



# USSSA

GEORGIA BASEBALL

Edition: January 1, 2018

# OFFICIAL RULES



GEORGIA USSSA BASEBALL

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# OFFICIAL RULES

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## RULE CHANGES & AMENDMENTS HIGHLIGHTED

## OFFICIAL RULES

Amended and adopted, November 15-20, 1993 at Arlington, TX; November 14-19, 1994 at Chandler, AZ; November 13-18, 1995 at Milwaukee, WI; November 18-23, 1996 at Albuquerque, NM; November 17-22, 1997 at Myrtle Beach, SC; November 16-21, 1998 at San Diego, CA; November 15-20, 1999 at Savannah, GA; November 13-18, 2000 at Charlotte, NC; November 12-17, 2001 at Daytona Beach, FL; November 18-23, 2002 at Orlando, FL; November 17-22, 2003 at San Antonio, TX; November 15-20, 2004 at Jacksonville, FL; November 14-19, 2005 at Orlando, FL; November 13-18, 2006 at Scottsdale, AZ; November 12-17, 2007 at Daytona Beach, FL; November 17-22, 2008 at Orlando, FL; November 16-21, 2009 at Temecula, CA; November 15-20, 2010 at Daytona Beach, FL; November 14-19, 2011 at Orlando, FL; November 12-17, 2012 at Temecula, CA; November 18-23, 2013 at Fort Myers, FL; November 17-22, 2014 at Orlando, FL; November 16-21, 2015 at Temecula, CA; November 14-19, 2016 at Fort Myers, FL; November 13-18, 2017 at Daytona Beach, FL.

## FOREWORD FROM THE STATE OFFICE

It is the belief of Georgia USSSA Baseball that the overall development of all players can be greatly enhanced by the experience and fun of league and tournament play on the local, state and national levels. The participation in and competition of league and tournament play enriches the overall development of all children regardless of skill level and not just on the baseball field...but in life. Terms such as **Character, Respect, Sportsmanship, Success, and Teamwork** are all used to describe the attributes of a solid athlete but more importantly, these are the same attributes of a noble person. Georgia USSSA Baseball requires its participants to strive towards obtaining these traits but in order to facilitate such; a strict observance of all Official Rules, regardless of the assumed significance or insignificance is paramount! It is the job of all Georgia USSSA Baseball Directors, Officials, Team Managers, Coaches, Sponsors, Spectators and Players to respect the rules and integrity of the game and to call to the attention of the Georgia USSSA Baseball State Office any observance of breach in the games integrity by anyone associated with the game. Together, we all can make a positive impact in the development of the participants.

## IMPORTANT NOTICE – 1/15/2009

Georgia USSSA Baseball has incorporated the Official Rules of Baseball (National League) as published by Major League Baseball including the Comments section directly into these Official Rules at the appropriate places. Comments are a simplified explanation of the written rule or particular situation pertaining to the written rule and help interpret and / or elaborate on the basic written rules and in essence shall have the same authority, authorization, effect, influence, power, right and weight as the written rules themselves when applied to the particular intended sections. This arrangement will give quicker access to any written language pertaining to the rules and does not require a reader to refer to different rulebooks or sections in the rulebook when considering the application of a particular written rule to a particular situation or play. In the event of any conflict in rule between these Georgia USSSA Baseball Official Rules and the Official Rules of Baseball (National League) as published by Major League Baseball on MLB.com, these Official Rules shall have priority and shall govern. Any reference to a particular gender contained within these Official Rules such as he, his, himself, man, men, or boy shall be meant to also include she, hers, herself, woman, women, and girl and are to be interpreted as gender neutral.

## SUMMARY OF RULE CHANGES & AMENDMENTS

ITEM	PAGE	SUBJECT
3.01.A	4	<b>4U Division:</b> Any player who turns five (5) years of age prior to May 1st of the current.....
3.01.B	4	<b>5U Division:</b> Any player who turns six (6) years of age prior to May 1st of the current.....
3.01.C	4	<b>6U Division:</b> Any player who turns seven (7) years of age prior to May 1st of the current.....
3.01.D	4	<b>7U Division:</b> Any player who turns eight (8) years of age prior to May 1st of the current.....
3.01.E	4	<b>8U Division:</b> Any player who turns nine (9) years of age prior to May 1st of the current.....
3.01.F	4	<b>9U Division:</b> Any player who turns ten (10) years of age prior to May 1st of the current.....
3.01.G	4	<b>10U Division:</b> Any player who turns eleven (11) years of age prior to May 1st of the current.....
3.01.H	4	<b>11U Division:</b> Any player who turns twelve (12) years of age prior to May 1st of the current.....
3.01.I	4	<b>12U Division:</b> Any player who turns thirteen (13) years of age prior to May 1st of the current.....
3.01.P	4	Players with legal playing ages of 4U – 14U shall participate no more than two (2) divisions older.....
3.08 Penalty	6	A player found to be in violation of the USSSA Constitution or the Official Rules to include but.....
7.01.B.1	9	Bats for <b>4U – 12U ALL</b> divisions & classifications shall be permanently stamped with the new.....
7.01.B.2	9	Bats for <b>13U Triple-A, Double-A, Single-A &amp; All-Star</b> divisions & classifications shall be.....
7.01.B.3	9	Bats for <b>13U Major &amp; 14U Triple-A, Double-A, Single-A &amp; All-Star</b> divisions & classifications.....
7.01.B.4	9	Bats for <b>14U Major &amp; 15U – 18U ALL</b> divisions & classifications shall conform to the National.....
7.01.B Comment	9	For essential information on Altered Bats and / or Worn Bats and the Safety Concerns of Altered.....
7.01.C Comment	9	For essential information on Altered Balls and / or Worn Balls and the Safety Concerns of Altered.....

## **RULE 1.00 – NAME & OBJECTIVE**

- 1.01** This organization shall be known as Georgia USSSA Baseball. Any reference to “the program” contained within these rules shall be interpreted as meaning Georgia USSSA Baseball.
- 1.02** The objective of Georgia USSSA Baseball is to organize and promote youth and amateur baseball, to perpetuate the interest and love of the game. To coordinate the providing of an opportunity for teams to compete in league and tournament competition that leads to state championships and world championships in their respective competitive classifications and age divisions.

## **RULE 2.00 – MEMBERSHIP, PARTICIPATION & CLASSIFICATIONS OF PLAY**

- 2.01** Team Membership: A team registration fee shall be paid seasonally to participate in the program. The season of play begins August 1st and concludes July 31st. No team shall be permitted to compete in the program (sanctioned league or tournament) without first paying their team registration fee to the association.
- 2.02** Umpire Membership: An umpire registration fee shall be paid yearly to officiate in the program. Included with such paid membership are General Liability and Accidental Medical Insurance while officiating in the program. In addition, umpires may elect to purchase an optional insurance plan that will cover the umpire during non-program contests.
- 2.03** League Participation & Classifications: In all sanctioned leagues, teams will qualify for State Championships and / or World Series play. Classifications of league teams are based on the construction of the teams (draft format, protected players, etc.) and will vary from league to league.
- 2.04** Tournament Participation & Classifications: In all sanctioned tournaments, teams will qualify for State Championships and / or World Series play. The program shall offer four (4) classifications (levels) of play for tournament teams: Major, Triple-A, Double-A & Single-A.  
**Rule 2.03 & 2.04 Comment:** The Drafted League & All-Star program is distinct and detached from tournament competition thus players frozen to Major, Triple-A, Double-A & Single-A teams may still be eligible to participate in the Drafted League & All-Star program pursuant to these rules.
- 2.05** The State Office shall adopt an acceptable method to classify teams within the state. The State Office shall have sole authority to classify teams within the state and the authority to classify and / or re-classify any team within the state at any time during the current season, except when a team classification has been assigned by the USSSA Baseball National Committee.

## **RULE 3.00 – INDIVIDUAL PLAYER & TEAM ELIGIBILITY**

- 3.01** Age Restrictions and Grade Waivers:
- 3.01.A 4U Division:** Any player who turns five (5) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Pre-Kindergarten Four (P-K4). Any player who turns six (6) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.B 5U Division:** Any player who turns six (6) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Pre-Kindergarten Five (P-K5). Any player who turns seven (7) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.C 6U Division:** Any player who turns seven (7) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Kindergarten. Any player who turns eight (8) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.D 7U Division:** Any player who turns eight (8) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in First Grade. Any player who turns nine (9) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.E 8U Division:** Any player who turns nine (9) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Second Grade. Any player who turns ten (10) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.F 9U Division:** Any player who turns ten (10) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Third Grade. Any player who turns eleven (11) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.G 10U Division:** Any player who turns eleven (11) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Fourth Grade. Any player who turns twelve (12) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.H 11U Division:** Any player who turns twelve (12) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Fifth Grade. Any player who turns thirteen (13) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.I 12U Division:** Any player who turns thirteen (13) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Sixth Grade. Any player who turns fourteen (14) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.J 13U Division:** Any player who turns fourteen (14) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Seventh Grade. Any player who turns fifteen (15) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.K 14U Division:** Any player who turns fifteen (15) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Eighth Grade. Any player who turns sixteen (16) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.

- 3.01.L 15U Division:** Any player who turns sixteen (16) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Ninth Grade (HS Freshman). Any player who turns seventeen (17) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.M 16U Division:** Any player who turns seventeen (17) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Tenth Grade (HS Sophomore). Any player who turns eighteen (18) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.N 17U Division:** Any player who turns eighteen (18) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Eleventh Grade (HS Junior). Any player who turns nineteen (19) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.O 18U Division:** Any player who turns nineteen (19) years of age prior to May 1st of the current season shall not be eligible unless such player is enrolled in Twelfth Grade (HS Senior). Any player who turns twenty (20) years of age prior to May 1st of the current season shall not be eligible irrespective of enrolled grade.
- 3.01.P** Players with legal playing ages of 4U – 14U shall participate no more than two (2) divisions older than such legal playing age.  
**Rule 3.01.P Example:** A player with a legal playing age of 10U can participate on an 11U or 12U division team but shall not participate on a 13U or older division team.
- 3.01.Q** A player shall be eligible to compete in the program as long as he abides by the USSSA Constitution and the Official Rules when his first name, last name (**no alias names, middle names, nick names, slang names, shortened names, initials, prefixes or suffixes allowed**) and date of birth (in proper format – mm/dd/yyyy) are listed **EXACTLY** as they appear on his original birth certificate, as a member on an eligible team's Official Online Roster.  
**Rule 3.01.Q Comment:** Circumstances involving adoption, legal name changes and / or similar require the player's legal name be listed on the Official Online Roster and the proper Certified Court Documentation to accompany the player's photocopied original birth certificate.
- 3.01.R** All players participating in the program shall have a photocopy of their Original Birth Certificate in the possession of their Team Manager at all times. In addition, players participating by Grade Waiver shall also have a photocopy of their Original Current Semester School Report Card, or an Original School ID Card with the listed current grade, or any Original Official Government Document listing the current grade in the possession of the Team Manager at all times. Upon protest, failure to have a photocopy of the Original Birth Certificate and Original Current Semester School Report Card, or an Original School ID Card with the listed current grade, or any Original Official Government Document listing the current grade (if applicable) **IMMEDIATELY** available upon demand shall result in the player being adjudged an illegal player.
- 3.02** Roster Eligibility:
- 3.02.A Prior to being frozen to an Official Online Roster;**
- 3.02.A.1** Players shall be permitted to be rostered on multiple teams within the same age division as well as multiple teams in multiple age divisions.
- 3.02.A.2** Players shall only physically play for one (1) team per day, event, tournament, week or weekend, regardless of location, age division and / or classification.
- 3.02.B Subsequent of being frozen to an Official Online Roster;**
- 3.02.B.1** Players shall be permitted to be rostered on only one (1) team per age division regardless of classification and shall only participate with such frozen team (unless previously released pursuant to these rules).
- 3.02.B.2** Players rostered in multiple age divisions shall not be rostered on a team below the classification of the oldest age division team, which they are frozen to and shall only participate with such frozen team(s).
- 3.02.B.3** Players shall only physically play for one (1) team per day, event, tournament, week or weekend, regardless of location, age division and / or classification.
- 3.02.C** A team with six (6) or more players from the same frozen previous season roster or a combination of six (6) or more players from the same frozen previous season classification or End of Year classification regardless of previous or current team names, Team Manager names, or Sponsor names must **START** the current season at the highest classification or End of Year classification assigned to any of the previous season team names.
- 3.02.C.1** Teams in age divisions 4U – 14U shall maintain an Official Online Roster with a minimum of nine (9) eligible players and a maximum of twenty-five (25) eligible players.
- 3.02.C.2** Teams in age divisions 15U Double-A – 18U Double-A shall maintain an Official Online Roster with a minimum of nine (9) eligible players and a maximum of forty (40) eligible players.
- 3.02.C.3** Teams in age divisions 15U Open – 18U Open shall not be required to maintain an Official Online Roster but shall be bound to the requirements of **Rule 3.01.R**.
- 3.02.D** Players may be added to or removed from an Official Online Roster as late as the scheduled start of an entered event. Changes after the scheduled start of an entered event are prohibited.
- 3.02.E** A teams "home" state shall be determined by the home residency of fifty-one percent (51%) or the majority (whichever is greater) of the players on the team's Official Online Roster.
- 3.02.F** The Team Manager shall be responsible for all aspects of eligibility of the players and the information of the players rostered on the team's Official Online Roster pursuant to these rules. This includes but is not limited to; age eligibility, classification eligibility (in the team's age division as well as other age divisions), classifications of previous teams the players may have been rostered on, spelling of legal names of the players, and correct dates of birth of the players.
- 3.02.F.1** The intentional or unintentional act(s) of rostering ineligible players to the team's Official Online Roster shall be grounds for Player and Team Manager suspension.

