touched base at the time of obstruction. When there is obstruction with a play, the required one-base award to the obstructed runner could require a leading runner's arbitrary award to an advance base.

NOTE (1): If a batted ball is caught or is a foul ball and the batter-runner is obstructed before first base, the obstruction is nullified. If a batted ball goes to the outfield, and the batter-runner is obstructed before first base, it is obstruction without a play.

NOTE (2): This section of the obstruction rule also provides for cases when a thrown ball is in flight at the moment the obstruction occurs. In such cases, the umpire shall take into consideration the results of the throw when making the award. As an example, if a throw is in flight at the moment the obstruction occurs and if the throw turns out to be wild and goes out of play, all runners will be awarded two bases. In such cases as this, the umpires have the responsibility of determining whether a throw is made before or after the obstruction. If the umpire judges that a throw was made after the obstruction, the obstructed runner will be awarded only one base from the base he last touched at the time of the obstruction.

(d) When there is obstruction and no concurrent play on the obstructed runner, the umpire should immediately signal obstruction by pointing laterally at the obstruction while calling loudly and clearly, "That's obstruction." The ball is not dead, however, and the umpire shall allow play to continue until all play has ceased and no further action is possible. The umpire must immediately decide what base the runner would have acquired (or returned to safely) had the obstruction not occurred. He then protects the runner to that base. The ball becomes dead if a fielder possesses the ball and actually tags the protected runner, or forces him into a rundown as such runner approaches the base to which the umpire is protecting him. However, if a runner advances beyond a base to which the umpire protects him, or if the umpire rules not to protect a runner's return to a base he had been awarded, the runner is at risk of being put out. An umpire can also impose time at the end of continuous action if some runner has not been able to acquire (or return to) the base to which the umpire decided to protect him.

#### 7.15 - Any runner is out when -

(a) He avoids a tag try by going out of his baseline. A runner has gone out of his baseline if he avoids a tag try by stepping more than three feet away from the baseline that he has established when the tag try occurs. The baseline is a straight line from a runner to the base he is attempting to reach safely. If a runner is forced when he exits his baseline, the out is a force out; or

(b) He acquires first base and thereafter abandons his effort to run the bases, or he deserts before first base. A runner who discontinues his advance or returns to a base, progresses a reasonable distance toward his dugout or defensive position, and indicates no intent to reassert his status as a runner has abandoned his effort to run the bases. The cause of his actions (e.g., ignorance or apathy) is irrelevant. By rule, a batter-runner cannot be out for abandoning before touching first base.

However, there may be instances wherein a batter-runner aborts an advance toward first base before touching it. This is herein called "desertion." Desertion typically occurs during game ending situations. For example, bases loaded and two outs in the bottom of the seventh inning. The batter is awarded first base for base on balls. The runner at third runs and touches home plate. The batter never runs to first and joins in a game-ending celebration. If such batter-runner reaches his dugout he is out for desertion. No run scores in this play.

(c) The runner slides head first while advancing

NOTE: A runner is allowed to slide head first back into a base.

(d) He interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball  
(See Rule 7.09)

(e) That runner is tagged, when the ball is alive, while off a base

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

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

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

(f) 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. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if oversliding or overrunning the base, the runner must be tagged to be put out.

However, if the forced runner, after touching the next base, retreats for any reason toward 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

(g) Passes a lead runner before such runner is out

(h) 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

(i) A batter-runner overrunning first base who subsequently takes a single step (or steps) toward second base with intent to advance is no longer overrunning and can be tagged out while off base. Simply turning toward second base after overrunning first does not necessarily show an attempt to advance.

7.16 – An appeal that "can be upheld" is an appeal that could result in an out if an umpire has determined that a runner has failed to touch or retouch a base. An appeal of a runner's failure to touch or retouch can be upheld if such appeal occurs

(a) While the ball is live

(b) Before the next pitch or post-continuous action play (or before the infielders, including the pitcher, exit fair territory, if the runner's alleged error occurred during continuous action that ended a half inning)

(c) As the first and only appeal of a certain runner's failure to touch or retouch a certain base

(d) And the appeal throw made after continuous action has ended does not become an overthrow. If continuous action ends and the defense overthrows trying to appeal some runner at a base, a subsequent appeal on any runner at any base cannot be upheld.

NOTE: An overthrow is a throw that enters dead ball territory or becomes lodged.