- 3.02.F.2** The intentional or unintentional act(s) of incorrectly spelling a player's name on the team's Official Online Roster shall be grounds for Player and Team Manager suspension.
- 3.02.F.3** The intentional or unintentional act(s) of incorrectly entering a player's date-of-birth on the team's Official Online Roster shall be grounds for Player and Team Manager suspension.
- 3.02.G** The State Office shall have the authority to approve or reject all players rostered on a team's Official Online Roster prior to and subsequent of being frozen. State Office approval of a team's Official Online Roster **SHALL NOT** release the Team Manager of his responsibilities pursuant to these rules.
- 3.03** How A Team Qualifies / Frozen Roster:
- 3.03.A** A team Qualifies upon being awarded a berth for postseason play by placing high enough in the final standings of a qualifying event or league. Additionally, teams can be awarded a pass-down berth for postseason play from a higher placing team, which is previously qualified. Berths and pass-down berths are automatic and cannot be declined.
- 3.03.B** When a team qualifies:
- 3.03.B.1** At any USSSA Qualifier, USSSA NIT or Global World Series Qualifier in all classifications:  
**3.03.B.1(a)** After May 1st of the current season (whether the team accepts the berth or not), the team's Official Online Roster shall become frozen immediately regardless of the date the roster is physically frozen on USSSA.com. Once frozen, all changes to the Official Online Roster shall be governed by **Rules 3.04 – 3.07**.
- 3.03.B.2** At any USSSA Super NIT or USSSA Select30 Super NIT in the Major classification only:  
**3.03.B.2(a)** August 1st – December 31st of the current season (if the team accepts the berth), the team's Official Online Roster shall become frozen immediately regardless of the date the roster is physically frozen on USSSA.com. Once frozen, all changes to the Official Online Roster shall be governed by **Rules 3.04 – 3.07**.  
**3.03.B.2(b)** January 1st – July 31st of the current season (whether the team accepts the berth or not), the team's Official Online Roster shall become frozen immediately regardless of the date the roster is physically frozen on USSSA.com. Once frozen, all changes to the Official Online Roster shall be governed by **Rules 3.04 – 3.07**.
- 3.03.B** When a team qualifies all players on the teams Official Online Roster become frozen to the qualified team (unless released pursuant to these rules) and shall be bound to the qualified team through July 31st of the current season. No player shall be rostered on any other frozen or unfrozen Official Online Roster within the same age division regardless of classification.
- 3.04** Qualified Team Roster Additions:
- 3.04.A** Team Managers of **Major Classification Teams** shall be allowed to add a maximum of six (6) players to their qualified / frozen Official Online Roster.  
**3.04.A.1** When a team classified as Major adds any player above three (3), (i.e.; the fourth add, fifth add and / or sixth add), the team shall forfeit the ability to be reclassified below Major for the remainder of the season.  
**3.04.A.2** Player(s) shall not be on any other qualified / frozen Official Online Roster in the same age division regardless of classification.
- 3.04.B** Team Managers of **Triple-A, Double-A, Single-A & All-Star Classification Teams** shall be allowed to add a maximum of three (3) players to their qualified / frozen Official Online Roster.  
**3.04.B.1** Player(s) shall not be on any other qualified / frozen Official Online Roster in the same age division regardless of classification.  
**3.04.B.2** Player(s) shall not have been frozen to a team of equal or older age division in a higher classification during the current season.  
**3.04.B.4** Player(s) added to a qualified / frozen Official Online Roster must have a traceable playing history within the USSSA online system for the current season or previous season.  
**3.04.B.5** Players(s) added to a qualified / frozen Official Online Roster may cause a team to be reclassified.
- 3.05** Special Qualified Team Roster Addition(s):  
**3.05.A** Teams participating in the Wilson DeMarini Elite World Series **ONLY** shall be permitted to add one (1) additional player to their qualified / frozen Official Online Roster for participation in the Wilson DeMarini Elite World Series.  
**3.05.A.1** Such additional player shall not appear on an Official Online Roster of any other team participating in the Wilson DeMarini Elite World Series regardless of age division.  
**3.05.A.2** Such additional player shall not participate with the team in any capacity in any sanctioned event prior to the Wilson DeMarini Elite World Series.  
**3.05.A.3** Such additional player shall be added to the team's Official Online Roster at Wilson DeMarini Elite World Series Team Registration by USSSA Staff.
- 3.06** Qualified Team Roster Releases:  
**3.06.A** There shall be no limit to the number of players a Team Manager may release from a frozen Official Online Roster.  
**3.06.B** A player released from a frozen Official Online Roster shall be bound to the releasing team's classification or higher for the remainder of the current season.  
**3.06.C** A player released from a frozen Official Online Roster shall be prohibited from returning to the releasing team's Official Online Roster for the remainder of the current season.
- 3.07** Disbanded Teams and Disbanded Team Players:  
**3.07.A** A team with a qualified / frozen Official Online Roster listing less than nine (9) players, which has used all options for additions shall be automatically disbanded and shall forfeit all points and / or berths awarded.  
**3.07.B** If a disbanded **Major Classification** team chooses to reform;  
**3.07.B.1** The Team Manager shall register a new team for the current season pursuant to these rules.

- 3.07.B.2** The Team Manager shall be bound by all roster and eligibility rules contained within these rules.
- 3.07.B.3** The new team's Official Online Roster shall contain not more than six (6) players from any disbanded or previous disbanded team within the same season, regardless of team name, age division, classification and / or Team Manager, Coach or Sponsor.
- 3.07.B.4** All players on the new team's Official Online Roster from a previously disbanded team shall be bound to the disbanded team's classification.
- 3.07.B.5** The new team shall be required to qualify.
- 3.07.C** If a disbanded **Triple-A, Double-A, Single-A & All-Star Classifications** team chooses to reform;
  - 3.07.C.1** The Team Manager shall register a new team for the current season pursuant to these rules.
  - 3.07.C.2** The Team Manager shall be bound by all roster and eligibility rules contained within these rules.
  - 3.07.C.3** All players on the new team's Official Online Roster from a previously disbanded team shall be bound to the disbanded team's classification or higher.
  - 3.07.C.4** The new team shall be required to qualify.
- 3.08** A player in violation of any article of Rule 3.00 shall be adjudged as an illegal player and shall not be permitted to participate within the program.

**Penalty:** A player found to be in violation of the USSSA Constitution or the Official Rules to include but not limited to; age or grade eligibility, classification eligibility, roster eligibility, or similar, pursuant to these rules, during a league or tournament game, shall result in the offending team immediately forfeiting the game, being ejected from the league or tournament, being placed last in the standings and forfeiting all awards, points, Sponsor travel monies and berths that would have been awarded. The player adjudged to be illegal shall be immediately removed from all Official Online Rosters on which he appears for the current season and may be suspended. The Team Manager (or other appropriate personnel) shall be suspended and additional penalties may be applied. Knowingly competing **WITH** or **AGAINST** a player adjudged as illegal or a player that has been suspended shall be grounds for suspension. Protests of illegal players must be declared to the Umpire-In-Chief and then to the League / Tournament Director while the player in question is in the line-up and playing.

## **RULE 4.00 – QUALIFYING TOURNAMENTS**

- 4.01** The State Office or Directors appointed by the State Office shall conduct all Qualifying Tournaments to assure that these Official Rules are being enforced at all times.
- 4.02** Participation fee to be charged for Qualifying Tournaments shall be at the discretion of the appointed Director.
- 4.03** Awards to be presented for Qualifying Tournaments shall be at the discretion of the appointed Director.
- 4.04** The State Office shall adopt an acceptable system to be used for qualifying teams for State Championship and / or World Series participation. Sanctioned league participation shall be included in such system.
- 4.05** A team may participate in an event –
  - 4.05.A** One (1) age division higher and one (1) classification lower or;
  - 4.05.B** Two (2) age divisions higher and two (2) classifications lower or;

**Rule 4.05 Example:** A 10U Major team can participate in an 11U Triple-A or 12U Double-A tournament but shall not participate in an 11U Double-A.
- 4.06** Only USSSA licensed baseballs shall be used in Qualifying Tournament play.
- 4.07** All eligible players shall be listed on a team's Official Online Roster prior to the scheduled start of a Qualifying Tournament.
- 4.08** The State Office shall set any necessary refund policies.
- 4.09** A team that forfeits a pool play or bracket play game (for any reason), shall be removed from competition.
- 4.10** Pool Play & Tie Breaker Criteria:
  - 4.10.A** Winning Percentage – Descending;
  - 4.10.B** Number Wins – Descending;
  - 4.10.C** Number Loses – Ascending;
  - 4.10.D** Tied Teams (vs. each other) Winning Percentage – Descending;
  - 4.10.E** Average Runs Allowed – Ascending;
  - 4.10.F** Average Run Differential (maximum of +/- 8 runs per game) – Descending;
  - 4.10.G** USSSA Points – Descending;
  - 4.10.H** Coin Toss

**Rule 4.10 Comment:** Skip **Rule 4.10.D** "Tied Teams (vs. each other) Winning Percentage – Descending" criteria if more than two teams are tied. When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle any additional tie(s).

## **RULE 5.00 – STATE CHAMPIONSHIPS**

- 5.01** The State Office or Directors appointed by the State Office shall conduct all State Championships to assure that these Official Rules are being enforced at all times.
- 5.02** Participation fee to be charged for State Championships shall be at the discretion of the appointed Director.
- 5.03** Awards to be presented for State Championships shall be at the discretion of the appointed Director.
- 5.04** The State Office shall adopt an acceptable system to be used for qualifying teams for World Series participation. Sanctioned league participation shall be included in such system.
- 5.05** State Championship Eligibility:
  - 5.05.A** All teams must meet the qualifications required to be eligible for State Championship play. Review all State Championship requirements on the Georgia USSSA Baseball web site "Qualifying For Postseason" page.
  - 5.05.B** A team may only participate in their assigned classification or an open classification State Championship.



**Rule 5.05.B Comment:** The State Office may place lower classification and / or younger age division's teams in any State Championship.

- 5.05.C** A team's Official Online Roster shall be composed of at least 50% state residents, or the majority (whichever is greater), from the state which the State Championship is being played.
  - 5.05.D** Teams are permitted to participate in one (1) USSSA "Level 1" State Championship and one (1) Global Sports Baseball State Championship each season. Teams shall only participate in their respective (home) state's USSSA "Level 1" State Championship and Global Sports Baseball State Championship.
  - 5.05.E** Teams are permitted to participate in multiple "Level 2" State Championships each season. Teams shall be permitted to cross state boundaries to participate in "Level 2" State Championships if allowed by the host state.
  - 5.06** Only USSSA licensed baseballs shall be used in State Championship play.
  - 5.07** All eligible players shall be listed on a team's Official Online Roster prior to the scheduled start of a State Championship.
  - 5.08** The State Office shall set any necessary refund policies.
  - 5.09** A team that forfeits a pool play or bracket play game (for any reason), shall be removed from competition.
  - 5.10** Pool Play & Tie Breaker Criteria:
    - 5.10.A** Winning Percentage – Descending;
    - 5.10.B** Number Wins – Descending;
    - 5.10.C** Number Loses – Ascending;
    - 5.10.D** Tied Teams (vs. each other) Winning Percentage – Descending;
    - 5.10.E** Average Runs Allowed – Ascending;
    - 5.10.F** Average Run Differential (maximum of +/- 8 runs per game) – Descending;
    - 5.10.G** USSSA Points – Descending;
    - 5.10.H** Coin Toss
- Rule 5.10 Comment:** Skip **Rule 5.10.D** "Tied Teams (vs. each other) Winning Percentage – Descending" criteria if more than two teams are tied. When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle any additional tie(s).

## **RULE 6.00 – WORLD SERIES**

- 6.01** World Series play shall be under the jurisdiction of the USSSA Baseball National Committee. The Association's Vice President of Baseball shall appoint a duly qualified person to serve as Director. The appointed Director shall supervise the event and be responsible for insuring that the tournament is ran according to all rules, procedures, and terms of the written contract and all rules and regulations of USSSA. The appointed Director, in carrying out his duties, shall report directly to the Association's Vice President of Baseball.
  - 6.02** The appointed Director shall have the authority to amend these rules to accommodate the needs of the World Series with the approval of the Association's Vice President of Baseball.
  - 6.03** All teams receiving berths to USSSA and / or Global Sports Baseball World Series shall participate in their (home) state's State Championship. Failure to participate in the State Championship shall result in forfeiture of any USSSA and / or Global Sports Baseball World Series berth(s). Any additional requirements set forth by the State Office must also be met. It is the Team Manager's responsibility to verify all requirements with the State Office to play in a USSSA and / or Global Sports Baseball World Series.
  - 6.04** The State Office shall approve all entries and Official Online Rosters of teams entering World Series.
  - 6.05** A deadline for accepting entries in World Series shall be set by the USSSA Baseball National Committee.
  - 6.06** A team shall participate in the highest classification World Series in which the team is awarded a World Series berth unless the team is re-classified by the State Office or by the USSSA Baseball National Committee.
  - 6.07** A team may participate in a higher age division World Series but shall participate at or above the team's current classification.  
**Rule 6.07 Example:** A 10U AAA team can participate up in the 11U AAA or 11U Major World Series but cannot participate down in the 11U AA World Series.
  - 6.08** Write-In / Guest Players:
    - 6.08.A** USSSA World Series shall not allow any form of Write-In or Guest Players.
    - 6.08.B** Global Sports Baseball World Series shall allow for Write-In Players pursuant to **Rule 12.02**.
  - 6.09** Only USSSA licensed baseballs shall be used in World Series play.
  - 6.10** A team that forfeits a pool play or bracket play game (for any reason), shall be removed from competition.
  - 6.10** USSSA prohibits the visual display of any non-USSSA association, alliance, federation, organization or union name, badge, crest, emblem, insignia, motif, sign or symbol anywhere on the uniform, such as but not limited to the temporary or permanent affixing of a patch or similar.
  - 6.12** Pool Play & Tie Breaker Criteria:
    - 6.12.A** Winning Percentage – Descending;
    - 6.12.B** Number Wins – Descending;
    - 6.12.C** Number Loses – Ascending;
    - 6.12.D** Tied Teams (vs. each other) Winning Percentage – Descending;
    - 6.12.E** Average Runs Allowed – Ascending;
    - 6.12.F** Average Run Differential (maximum of +/- 8 runs per game) – Descending;
    - 6.12.G** USSSA Points – Descending;
    - 6.12.H** Coin Toss
- Rule 6.12 Comment:** Skip **Rule 6.12.D** "Tied Teams (vs. each other) Winning Percentage – Descending" criteria if more than two teams are tied. When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle any additional tie(s).

## RULE 7.00 – RULES OF PLAY

### 7.01 Playing Field & Equipment:

**7.01.A (Chart 7.01.A)** The playing field should be laid out according to the recommended dimensions contained herein. For details on field layout including recommended direction of play, fair and foul territory requirements, infield and outfield grades, pitcher's mound height and slope, line marking dimensions, base size and home plate size and construction should be referred to the Official Rules of Baseball as published by Major League Baseball on MLB.com.

DIVISION OF PLAY	PITCHING DISTANCE	BASE PATHS	FENCE AT FOUL LINES	FENCE AT CENTER FIELD
4U – 6U	N/A	55'	140'	175'
7U – 8U	40'	60'	160'	185'
9U – 10U	46'	65'	180'	210'
11U – 12U	50'	70'	230'	275'
13U – 14U	54'	80'	275'	300'
13U – 14U	60' 6"	90'	320'	375'
15U – 18U	60' 6"	90'	335'	395'

Chart 7.01.A

**7.01.B (Chart 7.01.B)** Certified Bats:

**7.01.B.1** Bats for **4U – 12U ALL** divisions & classifications shall be permanently stamped with the new USSSA 1.15 BPF Mark, BBCOR.50 Certified Mark, USA Baseball Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

**7.01.B.2** Bats for **13U Triple-A, Double-A, Single-A & All-Star** divisions & classifications shall be permanently stamped with the new USSSA 1.15 BPF Mark, BBCOR.50 Certified Mark, USA Baseball Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

**7.01.B.3** Bats for **13U Major & 14U Triple-A, Double-A, Single-A & All-Star** divisions & classification shall include a length to weight ratio no greater than negative five (-5) ounces and shall be permanently stamped with the new USSSA 1.15 BPF Mark, BBCOR.50 Certified Mark, USA Baseball Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

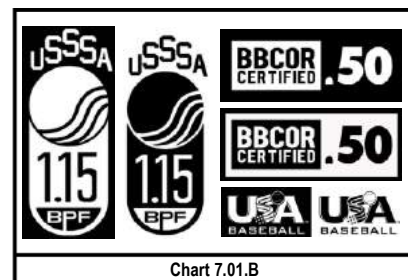


Chart 7.01.B

**7.01.B.4** Bats for **14U Major & 15U – 18U ALL** divisions & classifications shall conform to the National Federation of High School Associations (NFHS) bat standards including a length to weight ratio no greater than negative three (-3) ounces and shall be permanently stamped with the BBCOR.50 Certified Mark or made of wood and manufactured by a licensed USSSA manufacturer.

**Rule 7.01.B Comment:** For essential information on Altered Bats and / or Worn Bats and the Safety Concerns of Altered Bats and / or Worn Bats, see **Rule 16.02**.

**7.01.C** All certified balls shall be a sphere formed by yarn wound around a small core of cork, or rubber, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five (5) nor more than five and one fourth (5 1/4) ounces avoirdupois, measure not less than nine (9) nor more than nine and one fourth (9 1/4) inches in circumference, have a COR measurement not less than five thousandths (0.500) nor more than five hundred fifty-five thousandths (0.555), and have an ASTM standard compression not less than two hundred (200) nor more than three hundred fifty (350) pounds. It shall be clearly marked in permanent ink with the USSSA crest or logo.

**Rule 7.01.C Comment:** For essential information on Altered Balls and / or Worn Balls and the Safety Concerns of Altered Balls and / or Worn Balls, see **Rule 16.03**.

**7.01.D** Mitts & Gloves:

**7.01.D.1** The catcher may wear a leather mitt not more than thirty eight (38) inches in circumference, nor more than fifteen and one half (15 1/2) inches from top to bottom. The catcher must wear all appropriate protective gear including a chest protector, shin and / or leg guards, protective cup and catcher's helmet with face mask and either a built in extended throat guard or a separately attached throat guard. In addition, in age divisions 12U and younger the catcher's helmet must fully cover both ears.

**7.01.D.2** The first baseman may wear a leather mitt not more than twelve (12) inches long from top to bottom and not more than eight (8) inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt

**7.01.D.3** Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The glove shall not measure more than twelve (12) inches from the tip of any one of the four fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than seven and three fourths (7 3/4) inches wide, measured from the inside seam at base of first (1st) finger, along base of other fingers, to the outside edge of the little finger edge of glove.

**7.01.D.4** The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white, gray, nor, in the judgment of an umpire, distracting in any manner. No pitcher shall attach to his glove any foreign material of a color different from the glove. The Umpire-In-Chief shall cause a glove that violates these rules to be removed from the game, either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing Team Manager with which the Umpire-In-Chief agrees.

**7.01.E** All players must be fully uniformed, which includes matching baseball pants, socks, baseball cap, shoes and team jerseys with numbers that are non-duplicating and at least three (3) inches in height. No player shall wear ragged, frayed or slit sleeves and no player shall attach to his uniform tape or other material of a different color from his uniform. Glass buttons and polished metal shall not be used on a uniform. No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. In age divisions 12U and younger non-metal cleats must be worn and in age divisions 13U and older traditional metal baseball spikes may be worn. Team

Managers and Coaches must wear matching team baseball caps and be properly dressed to include slacks, pants or athletic type shorts and closed toe athletic type shoes.

**Rule 7.01.E Comment:** Some facilities / facility owners may prohibit metal baseball spikes on portable (synthetic turf) pitching mounds. In such cases, USSSA will support such facilities / facility owners and prohibit metal baseball spikes on portable (synthetic turf) pitching mounds.

**Rule 7.01.E Comment:** Protests on uniforms shall not be allowed. It shall be the League / Tournament Director's responsibility regarding uniform legality. Violation of the uniform rules will result in the violator being allowed to immediately conform or be removed from the game.

**7.01.F Protective Equipment:** The following protective equipment shall be worn at all prescribed times as a minimum. Additionally, players may determine the use of Special Protective Equipment is needed pursuant to **Rule 16.04**.

**7.01.F.1** All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time an offensive player is outside of the dugout and the ball is live.

**Rule 7.01.F.1 Comment:** If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game.

**7.01.F.2** All catchers shall wear the appropriate protective gear associated with the catching position. Such protective gear shall include but is not limited to; a helmet with facemask and extended throat guard (either built-in or separately attached), chest protector, shin and / or leg guards and hard shell protective cup.

**Rule 7.01.F.2 Comment:** In age divisions 4U – 12U, the helmet shall fully cover both ears.

**7.01.G** Minor aged (17 years of age and younger) Bat / Ball Boys shall not be permitted on the field at any time

**7.02** Playing equipment including but not limited to bases, bats, balls, catcher's mitts, first baseman's mitts, fielder's gloves, pitcher's gloves, uniforms and protective helmets as detailed in these rules shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment must be in good taste as to the size and content of the manufacturer's logo or the brand name.

**Rule 7.02 Comment:** Manufacturers who plan innovative changes in baseball equipment for future play should submit same to the USSSA Baseball National Committee prior to production.

**7.03** Game Preliminaries:

**7.03.A** Determining the home team:

**7.03.A.1** Pool Play Games: A flip of a coin between both Team Managers shall determine the home team if not designated prior to play.

**7.03.A.2** Single Elimination Bracket Games: The higher seeded team (numerically lower) shall be the home team for each game including the championship game.

**7.03.A.3** Double Elimination Bracket Games: The higher seeded team (numerically lower) shall be the home team for each game up to but not including the Championship game. In the Championship game, the team in the Winner's Bracket shall be the home team. If an "IF" Championship game is played, a flip of a coin between both Team Managers shall determine the home team.

**Rule 7.03.A Comment:** Leagues may use a predetermine system to establish home team.

**7.03.B** In Qualifying Tournament and State Championship play, time limits may be used with approval of the State Office. If used, the time limits shall be set using the following as minimums:

**7.03.B.1** Pool Play games, Consolation games and Bracket Play games:

**7.03.B.1(a)** 4U-6U: No new inning shall start after 1:10.

**7.03.B.1(b)** 7U-8U: No new inning shall start after 1:20.

**7.03.B.1(c)** 9U-10U: No new inning shall start after 1:30.

**7.03.B.1(d)** 11U-12U: No new inning shall start after 1:40.

**7.03.B.1(e)** 13U-14U: No new inning shall start after 1:50.

**7.03.B.1(f)** 15U-18U: No new inning shall start after 2:00.

**7.03.B.2** Championship games or "IF" Championship games:

**7.03.B.1(a)** 4U-6U: No new inning shall start after 1:40.

**7.03.B.1(b)** 7U-8U: No new inning shall start after 1:50.

**7.03.B.1(c)** 9U-10U: No new inning shall start after 2:00.

**7.03.B.1(d)** 11U-12U: No new inning shall start after 2:10.

**7.03.B.1(e)** 13U-14U: No new inning shall start after 2:20.

**7.03.B.1(f)** 15U-18U: No new inning shall start after 2:30.

**Rule 7.03.B Comment:** In enforcing this rule, the home team shall not bat if they are winning and an imposed time limit expires. Similarly, if the home team is batting and an imposed time limit expires, the home team shall cease batting immediately and the game ends.

**7.03.C** Approved Team Line-ups:

**7.03.C.1** Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up shall be declared prior to the start of the game and used the entire game. Regardless of line-up option chosen, all eligible players shall be listed on the Official Line-Up Card as either a Starter or Substitute.

**7.03.C.1(a)** If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but shall re-enter in their original position in the batting order. Non-starters shall not be allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order shall be removed from the game and is ineligible for the remainder of the game.

- 7.03.C.1(b)** If a team uses a line-up that contains ten (10) players, the player in the EH position, while not actually playing a defensive position, may move freely in defensive positions with the exception of the pitching position.
- 7.03.C.1(c)** If a team uses a continuous line-up, all players other than the nine (9) defensive position players shall be treated as players in the EH position, while not actually playing a defensive position, may move freely in defensive positions with the exception of the pitching position.  
**Rule 7.03.C.1(c) Approved Ruling:** Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up.
- 7.03.C.2** In 15U – 18U Divisions **ONLY**, if the Extra Hitter (EH) is not utilized, the Designated Hitter (DH) may be used:
- 7.03.C.2(a)** A DH may be (not mandatory) selected for any one starting player and all subsequent substitutes for that player in the game.
- 7.03.C.2(b)** A starting defensive player cannot be listed as the DH in the starting line-up.
- 7.03.C.2(c)** A DH for said player shall be selected prior to the start of the game, and his name shall be included on the line-up.
- 7.03.C.2(d)** Failure to declare a DH prior to the game prohibits the use of a DH in the game.
- 7.03.C.2(e)** If a pinch hitter or runner for the DH is used, that player becomes the new DH.
- 7.03.C.2(f)** The player who was the starting DH may re-enter pursuant to re-entry rules.
- 7.03.C.2(g)** A DH and the player for whom the DH is batting are locked into the batting order. No multiple substitutions shall be made that will alter the batting order.
- 7.03.C.2(h)** The role of the DH is terminated for the remainder of the game when:
- 7.03.C.2(h)(1)** The defensive player, or any previous defensive player for whom the DH batted, subsequently bats, pinch hits or runs for the DH;
- 7.03.C.2(h)(2)** The DH or any previous DH assumes a defensive position.
- 7.03.D** Playing with eight (8) players:
- 7.03.D.1** Teams may start and play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat.  
**Rule 7.03.D.1 Approved Ruling:** A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.
- 7.03.D.2** A team may continue a game with a minimum of eight (8) eligible players. A player who has left a game for any reason cannot return to the game.
- 7.03.D.2(a)** If the player leaving the game is a runner and no legal substitutes are available, the runner is declared out.
- 7.03.D.2(b)** When a player who has left the game is scheduled to bat and no legal substitutes are available, an out shall be declared for each turn at bat.  
**Rule 7.03.D.2 Exception:** If the player left the game for Communicable Disease Procedure (blood) reasons; if a runner, the player whom recorded the previous out assumes the runners position on base; if a batter, the players turn in the batting order shall be omitted for the remainder of the game without penalty.
- Penalty:** Any team that cannot legally field a team of eight (8) or more players at the beginning of or at any point during a game shall immediately forfeit such game.
- 7.03.E** Before the game begins, the umpire shall:
- 7.03.E.1** Require strict observance of all Rules governing implements of play and equipment of players;
- 7.03.E.2** Be sure that playing lines are marked with chalk, paint or other white material easily distinguishable from the ground or grass;
- 7.03.E.3** Receive a supply of regulation baseballs and alternate regulation baseballs. The umpire shall inspect all baseballs to ensure they are regulation baseballs. Such alternate baseballs shall be put in play when a ball has been batted out of the playing field or into the stands; a ball has become discolored and / or unfit for further use; or the pitcher requests such alternate ball.  
**Rule 7.03.E.3 Comment:** The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.
- 7.03.F** No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery-paper or other foreign substance.  
**Penalty:** The umpire shall demand the ball and remove the offender from the game.
- 7.03.G** A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. A starting player removed from a game shall be allowed to re-enter the game once but must bat in their original position in the team's batting order. A substitute player removed from a game is ineligible for the remainder of the game. When two or more substitute players of the defensive team enter the game at the same time, the Team Manager shall, immediately before they take their positions as fielders, designate to the Umpire-In-Chief such players' positions in the team's batting order and the Umpire-In-Chief shall so notify the official scorer. If this information is not immediately given to the Umpire-In-Chief, he shall have authority to designate the substitutes' places in the batting order.

**Rule 7.03.G Comment:** Any player other than a pitcher substituted for an injured player shall be allowed five warm-up throws.

**7.03.H** The pitcher named in the batting order handed to the Umpire-In-Chief, as provided in these rules shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the Umpire-In-Chief, incapacitates him from pitching. If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the judgment of the Umpire-In-Chief, incapacitates him from pitching. If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out.

**7.03.I** The Team Manager shall immediately notify the Umpire-In-Chief of any substitution and shall state to the Umpire-In-Chief the substitute's place in the batting order.

**7.03.J** The Umpire-In-Chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

**7.03.K** If no announcement of a substitution is made, the substitute shall be considered as having entered the game when:

**7.03.K.1** If a pitcher, he takes his place on the pitcher's plate;

**7.03.K.2** If a batter, he takes his place in the batter's box;

**7.03.K.3** If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;

**7.03.K.4** If a runner, he takes the place of the runner he has replaced.

**Rule 7.03.K Comment:** Any play made by, or on, any of the above mentioned unannounced substitution shall be legal.

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

**7.03.M** Members of both teams shall carry all gloves and other equipment off the field and into the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

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

**7.03.O** Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game. No one except players, substitutes, Team Managers, Coaches and trainers shall occupy a bench during a game.

**7.03.P** At any time the offensive team's Team Manager or a Coach may request "Time" to confer with a batter or runner. Such offensive conferences shall be limited to one (1) per inning.

**Penalty:** If a Team Manager or a Coach requests "Time" for a second offensive conference in the same inning, the umpire shall disregard the request and continue play. If the Team Manager or Coach persists and / or the batter leaves his batter's box, the umpire shall call one (1) strike every ten (:10) seconds until the batter returns to his batter's box or is retired on three (3) strikes.

**Rule 7.03.P Comment:** The spirit of this rule is to prohibit the offensive team from requesting multiple conferences in the same inning thus delaying or attempting to delay the game.

## **7.04** Starting & Ending A Game:

**7.04.A** The umpire, or umpires, shall enter the playing field five (5) minutes before the scheduled game time and proceed directly to home base where they shall be met by the Team Managers (highest ranking on field team officials) of the opposing teams.

**7.04.B** Both Team Managers, Visiting team first, shall properly complete an Official Line-Up Card prior to the start of each game. Such completed Official Line-Up Card shall be orientated in batting order sequence with all eligible substitutes clearly designated as such and **MUST** contain the following:

**7.04.B.1** Each player's legal first and last names as they appear on the player's Birth Certificate and the team's Official On-Line Roster (**no alias names, middle names, nick names, slang names, shortened names, initials, prefixes or suffixes allowed**).

**7.04.B.2** Each player's correct non-duplicated uniform number and correct starting defensive position or substitute designation.

**7.04.B.3** Such completed Official Line-Up Card shall be tendered to the Umpire-In-Chief. The Umpire-In-Chief shall make certain that both Team Managers have properly completed such Official Line-Up Card.

**7.04.B.4** The Official Line-Up Card retained by the Umpire-In-Chief shall establish the batting orders. Thereafter, no substitutions shall be made by either Team Manager, except as provided in these rules.

**Rule 7.04.B Comment:** Obvious errors in the batting order, which are noticed by the Umpire-In-Chief before he calls "Play" for the start of the game, should be called to the attention of the Team Manager of the team in error, so the correction can be made before the game starts. For example, if a Team Manager has inadvertently listed only eight men in the batting order, or listed two players with duplicate uniform numbers, or omitted a defensive position and the error(s) are noticed by the Umpire-In-Chief before he calls "Play," he shall cause such error(s) to be corrected before he calls "Play" to start the game.