7.17 – There are no inadvertent appeals. An appeal must be obvious—unmistakably indicated by voice, or manner, or both; so, it cannot be an appeal if a fielder happens to step on a base with no intent or purpose in doing so. When recognizing an appeal, an umpire denies it by calling the runner safe or upholds it by calling the runner out.

7.18 – If there is an appeal at a base that more than one runner has passed, the fielder should specify which runner is under appeal. If the fielder does not specify, the umpire can ask which runner's action is being appealed.

7.19 – Once a batted ball is caught, a runner is vulnerable to a retouch appeal if

(a) He has not retouched (See Rule 2.00 Retouched). Hence, a runner is out if the retouch appeal precedes the retouch.

(b) He has failed to retouch, the ball becomes dead, and he then proceeds to touch an advance base.

(c) Such runner, anticipating the eventual catch, returns behind his time-of-pitch base and gets a running start before retouching.

7.20 – A retouch appeal occurs when

(a) The retouch base is tagged before the suspect runner's return

(b) The suspect runner is tagged before he/she returns

7.21 – A runner is vulnerable to appeal if

(a) He does not touch a base when advancing or returning by such base the final time

(b) The ball becomes dead and he then proceeds to touch or pass a base that was in advance of his position when the ball went out of play

(c) He fails to touch home plate and a following runner has touched or passed home plate

NOTE: If a consecutive runner has been forced to advance by reason of the batter becoming a runner, and he is forced at the moment he misses his advance base, an appeal of that base is always a force out.

7.22 – A missed base appeal of first, second, or third occurs when

(a) The allegedly missed base is tagged

(b) The suspect runner is tagged on another base

7.23 – A missed base appeal of home occurs when

(a) Action is relaxed and the allegedly missed base or the suspect runner is tagged

(b) Action is unrelaxed and the suspect runner is tagged off base

NOTE: In relaxed action, the runner (whose action is being appealed) is inactive or is not attempting to return to touch home plate. In unrelaxed action, the runner (whose action is being appealed) is trying to scramble back to home plate.

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

7.25 - At any time, the team at bat may use courtesy runners for the pitcher or the catcher.

(a) The courtesy runner must be a player who is currently not in the lineup and is mandatory for the catcher after two outs.

EXCEPTION (1): When a team competes with nine (9) players or less, the player who made the last out must be inserted as the courtesy runner.

EXCEPTION (2): In the American League where a continuous batting order is used, the player who made the last out must be inserted as the courtesy runner.

(b) When a manager uses a courtesy runner for the pitcher or the catcher, the player removed from the game must enter the game as a pitcher or catcher.

PENALTY: When the manager fails to enter a player as a pitcher or catcher, the umpire will eject the manager from the game.

7.26 - The runner must avoid significant contact with the catcher or other fielder in the immediate act of making a play on him at home plate or any base by sliding or altering his base path. Under no circumstance may a runner "hurdle" a defensive player. Doing so will result in the runner being called out and ejected from the game.

If a runner fails to avoid significant contact, they will be declared out by the umpire. A catcher or fielder may not take a position in the baseline unless that player has possession of the ball. A runner will not be declared out if the catcher or fielder has obstructed the runner (unless the runner maliciously contacts the catcher or fielder). Malicious contact always supersedes obstruction.

In the event of a runner maliciously contacting a catcher or fielder, the umpire shall eject the offender from the game. The ball is immediately dead; the player is ejected and declared out. The umpire must employ common sense and fairness and place the other runners such that the act of the ball becoming dead is nullified.

7.27 -

(a) A base runner may not leave any base until a pitched ball has crossed the plate. If the base runner does, the umpire will immediately call, "time" and will call the runner out. All other runners must return to their time of pitch base. The pitch does not count.

(b) Delayed steals are permitted providing the base runner has departed the base before the pitcher is in contact with the pitcher's mound and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball

(c) A base runner may not advance to home plate on a passed ball, wild pitch, or overthrow from the catcher to the pitcher after a pitched ball, unless a play is made on that runner or any other base runner. A play is further defined by an intentional throw from one fielder to another in order to put out a base runner or a tag try of a runner or base.