**7.04.C** The players of the home team shall take their defensive positions, the first (1st) batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.

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

- 7.04.D.1** The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play.
- 7.04.D.2** The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;
- 7.04.D.3** Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;
- 7.04.D.4** Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.
- 7.04.E** The batting order shall be followed throughout the game unless a player is substituted for another. In that case, the substitute shall take the place of the replaced player in the batting order.
- 7.04.F** The offensive team shall station two (2) Base Coaches on the field during its term at bat, one (1) near first (1st) base and one (1) near third (3rd) base. Base Coaches shall be limited to two (2) in number and shall remain within the Coach's Box at all times.  
**Penalty:** The offending Base Coach shall be removed from the game.  
**Rule 7.04.F Comment:** It has been common practice for many years for some Coaches to put one (1) foot outside the Coach's Box or stand astride or otherwise be slightly outside the Coaching Box lines. The Coach shall not be considered out of the box unless the opposing Team Manager complains, and then, the umpire shall strictly enforce the rule and require all Coaches (on both teams) to remain in the Coach's Box at all times. It is also common practice for a Coach who has a play at his base to leave the Coach's Box to signal the player to slide, advance or return to a base. This may be allowed if the Coach does not interfere with the play in any manner.
- 7.04.G** No Team Manager, Coach, Assistant Coach, Trainer, Scorekeeper, or Players shall at any time, whether from the bench, the Coach's Box or on the playing field, or elsewhere:
- 7.04.G.1** Incite, or try to incite by word or sign a demonstration by Spectators;
- 7.04.G.2** Use languages that will in any manner refer to or reflect upon opposing players, an umpire, or any Spectator;
- 7.04.G.3** Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 7.04.G.4** Make intentional contact with the umpire in any manner.
- 7.04.H** 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 offender shall be removed from the game and shall leave the playing field. If a balk is made, it shall be nullified.
- 7.04.I** How a team scores:
- 7.04.I.1** One (1) run shall be scored each time a runner legally advances to and touches first (1st), second (2nd), third (3rd) and home base before three (3) men are put out to end the inning. A run is not scored if the runner advances to home base during a play in which the third (3rd) out is made by the batter-runner before he touches first (1st) base; by any runner being forced out; or by a preceding runner who is declared out because he failed to touch one (1) of the bases.
- 7.04.I.2** When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third (3rd) to advance, the umpire shall not declare the game ended until the runner forced to advance from third (3rd) has touched home base and the batter-runner has touched first (1st) base.  
**Rule 7.04.I.2 Comment:** An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first (1st) base. In such cases, the umpires shall award the runner the base because of Spectator obstruction.  
**Penalty:** If the runner on third (3rd) refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two (2) out, the batter-runner refuses to advance to and touch first (1st) base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two (2) are out, the batter-runner refuses to advance to and touch first (1st) base, the run shall count, but the offending player shall be called out.  
**Rule 7.04.I.2 Approved Ruling:** No run shall score during a play in which the third (3rd) out is made by the batter-runner before he touches first (1st) base. Example: One (1) out, Jones on second (2nd), Smith on first (1st). The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two (2) outs. But Brown missed first (1st) base. The ball is thrown to first (1st), an appeal is made, and Brown is out. Three (3) outs. Since Jones crossed the plate during a play, in which the third (3rd) out was made by the batter-runner before he touched first (1st) base, Jones' run does not count.  
**Rule 7.04.I.2 Approved Ruling:** Following runners are not affected by an act of a preceding runner unless two (2) are out. Example: One (1) out, Jones on second (2nd), Smith on first (1st), and batter, Brown, hits home run inside the park. Jones fails to touch third (3rd) on his way to the plate. Smith and Brown score. The defense holds the ball on third (3rd), appeals to umpire, and Jones is out. Smith's and Brown's runs count.  
**Rule 7.04.I.2 Approved Ruling:** Two (2) out, Jones on second (2nd), Smith on first (1st) and batter, Brown, hits home run inside the park. All three (3) runs cross the plate. But Jones missed third (3rd) base, and on appeal is declared out. Three (3) outs. Smith's and Brown's runs are voided. No score on the play.

**Rule 7.04.I.2 Approved Ruling:** One (1) out, Jones on third (3rd), Smith on second (2nd). Batter Brown flies out to center. Two (2) out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third (3rd) before the catch and is out. Three (3) outs. No runs.

**Rule 7.04.I.2 Approved Ruling:** Two (2) out, bases full, batter hits home run. Batter, on appeal, is declared out for missing first (1st) base. Three (3) outs. No runs.

**Rule 7.04.IK.2 Approved Ruling:** One (1) out, Jones on third (3rd), Smith on first (1st), and Brown flies out to right field. Two (2) outs. Jones tags up and scores after the catch. Smith attempted to return to first (1st) but the right fielder's throw beat him to the base. Three (3) outs. But Jones scored before the throw to catch Smith reached first (1st) base, hence Jones' run counts. It was not a force play.

**General Statement:** When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two (2) out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

**7.04.J (Chart 7.04.J)** An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the run total listed in the Run Differential column in the corresponding inning listed in the Start Inning column.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
6 Innings	12	3rd Inning
6 Innings	8	4th Inning
7 Innings	12	3rd Inning
7 Innings	10	4th Inning
7 Innings	8	5th Inning
Chart 7.04.J		

**Rule 7.04.J Comment:** In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall immediately cease batting and the game ends.

**7.04.K** A regulation game consists of six (6) innings for age divisions 4U – 12U, seven (7) innings for age divisions 13U & 14U and seven (7) innings for Scholastic divisions, unless the game is:

**7.04.K.1** Extended because the score is tied after the completion of the regulation number of innings, in which case, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning, or the home team scores the winning run in an uncompleted inning; or

**7.04.K.2** Shortened because the home team needs none of its half of the last inning or only a fraction of it to win; or

**7.04.K.3** Shortened because an imposed Time Limit expires; or

**7.04.K.4** Shortened because any applicable part of these rules have been met.

**7.04.L** If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it is a regulation game if:

**7.04.L.1** For a scheduled six (6) inning game, if three (3) innings have been completed or if the home team has scored more runs in two (2) innings than the visiting team has scored in three (3) innings or if the home team scores one (1) or more runs in its half (1/2) of the third (3rd) inning to tie the score or if at a minimum, half of the designated time limit has been completed if such designated time limit has been imposed.

**7.04.L.1(a)** If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning.

**Rule 7.04.L.1 Comment:** Games that cannot be declared a regulation game by these rules shall be a suspended game.

**7.04.L.2** For a scheduled seven (7) inning game, if four (4) innings have been completed or if the home team has scored more runs in three (3) innings than the visiting team has scored in four (4) innings or if the home team scores one (1) or more runs in its half (1/2) of the fourth (4th) inning to tie the score or if at a minimum, half of the designated time limit has been completed if such designated time limit has been imposed.

**7.04.L.2(a)** If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning.

**Rule 7.04.L.2 Comment:** Games that cannot be declared a regulation game by these rules shall be a suspended game.

**7.04.M** All games that for any reason cannot be declared a regulation game pursuant to these rules shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.

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

**7.04.N.1** The game ends when the visiting team completes its half of the last inning if the home team is ahead.

**7.04.N.2** The game ends when the last inning is completed, if the visiting team is ahead.

**7.04.N.3** If the home team scores the winning run in its half of the last inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

**Rule 7.04.N.3 Exception:** If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

**Rule 7.04.N.3 Approved Ruling:** The batter hits a home run out of the playing field to win the game in the last half of the last or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

**7.04.N.4** A called game ends at the moment the umpire terminates play, unless it becomes a suspended game pursuant to these rules.

**7.04.O** Tied Game Situations:

**7.04.O.1** Pool Play Games: After the completion of the regulation number of innings or the expiration of an imposed time limit and the score is tied, the contest shall be declared a tie.

**7.04.O.2** Bracket Play Games & Championship Games: After the completion of the regulation number of innings or the expiration of an imposed time limit and the score is tied, as many innings as needed to declare a winner shall be played using the International Tie Breaker.

**Rule 7.04.O Comment:** The International Tie Breaker begins with the player making the last recorded out of the previous inning starting as a runner on second (2nd) base with zero (0) outs for both teams in their offensive half of the inning. A legal substitution, if available, may be made for the runner scheduled to start at second (2nd) base. If the scheduled runner is the Pitcher or Catcher of record the previous inning, a legal Courtesy Runner, if available may be used.

**7.04.P** A game may be forfeited to the opposing team when a team:

**7.04.P.1** Fails to appear upon the field, or being upon the field, refuses to start play within five (5) minutes after the umpire has called "Play" at game time unless such delayed appearance is, in the umpire's and / or director's judgment, unavoidable;

**7.04.P.2** Employs tactics palpably designed to delay or shorten the game;

**7.04.P.3** Refuses to continue play during a game unless the game has been suspended or terminated by the umpire or director;

**7.04.P.4** Fails to resume play, after a suspension, within one (1) minute after the umpire has called "Play";

**7.04.P.5** After warning by the umpire, willfully and persistently violates any rules of the game.

**7.04.Q** When a game is forfeited to the opposing team:

**7.04.Q.1** If the game has not started at the time of forfeit, or the offending team is ahead in score at the time of forfeit, one run per scheduled regulation inning shall be awarded to the winning team so that the final score will reflect as 6 – 0 for regulation six (6) inning games and 7 – 0 for regulation seven (7) inning games.

**7.04.Q.2** If the game has started and the offending team is behind in score at the time of forfeit, the score at the time of forfeit shall stand as the final score of the contest.

**7.05** Putting The Ball In Play (LIVE BALL):

**7.05.A** At the time, set for beginning the game the umpire shall call "Play."

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

**Rule 7.05.B Comment:** Should a ball come partially apart in a game, it is in play until the play is completed.

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

**7.05.D** The offensive team's objective is to have its batter become a runner, and its runners advance.

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

**7.05.F** When a batter becomes a runner and touches all bases legally, he shall score one (1) run for his team.

**Rule 7.05.F Comment:** A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third (3rd) base in the belief that he had left the base before a caught fly ball.

**7.05.G** When three (3) offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

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

**7.05.I** The ball becomes dead and runners advance one (1) base, or return to their bases, without liability to be put out, when:

**7.05.I.1** A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;

**7.05.I.2** The plate umpire interferes with the catcher's throw; runners may not advance.

**Rule 7.05.I.2 Exception:** The interference shall be disregarded if the catcher's throw retires the runner.

**7.05.I.3** A balk is committed; runners advance;

**7.05.I.4** A ball is illegally batted; runners return;

**7.05.I.5** A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;



- 7.05.I.6** A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher;  
**Rule 7.05.I.6 Comment:** If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory, hits a runner or an umpire while still in flight, and then is caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced;
- 7.05.I.7** A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one (1) base;  
**Rule 7.05.I.7 Comment:** If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third (3rd) strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first (1st) base, or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third (3rd) strike or fourth (4th) ball, then the batter is entitled to first (1st) base and all runners advance one (1) base. If the count on the batter is less than three (3) balls, runners advance one (1) base.
- 7.05.I.8** Any legal pitch touches a runner trying to score; runners advance.
- 7.05.J** The ball becomes dead when an umpire calls "Time." The Umpire-In-Chief shall call "Time" when:
- 7.05.J.1** In his judgment weather, darkness or similar conditions makes immediate further play impossible;
- 7.05.J.2** Light failure makes it difficult or impossible for the umpires to follow the play;
- 7.05.J.3** An accident incapacitates a player or an umpire. If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one (1) or more bases, a substitute runner shall be permitted to complete the play.
- 7.05.J.4** A Team Manager requests and is granted "Time" for a substitution or for a conference with one (1) or more of his players.
- 7.05.J.5** The umpire wishes to examine the ball, to consult with either Team Manager, or for any similar cause.
- 7.05.J.6** A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when Spectators are on the field. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.
- 7.05.J.7** An umpire orders a player or any other person removed from the playing field.
- 7.05.J.8** Except in the cases stated in these rules, no umpire shall call "Time" while a play is in progress.
- 7.05.K** After the ball is dead; play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on his plate with the ball in his possession.
- 7.06** The Batter:
- 7.06.A** Each player of the offensive team shall bat in the order that his name appears in his team's batting order. The first (1st) batter in each inning after the first (1st) inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- 7.06.B** The batter shall take his position in the batter's box promptly when it is his time at bat.
- 7.06.C** The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup.  
**Penalty:** If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be.  
**Rule 7.06.C Comment:** The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes", "steamed glasses", "didn't get the sign" or for any other cause. Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch."
- 7.06.D** 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.
- 7.06.E** The batter shall keep at least one (1) foot in the batter's box throughout the batter's time at bat, unless one (1) of the following exceptions applies, in which case the batter may leave the batter's box but not the dirt area surrounding home plate:

- 7.06.E.1 The batter swings at a pitch;
- 7.06.E.2 The batter is forced out of the batter's box by a pitch;
- 7.06.E.3 A member of either team requests and is granted "Time";
- 7.06.E.4 A defensive player attempts a play on a runner at any base;
- 7.06.E.5 The batter feints a bunt.
- 7.06.E.6 A wild pitch or passed ball occurs;
- 7.06.E.7 The pitcher leaves the dirt area of the pitching mound after receiving the ball; or
- 7.06.E.8 The catcher leaves the catcher's box to give defensive signals.  
**Rules 7.06.E.1 - 7.06.E.8 Comment:** If the batter intentionally leaves the batter's box and delays play, and none of the exceptions listed above applies, the umpire shall award a strike without the pitcher having to deliver the pitch. The ball shall remain alive. The umpire shall award additional strikes, without the pitcher having to deliver the pitch, if the batter remains outside the batter's box and further delays play.
- 7.06.E.9 The batter may leave the batter's box and the dirt area surrounding home plate when "Time" is called for the purpose of making a substitution; or a conference by either team.  
**Rule 7.06.E.9 Comment:** Umpires shall encourage the on-deck batter to take a position in the batter's box quickly after the previous batter reaches base or is put out.
- 7.06.F The batter's legal position shall be with both feet within the batter's box.  
**Rule 7.06.F Approved Ruling:** The lines defining the box are within the batter's box.
- 7.06.G A batter has legally completed his time at bat when he is put out or becomes a runner.
- 7.06.H A batter is out when:
- 7.06.H.1 His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;  
**Rule 7.06.H.1 Comment:** A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one (1) or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead.
- 7.06.H.2 A third (3rd) strike is legally caught by the catcher;  
**Rule 7.06.H.2 Comment:** "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound. If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.
- 7.06.H.3 A third strike is not caught by the catcher when first base is occupied before two (2) are out;
- 7.06.H.4 He bunts foul on third (3rd) strike;
- 7.06.H.5 An Infield Fly is declared;
- 7.06.H.6 He attempts to hit a third (3rd) strike and the ball touches him;
- 7.06.H.7 His fair ball touches him before touching a fielder;
- 7.06.H.8 After hitting or bunting a fair ball, his bat hits the ball a second (2nd) time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;  
**Rule 7.06.H.8 Comment:** If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference be called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.
- 7.06.H.9 After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first (1st) base. The ball is dead and no runners may advance;
- 7.06.H.10 After a third (3rd) strike or after he hits a fair ball, he or first (1st) base is tagged before he touches first (1st) base;
- 7.06.H.11 In running the last half of the distance from home base to first (1st) base, while the ball is being fielded to first (1st) base, he runs outside (to the right of) the three (3) foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first (1st) base, in which case the ball is dead; except that he may run outside (to the right of) the three (3) foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.  
**Rule 7.06.H.11 Comment:** The lines marking the three (3) foot lane are a part of that lane and a batter-runner is required to have both feet within the three (3) foot lane or on the lines marking the lane.

- 7.06.H.12** An infielder intentionally drops a fair fly ball or line drive, with first (1st), first (1st) and second (2nd), first (1st) and third (3rd), or first (1st), second (2nd) and third (3rd) base occupied before two (2) are out. The ball is dead and runner or runners shall return to their original base or bases;  
**Rule 7.06.H.2 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.
- 7.06.H.13** A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play:  
**Rule 7.06.H.13 Comment:** The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously, this is an umpire's judgment play.
- 7.06.H.14** With two (2) out, a runner on third (3rd) base, and two (2) strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two (2) are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.
- 7.06.H.15** A member of his team (other than a runner) hinders a fielder's attempt to catch or field a batted ball. See Runner Interference.
- 7.06.I** A batter is out for illegal action when:
- 7.06.I.1** He hits a ball with one (1) or both feet on the ground entirely outside the batter's box.  
**Rule 7.06.I.1 Comment:** If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.
- 7.06.I.2** He steps from one (1) batter's box to the other while the pitcher is in position ready to pitch;
- 7.06.I.3** He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.  
**Rule 7.06.I.3 Exception:** Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.  
**Rule 7.06.I.3 Comment:** If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out, not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case, play proceeds just as if no violation had been called. If a batter strikes at a ball, misses, and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball behind him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.
- 7.06.I.4** He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game. A batter shall be deemed to have used or attempted to use an illegal bat if he brings such a bat into the batter's box.
- 7.06.J** Batting out of order:
- 7.06.J.1** A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.  
**Rule 7.06.J.1 Comment:** The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- 7.06.J.2** When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall declare the proper batter out; and nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first (1st) base on a hit, an error, a base on balls, a hit batter or otherwise.  
**Rule 7.06.J.2 Comment:** If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.
- 7.06.J.3** When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.
- 7.06.J.4** When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out; When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

**Rule 7.06.J.4 Comment:** The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and Team Managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

**Rule 7.06.J.4 Approved Rulings:** To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel - Baker - Charles - Daniel - Edward - Frank - George - Hooker - Irwin.

**Play (1):** Baker bats with the count two (2) balls and one (1) strike. Before the next pitch, (a) the offensive team discovers the error; or (b) the defensive team appeals.

**Ruling (1):** (a) & (b) In either case, Abel replaces Baker, with the count of two (2) balls and one (1) strike.

**Play (2):** Baker bats and hits a double and the defensive team appeals, (a) immediately; or (b) after a pitch to Charles.

**Ruling (2):** (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second (2nd) and Charles is the proper batter.

**Play (3):** Abel walks, Baker walks, Charles forces Baker and Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second (2nd) on a wild pitch. Edward grounds out and Charles advances to third (3rd). The defensive team appeals, (a) immediately; or (b) after a pitch to Daniel.

**Ruling (3):** (a) Abel's run counts and Charles is entitled to second (2nd) base since these advances were not made because of the improper batter batting a ball or advancing to first (1st) base. Charles must return to second (2nd) base because his advance to third (3rd) resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; (b) Abel's run counts and Charles stays on third (3rd). The proper batter is Frank.

**Play (4):** With the bases loaded and two (2) out, Hooker bats in Frank's turn, and triples, scoring three (3) runs. The defensive team appeals, (a) immediately; or (b) after a pitch to George.

**Ruling (4):** (a) Frank is called out and no runs score. George is the proper batter to lead off the next inning; (b) Hooker stays on third (3rd) and three (3) runs score. Irwin is the proper batter.

**Play (5):** After Play (4) (b) above, George continues at bat, (a) Hooker is picked off third (3rd) base for the third (3rd) out; or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the next inning?

**Ruling (5):** (a) Irwin. He became the proper batter as soon as the first (1st) pitch to George legalized Hooker's triple; (b) Hooker. When no appeal was made, the first (1st) pitch to the leadoff batter of the opposing team legalized George's time at bat.

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

**Ruling (6):** The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

**7.06.K** The batter becomes a runner and is entitled to first (1st) base without liability to be put out (provided he advances to and touches first base) when:

**7.06.K.1** Four (4) "balls" have been called by the umpire or, in all age divisions an Intentional Walk is issued by announcement from either the pitcher or catcher.

**Rule 7.06.K.1 Comment:** A batter who is entitled to first (1st) base because of a base on balls must go to first (1st) base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it, he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.

**7.06.K.2** He is touched by a pitched ball, which he is not attempting to hit unless the ball is in the strike zone when it touches the batter, or the batter makes no attempt to avoid being touched by the ball. If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.

**Rule 7.06.K.2 Approved Ruling:** When the batter is touched by a pitched ball, which does not entitle him to first (1st) base, the ball is dead and no runner may advance.

**7.06.K.3** The catcher or any fielder interferes with him. If a play follows the interference, the Team Manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter

reaches first (1st) base on a hit, an error, a base on balls, a hit batsman, or otherwise and all other runners advance at least one (1) base, the play proceeds without reference to the interference.

**Rule 7.06.K.3 Comment:** If catcher's interference is called with a play in progress, the umpire will allow the play to continue because the Team Manager may elect to take the play. If the batter-runner missed first (1st) base, or a runner misses his next base, he shall be considered as having reached the base.

**Rule 7.06.K.3 Approved Rulings:** If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter. In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."

**Play (1):** Runner on third (3rd) with one (1) out and the batter hits fly ball to the outfield on which the runner scores but catcher's interference was called.

**Ruling (1):** The offensive Team Manager may elect to take the run and have batter called out or have runner remain at third (3rd) and batter awarded first (1st) base.

**Play (2):** Runner on second (2nd) base and the catcher interferes with batter as he bunts ball fairly sending runner to third (3rd) base.

**Ruling (2):** The Team Manager may rather have a runner on third (3rd) base with an out on the play than have runners on second (2nd) and first (1st).

**7.06.K.4** A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

**7.06.L** The batter becomes a runner when:

**7.06.L.1** He hits a fair ball;

**7.06.L.2** The third (3rd) strike called by the umpire is not caught, providing first (1st) base is unoccupied, or first (1st) base is occupied with two (2) out;

**Rule 7.06.L.2 Comment:** A batter who does not realize his situation on a third (3rd) strike not caught, and who is not in the process of running to first (1st) base, shall be declared out once he leaves the dirt circle surrounding home plate.

**7.06.L.3** A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;

**7.06.L.4** A fair ball passes over a fence or into the stands. Such hit entitles the batter to a home run when he shall have touched all bases legally.

**7.06.L.5** A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two (2) bases;

**7.06.L.6** Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to advance two (2) bases;

**7.06.L.7** 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 (2) bases;

**7.06.L.8** 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 (2nd) base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to four (4) bases.

**7.07** The Runner:

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

**Rule 7.07.A Comment:** If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

**7.07.B** In advancing, a runner shall touch first (1st), second (2nd), third (3rd) and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of these rules. In such cases, the runner may go directly to his original base.

**7.07.C** Two (2) runners may not occupy a base, but if, while the ball is alive, two (2) runners are touching a base the following runner shall be out when tagged. The preceding runner is entitled to the base.

**7.07.D** Each runner, other than the batter, may without liability to be put out, advance one (1) base when:

**7.07.D.1** There is a balk;

**7.07.D.2** The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance;

**Rule 7.07.D.2 Comment:** A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third (3rd) out before a preceding runner, also forced to advance, touches home plate, the run shall score.

**Rule 7.07.D.2 Approved Ruling:** Two (2) out, bases full, batter walks but runner from second (2nd) is overzealous and runs past third (3rd) base toward home and is tagged out on a throw by the catcher. Even though two (2) are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

- 7.07.D.3** A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when Spectators are on the field;  
**Rule 7.07.D.3 Comment:** If a fielder, after having made a legal catch, should fall into a stand or among Spectators or into the dugout or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one (1) base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area.
- 7.07.D.4** While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.  
**Rule 7.07.D.4 Comment:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.
- 7.07.E** Each runner including the batter-runner may, without liability to be put out, advance:
- 7.07.E.1** To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;
- 7.07.E.2** Three (3) bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;
- 7.07.E.3** Three (3) bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril.
- 7.07.E.4** Two (2) bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;
- 7.07.E.5** Two (2) bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play;  
**Rules 7.07.E.2 - 7.07.E.5 Comment:** In applying these rules, the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under these rules this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.
- 7.07.E.6** Two (2) bases, if a fair ball bounces or is deflected into the stands outside the first (1st) or third (3rd) base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
- 7.07.E.7** Two (2) bases when, with no Spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting Spectators. The ball is dead. When such wild throw is the first (1st) play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;  
**Rule 7.07.E.7 Approved Ruling:** If all runners, including the batter-runner, have advanced at least one (1) base when an infielder makes a wild throw on the first (1st) play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.  
**Rule 7.07.E.7 Approved Ruling:** In certain circumstances, it is impossible to award a runner two (2) bases. Runner on first (1st), batter hits fly to short right and the runner holds up between first (1st) and second (2nd). The batter comes around first (1st) and pulls up behind him. The ball falls safely and the outfielder, in throwing to first (1st), throws ball into stands. Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first (1st) base goes to third (3rd) base and the batter is held at second (2nd) base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first (1st) base, the award is two (2) bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first (1st) base before the throw is a judgment call. If an unusual play arises where a first (1st) throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two (2) bases shall be from the position of the runners at the time of the throw. For the purpose of this rule, a catcher is considered an infielder.  
**Rule 7.07.E.7 Approved Ruling:** Runner on first (1st) base, batter hits a ball to the shortstop who throws to second (2nd) base too late to get runner at second (2nd) then the second baseman throws toward first (1st) base after the batter-runner has crossed first (1st) base. Runner at second (2nd) scores.  
**Rule 7.07.E.7 Comment:** On this play, if the batter-runner is past first (1st) base ONLY when throw is made, is he awarded third (3rd) base.

- 7.07.E.8** One (1) base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;  
**Rule 7.07.E.8 Approved Ruling:** When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one (1) base. One (1) base shall also be awarded if the pitcher while in contact with the rubber throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two (2) bases from position of runners at the time of the pitch or throw.
- 7.07.E.9** One (1) base, if the batter becomes a runner on Ball Four (4) or Strike Three (3), when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch, which entitles the runners to advance one (1) base, the batter-runner shall be entitled to first (1st) base only.  
**Rule 7.07.E.9 Comment:** The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball, which an infielder throws into the stands, but the batter-runner missed first (1st) base. He may be called out on appeal for missing first (1st) base after the ball is put in play even though he was "awarded" second (2nd) base. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.
- 7.07.E.10** One (1) base, if a fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.
- 7.07.F** When obstruction occurs, the umpire shall call or signal "Obstruction":
- 7.07.F.1** If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first (1st) base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one (1) base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.  
**Rule 7.07.F.1 Comment:** When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second (2nd) and third (3rd) and obstructed by the third baseman going into third (3rd) base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two (2) bases from the base they last legally touched before obstruction was called.
- 7.07.F.2** If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his judgment will nullify the act of obstruction.  
**Rule 7.07.F.2 Comment:** When the ball is not dead on obstruction and an obstructed runner advances beyond the base, which in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call. The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.
- 7.07.G** Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.  
**Penalty:** The runner shall be called out and may be ejected from the game at the umpire's discretion.  
**Rule 7.07.G Comment:** When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.
- 7.07.H** If, with a runner on third (3rd) base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first (1st) base on the interference and the ball is dead.
- 7.07.I** Any runner is out when:
- 7.07.I.1** He runs more than three (3) feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball; or after touching first (1st) base, he leaves the baseline, obviously abandoning his effort to touch the next base;

**Rule 7.07.I.1 Comment:** Any runner after reaching first (1st) base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays:

**Play (1):** Less than two (2) out, score tied bottom of the last inning, runner on first (1st) and the batter hits a ball out of park for winning run. The runner on first (1st) passes second (2nd) and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter-runner circles bases.

**Ruling (1):** The base runner would be called out “for abandoning his effort to touch the next base” and batter-runner permitted to continue around bases to make his home run valid. If there are two (2) out, home run would not count. This is not an appeal play.

**Play (2):** Runner believing he is called out on a tag at first (1st) or third (3rd) base starts for the dugout and progresses a reasonable distance indicating by his actions that he is out.

**Ruling (2):** The runner shall be declared out for abandoning the bases.

7.07.I.2

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

**Rule 7.07.I.2 Comment:** A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire’s judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two (2) out, the umpire shall declare both the runner and batter out. With two (2) out, the umpire shall declare the batter out. If, in a run-down between third (3rd) base and home plate, the succeeding runner has advanced and is standing on third (3rd) base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third (3rd) base back to second (2nd) base. This same principle applies if there is a run-down between second (2nd) and third (3rd) base and succeeding runner has reached second (2nd) base. The reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base.

7.07.I.3

He is tagged, when the ball is alive, while off his base.

**Rule 7.07.I.3 Exception:** A batter-runner cannot be tagged out after overrunning or over-sliding first (1st) base if he returns immediately to the base;

**Rule 7.07.I.3 Approved Rulings:** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely. If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire’s judgment, he touches or occupies the point marked by the dislodged bag.

7.07.I.4

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

**Rule 7.07.I.4 Comment:** Runners need not “tag up” on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul and runners then return to their bases.

7.07.I.5

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

**Rule 7.07.I.5 Comment:** Runner on first (1st) and three (3) balls on the batter: Runner steals on the next pitch, which is the fourth (4th) ball, but after having touched second (2nd) he over-slides or over-runs that base. The catcher’s throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Over-sliding and over-running situations arise at bases other than first base. For instance, before two (2) are out, and runners on first (1st) and second (2nd), or bases loaded, the ball is hit to an infielder who tries for the double play. The runner on first (1st) beats the throw to second (2nd) base but over-slides the base. The relay is made to first (1st) base and the batter-runner is out. The first baseman, seeing the runner at second (2nd) base off the bag, makes the return throw to second (2nd) and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter-runner was out at first (1st) base? Do the runs that crossed the plate during this play and before the third (3rd) out was made when the runner was tagged at second (2nd), count? Answer: The runs score. It is not a force play. It is a tag play.

7.07.I.6

He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.

**Rule 7.07.I.6 Exception:** If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out;



**Rule 7.07.I.6 Comment:** If two runners are touched by the same fair ball, only the first (1st) one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.