(d) In the event of a wild pitch or passed ball that travels into dead-ball territory, all runners are entitled to advance one base without liability to be put out with the exception of a runner at third base who may not advance to home plate

## 8.00 - THE PITCHER

### 8.01 -

(a) Pitchers may only pitch six (6) innings per day and four (4) innings in any game. Pitchers may not pitch more than seven (7) innings in any calendar week. A pitcher must have a minimum of a calendar days rest in between outings that means for all practical purposes, a player can pitch every other day, but not more than the previously stated limits.

(b) One pitch constitutes an inning pitched. All innings pitched in a game halted by rain must be added into the total number of innings pitched in the calendar week and maintained on the Pitching Record.

(c) A pitcher may not return as a pitcher once he/she is removed from the mound.

**PENALTY:** Pitching rules cannot be waived under any circumstances. Any violation of this rule results in automatic forfeiture of the game in which the violation occurred.

8.02 - There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

(a) Pitchers shall take signs from the catcher while standing on the pitcher's plate. Pitchers may disengage the pitcher's plate after taking their signs but may not step quickly onto the pitcher's plate and pitch. This may be judged a quick pitch by the umpire.

(b) The Windup Position. When taking the windup position, the pitcher must stand and face home plate. His pivot foot must be perpendicular to and touching the pitching rubber. His non-pivot foot must be for the most part perpendicular to the pitching rubber but is not otherwise restricted. The position of the hands may be apart or joined. Joining the hands is not required before the motion to pitch, nor does joining the hands after taking the position necessarily mean the pitcher has begun his motion to pitch. In the motion to pitch, the pitcher's free foot may (but not must) step once backward or sideways (heel first), and must step once forward.

(c) The Set Position. Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. Before assuming the Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch."

**NOTE (1):** The possibilities of an in-contact pitcher's actions (windup or stretch position) are to pitch, to step and throw (or feint a throw to a base), or to disengage the pitching rubber.

**NOTE (2):** The pitcher need not come to a complete stop. A ball that slips out of the pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called "no pitch".

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

### 8.03 - The pitcher shall not

(a) Touch his pitching hand to his mouth or lips while in-contact with the pitcher's plate.

**PENALTY:** Upon violation, the plate umpire assesses a ball to the count on the batter.

**EXCEPTION:** The plate umpire or crew chief may inform both managers and their pitchers before or during a game played in cold weather that blowing (but only blowing) on the pitching hand is

permissible within the 18-foot circle of the mound. Blowing on and wetting the fingers are not equivalent actions.

EXCEPTION: The pitcher is permitted to touch his pitching hand to his mouth or lips while on the 18-foot circle of the pitching mound, providing he is not in-contact with the pitcher's plate and the pitcher clearly wipes the fingers of his pitching hand dry before touching the pitcher's plate.

(b) Alter or try to alter (e.g., scuff or abrade, split, cut, or tear) a baseball, or pitch an altered baseball. Furthermore, no position player may alter a baseball. Specifically, a pitcher may not

(1) Spit on the ball, his glove, or either hand.

(2) Apply rosin to the ball, his glove, or uniform: the pitcher may use the rosin bag only to apply rosin to his bare hand(s).

(3) Apply any other substance (including dirt) to the ball.

(4) Rub the ball on his glove or person, unless the umpire is certain that such rubbing is only an attempt to remove dirt, mud, or grass from the ball. The pitcher is allowed to rub the baseball with his bare hands.

PENALTY: Upon violation, the plate umpire assesses a ball to the count on the batter. If an altered ball has been pitched, the umpire should allow all resulting continuous action. If the batter and all runners acquire their advance base the play stands and there is no penalty. If the batter or a runner fails to acquire his advance base, the pitch becomes (or remains) a ball, and runners return to their time-of-pitch base. However, the manager has the option of accepting the result of the continuous action.

(c) Have on his person any substance (e.g., Vaseline, grease, pine tar) or item (e.g., sandpaper, thumbtack, emery board) that could be used to alter a baseball.

PENALTY: Upon violation, the plate umpire assesses a ball to the count on the batter.

(d) Intentionally pitch at the batter. PENALTY: If the plate umpire determines that a pitcher has intentionally pitched at a batter, he has the following options: warn the pitcher and both managers that any subsequent intentional pitch at a batter will result in the ejection of both the offending pitcher and his manager, or immediately eject the offending pitcher, or immediately eject the offending pitcher and his manager.

(e) Delay the game when there are no runners by failing to release a pitch within 20 seconds, beginning when the pitcher has the ball and the batter is ready. Penalty: A ball is added to the count.