**7.07.I.7** He attempts to score on a play in which the batter interferes with the play at home base before two (2) are out. With two (2) out, the interference puts the batter out and no score counts;

**7.07.I.8** He passes a preceding runner before such runner is out;

**7.07.I.9** After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;

**Rule 7.07.I.9 Comment:** If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely, he cannot be put out while in contact with that base.

**7.07.I.10** He fails to return at once to first (1st) base after over-running or over-sliding that base. If he attempts to run to second (2nd), he is out when tagged. If, after over-running or over-sliding first base he starts toward the dugout, or toward his position, and fails to return to first (1st) base at once, he is out, on appeal, when he or the base is tagged;

**Rule 7.07.I.10 Comment:** Runner who touches first (1st) base in over-running and is declared safe by the umpire has, within the intent of the rule has reached first base and any run which scores on such a play counts, even though the runner subsequently becomes the third (3rd) out for failure to return "at once," as covered in this rule.

**7.07.I.11** In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision.

**Rule 7.07.I.11 Comment:** This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.

**7.07.I.12** A play on him is being made and a member of his team (other than a runner) hinders a fielder's attempt to field a thrown ball. See Runner Interference.

**7.07.J** It is interference by a batter or a runner when:

**7.07.J.1** After a third (3rd) strike, he hinders the catcher in his attempt to field the ball;

**7.07.J.2** After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;

**7.07.J.3** He intentionally deflects the course of a foul ball in any manner;

**7.07.J.4** Before two (2) are out and a runner on third (3rd) base, the batter hinders a fielder in making a play at home base; the runner is out;

**7.07.J.5** Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates;

**7.07.J.6** Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate;

**Rule 7.07.J.6 Comment:** If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

**7.07.J.7** If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.

**7.07.J.8** If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

**7.07.J.9** In the judgment of the umpire, the base Coach at first (1st) or third (3rd) base, by touching or holding the runner, physically assists him in returning to or leaving first (1st) or third (3rd) base.

**7.07.J.10** With a runner on third (3rd) base, the base Coach leaves his box and acts in any manner to draw a throw by a fielder;

**7.07.J.11** In running the last half of the distance from home base to first (1st) base while the ball is being fielded to first (1st) base, he runs outside (to the right of) the three (3) foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first (1st) base, or attempting to field a batted ball;

**Rule 7.07.J.11 Comment:** The lines marking the three (3) foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three (3) foot "lane" or on the lines marking the "lane".

- 7.07.J.12** He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two (2) or more fielders attempt to field a batted ball, and the runner comes in contact with one (1) or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one (1) the umpire determines to be entitled to field such a ball;  
**Rule 7.07.J.12 Comment:** When a catcher and batter-runner going to first (1st) base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner, going to first (1st) base "obstruction" shall be called and the base runner awarded first (1st) base.
- 7.07.J.13** A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.  
**Penalty:** The runner is out and the ball is dead.
- 7.07.K** Any runner shall be called out, on appeal, when:
- 7.07.K.1** After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged;  
**Rule 7.07.K.1 Comment:** "Retouch," in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.
- 7.07.K.2** With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.  
**Rule 7.07.K.2 Approved Ruling:** No runner may return to touch a missed base after a following runner has scored. When the ball is dead, no runner may return to touch a missed base or one (1) he has left after he has advanced to and touched a base beyond the missed base.  
**Play (1):** Batter hits ball out of park and misses first (1st) base (ball is dead);  
**Ruling (1):** He may return to first (1st) base to correct his mistake before he touches second (2nd) but if he touches second (2nd) he may not return to first (1st) and if defensive team appeals he is declared out at first (1st).  
**Play (2):** Batter hits ball to shortstop who throws wild into the stands (ball is dead). The batter-runner misses first (1st) base but is awarded second (2nd) base on the overthrow.  
**Ruling (2):** Even though the umpire has awarded the runner second (2nd) base on the overthrow, the runner must touch first (1st) base before he proceeds to second (2nd) base. These are appeal plays.
- 7.07.K.3** He over-runs or over-slides first (1st) base and fails to return to the base immediately, and he or the base is tagged;
- 7.07.K.4** He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play, which ends a half-inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first (1st) appeal errs, a request for a second (2nd) appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play.) Appeal plays may require an umpire to recognize an apparent "fourth (4th) out." If the third (3rd) out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one (1) appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage.  
**Rule 7.07.K.4 Comment:** If two (2) runners arrive at home base about the same time and the first (1st) runner misses home plate but a second (2nd) runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second (2nd) runner scored and being the third (3rd) out, second (2nd) runner's run shall not count, as provided in this rule. If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.
- 7.07.L** Unless two (2) 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 (3rd) out, no runners following him shall score. If such third (3rd) out is the result of a force play, neither preceding nor following runners shall score.
- 7.07.M** At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.

**Rule 7.07.M Comment:** The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty. If no proper courtesy runner is available pursuant to these rules, the pitcher and / or catcher shall run for themselves.

**7.08** The Pitcher:

**7.08.A** Legal pitching delivery. There are two (2) legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitchers shall take signs from the catcher while standing on the rubber.

**Rule 7.08.A Comment:** Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.

**7.08.A.1** The Windup Position. The pitcher shall stand facing the batter, his pivot foot in contact with the pitcher's plate and the other foot free. From this position, any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one (1) step backward and one (1) step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his pivot foot in contact with the pitcher's plate and his other foot free, he will be considered in the Windup Position.

**Rule 7.08.A.1 Comment:** In the Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber.

From the Windup Position, the pitcher may deliver the ball to the batter; or step and throw to a base in an attempt to pick-off a runner; or disengage the rubber (if he does he must drop his hands to his sides). In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first (1st). He may not go into a set or stretch position; if he does it is a balk.

**7.08.A.2** The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of, the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one (1) hand on his side; from this position, he shall go to his set position as defined without interruption and in one continuous motion. The pitcher, following his stretch must hold the ball in both hands in front of his body; and come to a complete stop.

**Rule 7.08.A.2(b) Comment:** This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk." With no runners on base, the pitcher is not required to come to a complete stop when using the Set Position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball.

**7.08.A.2(c)** At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch; he may throw to any base provided he steps directly toward such base before making the throw.

**Rule 7.08.A.2(c) Comment:** The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

**7.08.A.2(d)** If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first (1st) base on a hit, an error, a base on balls, a hit batter or otherwise.

**Rule 7.08.A.2(d) Comment:** A ball, which slips out of a pitcher's hand and crosses the foul line, shall be called a ball; otherwise, it will be called no pitch. This would be a balk with men on base.

**7.08.A.2(e)** If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

**Rule 7.08.A.2(e) Comment:** The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

**7.08.B** The pitcher shall not:

**7.08.B.1** While in an 18-foot circle surrounding the pitcher's plate, touch the ball after touching his mouth or lips, or touch his mouth or lips while he is in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of his pitching hand dry before touching the ball or the pitcher's plate.

**Rule 7.08.B.1 Exception:** Provided it is agreed to by both Team Managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand.

**Penalty:** For violation of this part of this rule, the umpires shall immediately call a ball. However, if the pitch is made and a batter reaches first (1st) base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one (1) base, the play shall proceed without reference to the violation.

- 7.08.B.2 Expectorate on the ball, either hand or his glove;
- 7.08.B.3 Rub the ball on his glove, person or clothing;
- 7.08.B.4 Apply a foreign substance of any kind to the ball;
- 7.08.B.5 Deface the ball in any manner;
- 7.08.B.6 Deliver a ball defaced in a manner prescribed by these rules or what is called the “shine ball”, “spit ball”, “mud ball”, “puff ball” or “emery ball”. The pitcher is allowed to rub the ball between his bare hands only.

**Penalty:** For violation of any part of **Rules 7.08.B.2 – 7.08.B.6**, the pitcher shall be ejected immediately from the game. If a play follows the violation called by the umpire, the Team Manager of the offense may advise the plate umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first (1st) base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one (1) base, the play shall proceed without reference to the violation. Even though the offense elects to take the play, the violation shall be recognized and the pitcher shall be ejected immediately from the game. The umpire shall be sole judge on whether any portion of this rule has been violated.

**Rules 7.08.B.2 & 7.08.B.3 Comment:** If a pitcher violates either **Rule 7.08.B.2 or 7.08.B.3** and, in the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire may, in his discretion, warn the pitcher in lieu of applying the penalty set forth for violations of **Rules 7.08.B.2 – 7.08.B.6**. If the pitcher persists in violating either of those Rules, however, the umpire should then apply the penalty.

- 7.08.B.7 If at any time the ball hits the rosin bag, cleat scrape or stick it is in play. In the case of rain or wet field, the umpire may instruct the pitcher to carry the rosin bag in his hip pocket. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither the pitcher nor any other player shall be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag or have on his person, or in his possession, any foreign substance.

**Penalty:** The pitcher or player shall be immediately ejected from the game.

- 7.08.B.8 The pitcher may not attach anything to either hand, any finger or either wrist (e.g., adhesive bandage, tape, super glue, bracelet, etc.). The umpire shall determine if such attachment is indeed a foreign substance for the purpose of this rule, but in no case shall the pitcher be allowed to pitch with such attachment to his hand, finger or wrist.

- 7.08.B.9 Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.

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

- 7.08.B.10 Intentionally Pitch at the Batter. If, in the umpire’s judgment, such a violation occurs, the umpire may elect either to:

- 7.08.B.10(a) Expel the pitcher, or the Team Manager and the pitcher, from the game, or
- 7.08.B.10(b) May warn the pitcher and the Team Manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the Team Manager.

**Rules 7.08.B.10 Comment:** If, in the umpire’s judgment, circumstances warrant, both teams may be officially “warned” prior to or at any time during the game. Team personnel may not come onto the playing surface to argue or dispute a warning issued under this rule. If a Team Manager, Coach or player leaves the dugout or his position to dispute a warning, he should be warned to stop. If he continues, he is subject to ejection. To pitch at a batter is unsportsmanlike and highly dangerous; it should be and is condemned by all. Umpires should act without hesitation in enforcement of this rule.

- 7.08.C 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 (8) preparatory pitches to his catcher during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the Umpire-In-Chief shall allow him as many pitches as the umpire deems necessary.

- 7.08.D When the bases are unoccupied, the pitcher shall deliver the ball to the batter within twelve (12) seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call “Ball.” The twelve (12) second timing starts when the pitcher is in possession of the ball and the batter is in the box alert to the pitcher. The timing stops when the pitcher releases the ball.

**Rule 7.08.D Comment:** The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

- 7.08.E If there is a runner, or runners on base, it is a balk when:

- 7.08.E.1 The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

**Rule 7.08.E.1 Comment:** If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher’s rubber, he is required to pitch to the batter except to throw to second (2nd) base on a pick-off-play.

- 7.08.E.2** The pitcher, while touching his plate, feints a throw to first (1st) base or third (3rd) base and fails to complete the throw;
- 7.08.E.3** The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base;  
**Rule 7.08.E.3 Comment:** This rule requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. If the pitcher steps off the back of the rubber and then makes such a move, it is not a balk.
- 7.08.E.4** The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;  
**Rule 7.08.E.4 Comment:** When determining whether the pitcher throws or feints a throw to an unoccupied base for the purpose of making a play, the umpire should consider whether a runner on the previous base demonstrates or otherwise creates an impression of his intent to advance to such unoccupied base.
- 7.08.E.5** The pitcher makes an illegal pitch;  
**Rule 7.08.E.5 Comment:** A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one (1) delivered before the batter is reasonably set in the batter's box. With runners on base, the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
- 7.08.E.6** The pitcher delivers the ball to the batter while he is not facing the batter;
- 7.08.E.7** The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;
- 7.08.E.8** The pitcher unnecessarily delays the game;
- 7.08.E.9** The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;
- 7.08.E.10** The pitcher, after coming to a legal pitching position, removes one (1) hand from the ball other than in an actual pitch, or in throwing to a base;
- 7.08.E.11** The pitcher, while touching his plate, accidentally or intentionally drops the ball;
- 7.08.E.12** The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
- 7.08.E.13** The pitcher delivers the pitch from Set Position without coming to a stop.  
**Penalty:** The ball is dead, and each runner shall advance one (1) base without liability to be put out, unless the batter reaches first (1st) on a hit, an error, a base on balls, a hit batter, or otherwise and all other runners advance at least one (1) base, in which case the play proceeds without reference to the balk.  
**Rule 7.08.E.13 Approved Ruling:** In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.  
**Rule 7.08.E.13 Approved Ruling:** A runner who misses the first (1st) base to which he is advancing and who is called out on appeal shall be considered as having advanced one (1) base for the purpose of this rule.  
**General Statement:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. However, certain specifics should be borne in mind: Straddling the pitcher's rubber without the ball a balk; with a runner on first (1st) base, the pitcher may make a complete turn, without hesitating toward first (1st), and throw to second (2nd). This is not throwing to an unoccupied base.

**7.08.F** All leagues and tournaments shall adopt the following rule pertaining to the visit of the Team Manager or a Coach to the pitcher:

- 7.08.F.1** This rule limits the number of visits a Team Manager or a Coach may make to any one (1) pitcher in any one (1) inning;
- 7.08.F.2** A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position;
- 7.08.F.3** The Team Manager or a Coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but
- 7.08.F.4** If a pinch-hitter is substituted for this batter, the Team Manager or a Coach may make a second (2nd) visit to the mound, but must remove the pitcher.  
**Rules 7.08.F.1 - 7.08.F.4 Comment:** If the Team Manager or Coach goes to the catcher or fielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the Team Manager or Coach going to the mound. Any attempt to evade or circumvent this rule by the Team Manager or Coach going to the catcher or fielder and then that player going to the mound to confer with the pitcher or vice-versa shall constitute a visit to the mound. If the Coach goes to the mound and removes a pitcher and then the Team Manager goes to the mound to talk with the new pitcher, that will constitute one (1) visit to that new pitcher that inning. In a case where a Team Manager has made his first (1st) visit to the mound and then returns the second (2nd) time to the mound in the same inning with the same pitcher in the game and the same batter at bat, the Team Manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the pitching position. The Team Manager

should be notified that his pitcher will be removed from the pitching position after he pitches to one (1) hitter. The substitute pitcher will be allowed eight (8) preparatory pitches or more if in the umpire's judgment circumstances justify.

**Rules 7.08.F.1 - 7.08.F.4 Additional Comment:** A visit of the Team Manager or a Coach to the pitcher is concluded when the Team Manager or Coach leaves the eighteen (18) foot circle around the pitcher's mound. Leaving the eighteen (18) foot circle concludes one (1) visit. A Team Manager or Coach shall not be considered to have concluded his visit to the mound if he temporarily leaves the eighteen (18) foot circle surrounding the pitcher's rubber for the sole purpose of notifying the umpire of the substitution being made.

**7.08.G** A player removed from the pitching position (starting pitcher or subsequent relief pitcher) shall not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal player into the pitching position without penalty. If an improper player is permitted to pitch, any pitch or play that results shall be legal. Violation of this rule should be caught by the umpire or offensive team and immediately corrected.