(f) Switch pitching arms more than once after delivering a pitch to a particular batter. After having delivered the first pitch to any batter, an ambidextrous pitcher may then switch to his opposite pitching arm only once while the same player is at bat. The batter or substitute batter is also allowed only one switch (to the other batter's box) after the pitcher has switched arms.

8.04 When a pitcher hits three batters with pitches in one inning or a fourth batter in game, he or she must be removed from the game as the pitcher.

8.05 – When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher (See Rule 1.16) during which play shall be suspended. Such preparatory pitches shall not consume more than approximately one minute of time.

8.06 – An illegal pitch is when

(a) the pitcher makes a quick pitch; umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box

(b) the pitcher delivers the ball to the batter while not facing the batter

(c) any pitcher who throws a pitch without having their pivot foot in contact with the pitcher's plate

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

**PENALTY:** The umpire will issue a warning to any pitcher who commits an illegal pitch. Subsequent illegal pitches will result in the following penalty: the pitch will be declared a ball and all runners must return to their time-of-pitch base. The umpire's call of an illegal pitch will be considered delayed dead, so the batter is not penalized for hitting the ball and reaching base safely, and base runners are not penalized for advancing.

When the pitcher commits an illegal pitch and the batter is put out or a strike is added to the count or if any other runner is put out, the umpire will enforce the penalty. However, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play.

**NOTE:** A batter who is hit-by-pitch shall be awarded first base without reference to the illegal pitch.

8.07 - This rule applies to each pitcher who enters a game and governs the visits of the manager or coach to the pitcher on the mound.

(a) A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out to the mound, the player must be removed as a pitcher.

**Example:** If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed two visits in that inning before being removed on the third visit.

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

**Example:** If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (a) above.

(c) The manager or coach is prohibited from making a third visit while the same batter is at-bat.

(d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

**APPROVED RULING 1:** At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

**APPROVED RULING 2:** A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

8.08 – Managers are required to maintain the weekly Pitching Record as provided by Baseball Operations. Managers must provide the Record to the umpires prior to the start of the game. The plate umpire will record innings pitched. If a manager cannot present his or her Pitching Record prior

to the start of the game, the game will result in a forfeit with the approval of the Lead Official or Vice President of Baseball Operations.

## 9.00 - THE UMPIRE

### 9.01 –

(a) The person responsible for scheduling umpires shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field and stands during the game.

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

(c) Each umpire has the authority to rule on any point not specifically covered in these rules in keeping with the tradition of WPYB.

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

(e) All umpires have the authority at their discretion to eject from the playing field (1) any person whose duties permit that person's presence on the field and (2) any spectator or other person not authorized to be on the playing field.

(f) Umpires may order both teams into their dugouts/bench area and suspend play until league officials deal with unruly spectators. Failure of officials to adequately handle an unruly spectator(s) can result in the game remaining suspended until a later date.

### 9.02 –

(a) Any decision made by an umpire that involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or fan shall object to any such judgment decisions.

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

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

Rule 9.02(c) Comment: If there is a partial ("checked" or "half") swing, the plate umpire must first decide if the pitch itself (absent a swing) is a strike. If it is not, he must subsequently decide if the partial swing was, in fact, a swing. If the plate umpire decides that the batter has not swung at the pitch, and the catcher or his manager requests an appeal, then such umpire must ask a partner if the partial swing was, in fact, a swing. A plate umpire's decision that a partial swing was a strike at the ball is not subject to appeal.

Base runners and umpires must be alert to the possibility that the base umpire on a checked swing appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the



runner is in jeopardy of being put out by the catcher's throw. For example, consider the following play:

**Play:** Runner on first base, 3-1 count on the batter. Runner is stealing, and there is a check swing on the pitch. Plate umpire calls, "Ball; no, he didn't go." Catcher throws the ball to second base anyway, resulting in a play at second where the runner is tagged before reaching second base.

**Ruling:** The base umpire should watch the play closely but make no call on the play because when the tag play occurs at second base it actually is ball four and will continue to be until an appeal is made, and even then it will remain ball four unless the check swing is reversed. Therefore, after the play at second base is completed the base umpire should merely announce, "That's ball four" in order to avoid any confusing on the part of the players. If the defensive manager or catcher request an appeal on the check swing, the plate umpire will ask his partner for help. If the call is "no, he didn't go" then the original call of ball four prevails. However, if the call is "Yes, he went," the base umpire will emphatically call the appeal ("Yes, he went") and then the umpire at second will turn and very emphatically call the runner out or safe at second base, depending on what he observed when the play occurred at second.