**Penalty:** If the violating player has legal pitches remaining, the infraction is an improper substitution and is corrected without penalty. If the violating player has no legal pitches remaining, the infraction it is deemed an Innings Pitched / Pitch Count Limits violation and upon legal protest, the proper penalties shall be applied.

**7.08.H Innings Pitched Limits (Effective for all sanctioned events unless previously designated) -** The end of the day for the pitching limitation rules is the time of day or night when the ballpark is shut down and the teams go home for the night break. Games that for any reason extend past midnight (12:00 AM) or start late at night, past midnight (12:00 AM) and are completed before the teams take the night break, will count as being played on the scheduled day. A game not completed before the night break pursuant to these rules shall be a suspended game. Suspended games, when resumed (the next day or another day), shall count as being played on two different days. The outs recorded during the portion of the game played prior to suspension shall count as being played on the regularly scheduled day and the outs recorded during the portion of the game played once resumed, shall count as being played on the resumed day.

**7.08.H.1 (Chart 7.08.H) ONE DAY MAXIMUM TO PITCH**

**THE NEXT DAY:** The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day.

**Rule 7.08.H.1 Example:** In the 7U – 14U age divisions, a player may legally pitch a maximum of three (3) innings in one (1) day and still legally pitch the next day. If the player pitches three and one-third (3 1/3) or more innings in one (1) day, the player cannot legally pitch the next day.

AGE DIVISION	ONE DAY MAXIMUM TO	ONE DAY MAXIMUM	THREE DAY MAXIMUM
7U – 12U	3	6	8
13U – 14U	3	7	8
Scholastic	Unlimited	Unlimited	Unlimited

Chart 7.08.H

**7.08.H.2 (Chart 7.08.H) ONE DAY MAXIMUM:** The maximum number of innings a player can legally pitch in one (1) day.

**Rule 7.08.H.2 Example:** In the 7U – 12U age divisions, a player may legally pitch a maximum of six (6) innings in one (1) day. The player would be ineligible to pitch the next day. Similarly, in the 13U – 14U age divisions, a player may legally pitch a maximum of seven (7) innings in one (1) day. The player would be ineligible to legally pitch the next day.

**7.08.H.3 (Chart 7.08.H) THREE DAY MAXIMUM:** The maximum number of innings a player can legally pitch in three (3) consecutive days.

**Rule 7.08.H.3 Example:** In the 7U – 14U age divisions, a player may legally pitch a maximum of eight (8) innings in three (3) consecutive days. This is to be interpreted as a player may legally pitch any combination of innings to equal eight (8) innings in two (2) days as long as the player doesn't pitch more than three (3) innings the first (1st) day. Similarly, as a player may legally pitch any combination of innings to equal eight (8) innings in three (3) days as long as the player doesn't pitch more than three (3) innings the first (1st) or second (2nd) days.

**7.08.H.4 MANDATORY DAYS OF REST;**

**7.08.H.4(a)** A player that pitches more than three (3) innings in one day **MUST** rest the next day.

**7.08.H.4(b)** A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day.

**7.08.H.4(c)** A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

**7.08.H.5** For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

**7.08.H.6** Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings.

**7.08.H.7** For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

**Penalty:** It shall be the responsibility of each Team Manager to challenge pitching violations by notifying the Umpire-In-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting

team leaving the field of play. Any violation of these rules shall result in immediate forfeiture of the game. If such violation occurs in a Tournament during Pool Play, the team in violation of the rule may not advance to the Tournament Championship Bracket regardless of record.

**Rule 7.08.H.7 Exception:** Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

**7.08.I Pitch Count Limits (Effective for specially designated sanctioned events ONLY)** - For the purpose of the Pitch Count rules, the end of the day shall be the time of day or night when the ballpark is shut down and the teams go home for the night. Games that for any reason extend past midnight (12:00 AM) or start late after midnight (12:00 AM) and are completed prior to the teams take the night break, shall count as being played on the regularly scheduled calendar day. A game not completed prior to the night break pursuant to these rules shall be a suspended game and when resumed (the next day or another day), shall count as being played on two different calendar days. The pitches thrown during the portion of the game played prior to suspension shall count as being thrown on the regularly scheduled calendar day and the pitches thrown during the portion of the game played once resumed, shall count as being thrown on the resumed calendar day.

**7.08.I.1 (Chart 7.08.I) Division Of Play:** The Pitch Count Limits that govern the division of the tournament regardless of the actual age of a subject player.

**7.08.I.2 (Chart 7.08.I) Daily Max:** The maximum number of pitches a player can legally throw in one (1) calendar day.

**7.08.I.3 (Chart 7.08.I) Consecutive Calendar Days of Required Rest (CCDRR):** The consecutive calendar days a player who has thrown a pitch or pitches beyond any corresponding Pitch Count Limit(s) shall rest prior to pitching again.



**Rule 7.08.I Exception:** A player may legally throw beyond any Pitch Count Limit or Max to complete a batter's at-bat that has started prior to the player reaching such Pitch Count Limit or Max. The moment the batter is retired or becomes a runner, the player shall be removed from the pitching position without penalty and charged with the maximum Pitch Count for the corresponding CCDRR limit.

DIVISION OF PLAY	DAILY MAX	CONSECUTIVE CALENDAR DAYS OF REQUIRED REST				
		0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
7U	50	1-20	21-35	36-50	—	—
8U	50	1-20	21-35	36-50	—	—
9U	70	1-20	21-35	36-50	51-60	61+
10U	75	1-20	21-35	36-50	51-60	61+
11U	80	1-20	21-35	36-50	51-60	61+
12U	85	1-20	21-35	36-50	51-65	66+
13U	90	1-30	31-45	46-60	61-70	71+
14U	95	1-30	31-45	46-60	61-75	76+
15U – 18U	100	1-30	31-45	46-60	61-75	76+

Chart 7.08.I

**Rule 7.08.I Example 1:** A 10U division player has thrown nineteen (19) pitches in one (1) calendar day. The player may face an additional batter and may continue to pitch to such additional batter until such additional batter is retired or becomes a runner. Although the player may exceed the CCDRR 0 Days Limit of twenty (20) pitches, pursuant to **Rule 7.08.I Exception**, no penalty shall be applied because the at-bat started prior to the player reaching the imposed limit and the player shall only be charged with twenty (20) pitches for the calendar day.

**Rule 7.08.I Example 2:** An 11U division player has thrown thirty-four (34) pitches in one (1) calendar day. The player may face an additional batter and may continue to pitch to such additional batter until such additional batter is retired or becomes a runner. Although the player may exceed the CCDRR 1 Day Limit of thirty-five (35) pitches, pursuant to **Rule 7.08.I Exception**, no penalty shall be applied because the at-bat started prior to the player reaching the imposed limit and the player shall only be charged with thirty-five (35) pitches for the calendar day.

**Rule 7.08.I Example 3:** A 12U division player has thrown forty-nine (49) pitches in one (1) calendar day. The player may face an additional batter and may continue to pitch to such additional batter until such additional batter is retired or becomes a runner. Although the player may exceed the CCDRR 2 Days Limit of fifty (50) pitches, pursuant to **Rule 7.08.I Exception**, no penalty shall be applied because the at-bat started prior to the player reaching the imposed limit and the player shall only be charged with fifty (50) pitches for the calendar day.

**Rule 7.08.I Example 4:** A 13U division player has thrown sixty-nine (69) pitches in one (1) calendar day. The player may face an additional batter and may continue to pitch to such additional batter until such additional batter is retired or becomes a runner. Although the player may exceed the CCDRR 3 Days Limit of seventy (70) pitches, pursuant to **Rule 7.08.I Exception**, no penalty shall be applied because the at-bat started prior to the player reaching the imposed limit and the player shall only be charged with seventy (70) pitches for the calendar day.

**Rule 7.08.I Example 5:** A 14U division player has thrown ninety-four (94) pitches in one (1) calendar day. The player may face an additional batter and may continue to pitch to such additional batter until such additional batter is retired or becomes a runner. Although the player may exceed the Daily Max of ninety-five (95) pitches, pursuant to **Rule 7.08.I Exception**, no penalty shall be applied because the at-bat started prior to the player reaching the imposed limit and the player shall only be charged with ninety-five (95) pitches for the calendar day.

**Rule 7.08.I Example 5:** A 14U division player has thrown ninety-four (94) pitches in one (1) calendar day. The player may face an additional batter and may continue to pitch to such additional batter until such additional batter is retired or becomes a runner. Although the player may exceed the Daily Max of ninety-five (95) pitches, pursuant to **Rule 7.08.I Exception**, no penalty shall be applied because the at-bat started prior to the player reaching the imposed limit and the player shall only be charged with ninety-five (95) pitches for the calendar day.

**7.08.I.4** Pitches thrown during a game that ends in forfeit shall count towards all Pitch Count Limits.

**7.08.I.5** For purposes of the Pitch Count rules, a player is in violation of the rule if he throws a pitch or pitches beyond any Pitch Count Limit(s) with exclusion of **Rule 7.08.I Exception**.

- 7.08.1.6** It shall be the responsibility of each Team Manager to challenge Pitch Count Limit violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the player in violation throws a pitch beyond any Pitch Count Limit(s) **AND** while the player in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the Umpires and the protesting team leaving the field of play.

**Rule 7.08.1 Penalty:** Any Pitch Count Limit violation shall result in immediate forfeiture of the game. If such violation occurs in a Tournament during Pool Play, the team in violation of the rule may not advance to the Tournament Championship Bracket regardless of record.

**7.09** Coach Pitch Specific Rules Of Play (5U – 8U):

**7.09.A** Fair Ball Arc: There shall be a twenty (20) foot arc from the first (1st) baseline to the third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair.

**7.09.B** Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

**7.09.C** Pitcher's Line: There shall be a line from the front edge of the Pitching Circle twelve (12) feet towards home plate.

**7.09.C.1** The Coach pitcher shall be an adult at least eighteen (18) years of age.

**7.09.C.2** The Coach pitcher shall keep one foot on or straddle the Pitcher's Line and shall not verbally or physically Coach while in the pitching position.

**7.09.C.3** The Coach pitcher shall position himself as not to be an impediment to the defensive team on any possible "live ball" play.

**Penalty:** A Coach pitcher that violates this rule after the ball has been pitched shall result in a call of obstruction. A Coach pitcher that violates this rule prior to the ball being pitched shall result in: First Offense – Warning; Second Offense – Removal of Coach as the pitcher for the remainder of the game.

**7.09.C.4** When a batted ball hits the Coach pitcher, the following shall apply:

**7.09.C.4(a)** If in the umpire's judgment, the Coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

**7.09.C.4(b)** If in the umpire's judgment, the Coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.

**7.09.D** The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there will be a warning issued. If the act continues after the warning, the offending teams' Team Manager shall be ejected.

**7.09.E** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.

**7.09.F** The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

**Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and if it is the player's First Offense, a warning shall be issued. If it is the player's Second Offense, the player shall be removed from the pitching position for the remainder of the game.

**7.09.G** The batting order shall constitute all present, properly uniformed players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.

**7.09.G.1** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.

**Rule 7.09.G.1 Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.

**7.09.H** The Infield Fly Rule shall not be in effect at any time.

**7.09.I** Bunting and Intentional Walks shall be prohibited.

**7.09.J** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

**Rule 7.09.J Comment:** A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit.

**7.09.K** Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or passes home plate.

**7.09.L** A courtesy runner for the catcher of record only the previous inning may be used following standard courtesy runner rules.

**7.09.M** A team may score a maximum of seven (7) runs per inning, including the last inning.

**7.09.N** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

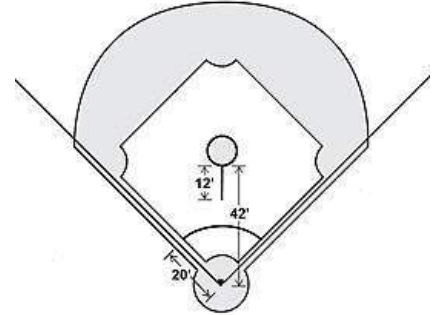
**7.10** Kid Pitch Specific Rules Of Play (7U & 8U):

**7.10.A** Nine (9) defensive players shall be used.

**7.10.B** Balk rules shall not apply.

**7.10.C** Teams may start a game with eight (8) players. The ninth (9th) position in the batting order shall be declared an out each turn at bat.

**Rule 7.10.C Approved Ruling:** A ninth (9th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.





- 7.10.D** The batter is out and shall not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher.
- 7.10.E** Runners on base shall not advance when the pitcher is on the pitcher's plate with the ball in his possession and the catcher is in position to receive a pitch.
- 7.10.F** Runners shall not lead-off but can advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:
  - 7.10.F.1** If the runner is safe, the runner returns to the base legally occupied at the time of the pitch.
  - 7.10.F.2** If the runner is out, the call stands as an out.
  - 7.10.F.3** If the ball is hit, the defensive team has the option of the result of the play or a no pitch.
- 7.10.G** Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base on passed balls or wild pitches.
- 7.10.H** A team may score a maximum of seven (7) runs per inning, including the last inning.
- 7.10.I** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- 7.11** T-Ball Specific Rules Of Play (4U – 6U):
  - 7.11.A** Fair Ball Arc: There shall be a twenty (20) foot arc from the first (1st) baseline to the third (3rd) baseline in front of home plate. A batted ball must advance to this line to be adjudged as fair.
  - 7.11.B** The catcher shall wear a dual earflap catcher's helmet with mask.
  - 7.11.C** Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines.
  - 7.11.D** The defensive player listed as pitcher shall stay in contact with the pitchers' plate until the ball is hit.  
**Penalty:** The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and if it is the player's First Offense, a warning shall be issued. If it is the player's Second Offense, the player shall be removed from the pitching position for the remainder of the game.
  - 7.11.E** The batting order shall constitute all present, properly uniformed players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.
    - 7.11.E.1** Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.  
**Rule 7.11.E.1 Approved Ruling:** A ninth (9th) & tenth (10th) player and all subsequent late arriving players shall be added to the bottom of the batting order as soon as they become available.
  - 7.11.F** The Infield Fly Rule shall not be in effect at any time.
  - 7.11.G** Bunting and Intentional Walks shall be prohibited.
  - 7.11.H** A batter shall receive a maximum of three (3) swings to put the ball in play or be called out. No additional swings shall be awarded on foul balls.
  - 7.11.I** Runners shall not leadoff or steal bases. A runner is out for leaving the base before the ball is hit.
  - 7.11.J** A team may score a maximum of seven (7) runs per inning, including the last inning.
  - 7.11.K** Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

## **RULE 8.00 – DRAFTED LEAGUES & ALL-STARS**

- 8.01** The Drafted League Program is distinct and detached from tournament competition thus players frozen to A, AA, AAA & Major classified teams are eligible to participate in the Drafted League Program pursuant to these rules. The Drafted League Program gives traditional league based teams the opportunity to compete amongst teams formed by a similar system. Drafted League ("League") is a playing classification for drafted league teams ages 4U – 18U from Georgia USSSA Baseball Sanctioned Leagues.
  - 8.01.A** Leagues that conform to the below guidelines and register all teams shall be allowed to participate.
    - 8.01.A.1** Leagues shall have an approved draft system that shall include no more than six (6) protected / frozen players per team previous to the draft.
    - 8.01.A.2** Leagues shall submit their complete rules, by-laws, and schedules for approval.
    - 8.01.A.3** A league shall consist of a minimum eight (8) game schedule.
    - 8.01.A.4** Eligible players shall compete in a minimum of seventy five percent (75%) of the scheduled league games.
  - 8.01.B** The State Office shall set guidelines for teams to qualify for State Championships and World Series.
- 8.02** The All-Star Program is distinct and detached from tournament competition thus players frozen A, AA or AAA teams may be eligible to participate in the All-Star Program pursuant to these rules. The All-Star Program gives traditional drafted league based All-Star teams the opportunity to compete amongst All-Star teams formed by a similar system. All-Stars ("All-Star") is a playing classification for All-Star teams ages 5U – 18U formed from Georgia USSSA Baseball Sanctioned Drafted Leagues.
  - 8.02.A** Drafted Leagues that conform to Rule 8.01 and the additional guidelines set forth in these rules shall be allowed to participate.
  - 8.02.B** (**Chart 8.02.B**) All-Star teams may be chosen by any method but leagues shall be required to have All-Star team(s) in each age division in proportion with the quantity of regular season league teams in each age division. Leagues may have additional All-Star teams at the leagues discretion.