#### 9.03 –

(a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire should take the position behind home plate when possible.

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

#### 9.04

(a) The home plate umpire shall stand behind the catcher. This umpire is expected 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 the field umpires
- (4) Make all decisions on the batter
- (5) Make all decisions except those commonly reserved for the field umpires
- (6) Announce any special ground rules
- (7) Control the speed of the game by counting warm-up pitches and otherwise keep the game moving so that the time for game is maximized

(b) A field umpire must take specified positions on the field as demanded by the positioning of base runners. A field umpires is expected to:

- (1) make all decisions on the bases except those specifically reserved to the home plate umpire
- (2) take concurrent jurisdiction with the home plate umpire in calling "Time," etc.
- (3) assist the home plate umpire in every manner in enforcing the rules and shall maintain equal authority with the home plate umpire in enforcing the rules and maintaining discipline.

(c) If different decisions are made on one play by different umpires, the umpires must consult with no manager, coach, or parent present.

After consultation, the plate umpire shall announce which decision shall prevail, based on which umpire was in the best position and which decision was most likely correct. Umpires are encouraged to also consult the Lead Official or other league official in an attempt to make the proper call. Play shall proceed as if only the final decision had been made.

#### 9.05 –

(a) The umpire shall report to the Vice President of Baseball Operations within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the ejection of any manager, coach, player, parent or fan and the reasons for the ejection. An Incident Report must be submitted.

(b) When anyone is ejected 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 must forward full details to the Vice President of Baseball Operations within twenty-four hours after the end of the game.

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

#### 9.06

(a) - Umpires shall not wear shoes with metal spikes or cleats. Umpires will wear a uniform that has been approved by the Board of Directors.

(b) Plate umpire must wear mask, shin guards, and chest protector. Male umpires must wear protective cup.

9.07 - Umpires must display restraint and tolerance during and after games. An umpire must not engage in shouting matches with managers, coaches, players, and/or spectators. Umpires must strive to create a fun and positive baseball environment for all participants and fans.

#### 10.00 – BALLPARK RULES – 1100 W. Grange Avenue

10.01 - Attendees and participants of games may not park in the Moose Lodge portion of lot unless he or she is a member of the Moose Lodge. The WPYB portion of the lot is the row of parking located at the east end of the parking lot.

10.02 - Anyone who defaces, damages or vandalizes the premises will be expelled from the league.  
(a) All members of WPYB are expected to assist in keeping the ballpark clean and in a state of good repair.

10.03 – Smoking is prohibited at the ballpark.

10.04 – All alcoholic beverages are prohibited at the ballpark. Carry-outs of alcohol from the Moose Lodge and the “Dugout” are prohibited.

10.05 – All pets are prohibited at the ballpark.

10.06 – The following are prohibited from being used at the ballpark and the adjacent parking lot: bikes, scooters, skateboards, rollerblades, heely shoes, motorcycles, or anything else on wheels.

EXCEPTION: Devices that use wheels whose sole purpose is to assist the handicap are permissible.

10.07 – The three diamonds at the ballpark can only be used for league games unless expressly approved by the Board of Directors for practice or any other activity.

10.08 – Teams may play catch beyond diamond #3 before the late game.

10.09 - Batting practice is allowed only before the early game. The batter must stand on the warning track while batting. The pitcher must stand on the infield dirt while pitching. Batting practice is prohibited before any late game.

10.10 – Managers must ensure that their players clean the bench and bleacher area after every game. Failure to clean the bench and bleacher area could result in the forfeit of a win.

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Time Play	4.12 (a3)
Trip to pitcher	8.07
Two runners occupy a base	7.03
Unannounced Substitution	3.04
Uniform	
Hat	1.12 (a2)
Identical numbers	1.12 (a)
Jacket	1.12 (a3)
Pitcher's undershirt sleeves	1.12 (b)
Socks	1.12 (a)
Undershirt sleeves	1.12 (a1)
Use of Alcoholic Beverages	
Ball Park	1.22
Wilson Park	1.21
Visiting Team	
Occupies the first base bench	3.18