REGULAR SEASON LEAGUE TEAMS	REQUIRED ALL-STAR TEAMS
1 – 6	1
7 – 12	2
13 – 18	3
19 – 24	4
25+	5

Chart 8.02.B

- 8.02.C** All-Star team players age 5U – 8U shall not have been rostered on a team of higher classification than AAA (i.e.; Major) after December 31st of the current season year. All-Star team players age 9U – 18U shall not have been rostered on a team of higher classification than AA (i.e.; AAA, Major) after December 31st of the current season year.  
**Rule 8.02.C Comment:** Any player that has been rostered on a team classified higher than these listed restrictions after December 31st of the current season year is ineligible for All-Star play.
- 8.02.D** All-Star teams ages 5U – 8U shall have no more than six (6) players on their roster that have been previously rostered on an A, AA or AAA classified team after May 1st. All-Star teams ages 9U – 18U shall have no more than six (6) players on their roster that have been previously rostered on an A or AA classified team after May 1st.
- 8.02.E** Player and / or Team participation in the “Fall / Winter” season (i.e.; August 1st – December 31st) shall not by itself, automatically affect the eligibility of a Player and / or Team for All-Star participation.
- 8.02.F** All-Star teams shall not begin playing together as a team before March 1st of the current season year.
- 8.02.G** The League President (or Highest Officer) shall submit All-Star team registrations and rosters to the State Office for approval prior to the annually designated deadline.

## **RULE 9.00 – UMPIRES**

- 9.01** All leagues and tournaments played under the jurisdiction of the Georgia USSSA Baseball shall only utilize umpire(s) who are registered with and dress in accordance with the guidelines set forth by the Association.
- 9.02** The umpires shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field and playing field vicinity during the game.
- 9.03** Any umpire’s decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No Team Manager, Coach, assistant Coach, trainer, Scorekeeper, or player shall object to any such judgment decisions.
- 9.04** If there is reasonable doubt that any umpire’s decision may be in conflict with the rules, the Team 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. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. If the umpires consult after a play and change a call that had been made, then they have the authority to take all steps that they may deem necessary, in their discretion, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call, disregarding interference or obstruction that may have occurred on the play; failures of runners to tag up based upon the initial call on the field; runners passing other runners or missing bases; etc., all in the discretion of the umpires. No Team Manager, Coach, assistant Coach, trainer, Scorekeeper, or player shall be permitted to argue the exercise of the umpires’ discretion in resolving the play and any person so arguing shall be subject to ejection.  
**Rule 9.04 Comment:** A Team Manager shall be permitted to ask the umpires for an explanation of the play and how the umpires have exercised their discretion to eliminate the results and consequences of the earlier call that the umpires are reversing. Once the umpires explain the result of the play, however, no one is permitted to argue the results. Appeals on a half swing may be made only on the call of ball, but not on the call of strike, and when asked to appeal, the home plate umpire may refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Appeals on a half swing must be made before the next pitch, or any play or attempted play. If the half swing occurs during a play, which ends a half-inning, the appeal must be made before all infielders of the defensive team leave fair territory. The ball is in play on appeal on a half swing. On a half swing, if the Team Manager comes out to argue with an umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.
- 9.05** If there is only one (1) umpire, he shall have complete jurisdiction in administering the rules. If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.
- 9.06** Immediately following a game, the umpire shall report to the League / Tournament Director any violation of rules and other incidents worthy of comment, including the ejection of any Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Parents, Players, Sponsors and Spectators and the reasons therefore.

## **RULE 10.00 – SPORTSMANSHIP, EJECTIONS & SUSPENSIONS**

**General Statement:** The matters of sportsmanship and unsportsmanlike conduct shall be taken extremely serious. The teams you compete against will exhibit an elevated and sometimes fierce level of competition. Team Managers (see comment below), Coaches, assistant Coaches, trainers, Scorekeepers, Parents, Players, Sponsors and Spectators (for the purpose of this rule, herein referred to as “Team Personnel”) should exhibit good sportsmanship to ensure a positive impact in the development of the participants. Thus, it is paramount that Team Managers, at all times, have absolute complete control of their Coaches, Assistant Coaches, Trainers, Scorekeepers, Parents, Players, Sponsors and Spectators both on and off the field as well as in the grandstands.

**Comment:** Any reference to the term “**TEAM MANAGER**” in these rules is intended by definition (a person appointed by the team as the highest ranking on field team official to be responsible for the team’s actions on and off the field, to include the grandstands and to represent the team in communications with the Director, Umpires and opposing teams), to designate the highest ranking on field team official.

- 10.01** Team Personnel who exhibit abusive, vulgar, unbecoming or unsportsmanlike conduct, exercise the use of profanity regardless to whom it is directed, or throw equipment, shall be immediately ejected. Warnings shall not be issued for Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Parents, Players, Sponsors and Spectators whom exhibit abusive, vulgar, unbecoming or unsportsmanlike conduct, exercise the use of profanity regardless to whom it is directed, or throw equipment.

- 10.02** Team Personnel who leave their position in the field, on base, on the bench or in the dugout, dugout area or grandstands to participate in an altercation, fight or brawl shall be immediately ejected and local law enforcement shall be notified. Warnings shall not be issued to Team Personnel who leave their position in the field, on base, on the bench or in the dugout, dugout area or grandstands to participate in an altercation, fight or brawl.  
**Rule 10.01 – 10.02 Comment:** Violation of these rules may, if warranted, require a team to forfeit a game or games and / or be removed from the league / tournament. Furthermore, local law enforcement shall be immediately notified of any altercation, fight or brawl.
- 10.03** Team Personnel ejected from a game for any reason shall immediately remove themselves and all personal belongings from the vicinity of the playing field and / or grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game ejected from plus one additional game. Under no circumstances shall ejected Team Personnel return to the vicinity of the playing field and / or grandstands upon game completion. Ejected Team Personnel returning to the vicinity of the playing field and / or grandstands upon game completion shall be treated as trespassers and local law enforcement shall be notified.  
**Rule 10.03 Comment:** Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Parents, Sponsors, and Spectators ejected from a league / tournament ending game (i.e.; elimination game, championship game), shall be required to forego their attendance at the team’s first game in their next sanctioned event.
- 10.04** Players ejected from a game shall immediately remove themselves and all personal belongings from the dugout and dugout area and shall be confined to the grandstands. An ejected Player may remain in the grandstands as long as doing so is not a disturbance or disruption to the game. If warranted, an ejected Player shall be removed from the grandstands to the parking area outside the venue and shall remain outside the venue for the remainder of the game.
- 10.05** Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Players and other dugout personnel shall be confined to the dugout for the remainder of a game as an alternative to an ejection at the sole discretion of the Director / Umpire(s).  
**Rule 10.05 Comment:** Confinement to the Dugout is defined as remaining in the dugout until the conclusion of the game. This included between half innings, between innings, during time-outs, during pitching changes, etc. Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Players and other dugout personnel shall not leave the dugout until the game concludes or upon direction by a Director / Umpire(s).
- 10.06** Certain actions of Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Parents, Players, Sponsors and Spectators call for immediate suspension. Such acts include but are not limited to, a physical attack or the threat of a physical attack on an Umpire, Game Official, Tournament Official or Association Director and / or Officer. Knowingly competing with or against illegal or disbarred / suspended Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Players, Sponsors and Spectators. Participating in or permitting a fraud to be perpetuated. Competing under an assumed or altered (miss-spelled) name, and / or date of birth. Purposely utilizing false information to damage, harm, hurt, impair or mar Georgia USSSA Baseball.

## **RULE 11.00 – PROTESTS**

- 11.01** Umpires will work to settle all situations on the field. Protests shall be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-In-Chief and then to the League / Tournament Director before the next pitch in the game is delivered. Protests shall not be accepted after the final out of a game is recorded. A non-protesting team shall not benefit in a league or tournament by the actions of a protesting team. League / Tournament Director(s) with oversight from the State Office shall rule on all protests and their decision(s) shall be final.  
**Rule 11.01 Exception:** The only means to filing a protest after the final out of a game is recorded is, if the final out of the game involves a play requiring umpire rule interpretation. Waiting until the final out of a game is recorded to file a protest on an illegal pitcher, illegal player, improper substitution, etc., shall not be allowed.  
**Rule 11.01 Comment:** Leagues may develop their own method of recording and settling protests.
- 11.02** A Protest Fee of \$100.00 cash shall be tendered to the League / Tournament Director **PRIOR** to any discussions of or about the protest, the play, the interpretation or the ruling. The fee shall be returned only if the protest is upheld.

## **RULE 12.00 – GLOBAL SPORTS BASEBALL**

- 12.01** Global Sports Baseball shall be governed pursuant to the rules contained within these Official Rules unless noted otherwise.
- 12.02** For Global Sports Baseball World Series play **ONLY**, teams shall be allowed the addition of up to two (2) “Special Add-On Players” for their Official Roster.
- 12.02.A** Special Add-On Players **SHALL NOT** be added on the team’s Official Online Roster by the Team Manager. Special Add-On Players shall be added on the team’s Official Online Roster at the Global Sports Baseball World Series by the Global Sports Baseball World Series Tournament Director.
- 12.02.B** Special Add-On Players are permitted to be frozen to any team not participating in the same Global Sports Baseball World Series regardless of classification and be eligible.

## **RULE 13.00 – SHOOT OUT FORMAT**

**General Statement:** The basis of a “Shoot Out” format is mini games played with shortened time limits over the course of one day such as a holiday weekend or at other possible times of necessity. Its purpose is to afford the completion of a tournament in a short period of time. All participants should play all games at a rapid pace with lots of hustle. The ending of one game and starting of the next game should be almost instantaneous. Umpires should stay in position for a minimum of four (4) mini games before swapping. Scorekeepers should exchange line-ups and teams should conduct pre-game meetings well in advance of the scheduled game time. Similarly, teams should only conduct post-game meetings after completely vacating the playing field and dugout areas.

**13.01 Recommended Game Lengths & Time Limits:**

**13.01.A Pool Play games, Consolation games and Bracket Play games:**

**13.01.A.1** 4U-8U: Four (4) innings. No new inning shall start after :40.

**13.01.A.2** 9U-12U: Five (5) innings. No new inning shall start after :45.

**13.01.A.3** 13U-18U: Five (5) innings. No new inning shall start after :50.

**13.01.B Championship games:**

**13.01.B.1** 4U-8U: Four (4) innings. No new inning shall start after :55.

**13.01.B.2** 9U-12U: Five (5) innings. No new inning shall start after 1:00.

**13.01.B.3** 13U-18U: Five (5) innings. No new inning shall start after 1:05.

**Rule 13.01 Comment:** In enforcing this rule, the home team shall not bat if they are winning and an imposed time limit expires. Similarly, if the home team is batting and an imposed time limit expires, the home team shall cease batting and the game ends.

**13.02 (Chart 13.02)** An imposed Mercy (run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the run total listed in the Run Differential column in the corresponding inning listed in the Start Inning column.

**Rule 13.02 Comment:** In enforcing this rule, the home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the listed inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of a listed inning the home team shall immediately cease batting and the game ends.

LENGTH OF GAME	RUN DIFFERENTIAL	START INNING
4 Innings	5	2nd Inning
5 Innings	8	2nd Inning
5 Innings	5	3rd Inning

Chart 13.02

**13.03** All batters shall start each at-bat with a one (1) ball and one (1) strike count.

**13.04** Tournament Directors shall schedule not more than ten (:10) to fifteen (:15) minutes between games nor more than thirty (:30) to forty-five (:45) minutes between the completion of Pool Play games and the first round of Bracket Play games.

**13.05** With the exception of the above, all other Official Rules applicable to standard tournament formats shall also be applicable to the "Shoot Out" format.

**RULE 14.00 – INCOMPLETE TOURNAMENTS**

**14.01** Weather or other Acts of God may make it impossible to complete a tournament during the scheduled period and adding additional days to the tournament schedule may not be a viable or available option. Under such circumstances, the following shall apply to determine the tournament's final standings:

**14.01.A** When the entire Pool Play schedule **HAS NOT** been completed, team statistical averages from Pool Play shall be applied to the Incomplete Tournament Final Standings Criteria to determine the tournament's final standings. For the application of this rule, Pool Play results **ONLY** are factored.

**14.01.B** When the entire Pool Play schedule **HAS** been completed but every team **HAS NOT** completed at least one Bracket Play game, team statistical averages from the Pool Play shall be applied to the Incomplete Tournament Final Standings Criteria to determine the tournament's final standings. For the application of this rule, Pool Play results **ONLY** are factored.

**14.01.C** When the entire Pool Play schedule **HAS** been completed and every team **HAS** completed at least one Bracket Play game (First Round game or Second Round game in case of a BYE), team statistical averages from all completed Bracket Play games shall be applied to the Incomplete Tournament Final Standings Criteria to determine the tournament's final standings. For the application of this rule, Bracket Play results **ONLY** are factored.

**14.02** Incomplete Tournament Final Standings Criteria:

**14.02.A** Winning Percentage – Descending;

**14.02.B** Number Wins – Descending;

**14.02.C** Number Loses – Ascending;

**14.02.D** Tied Teams (vs. each other) Winning Percentage – Descending;

**14.02.E** Average Runs Allowed – Ascending;

**14.02.F** Average Run Differential (maximum of +/- 8 runs per game) – Descending;

**14.02.G** USSSA Points – Descending;

**14.02.H** Coin Toss

**Rule 14.02 Comment:** Skip **Rule 14.02.D** "Tied Teams (vs. each other) Winning Percentage – Descending" criteria if more than two teams are tied. When advancement to a subsequent criteria is needed, do not return to a previous criteria to settle any additional tie(s).

**RULE 15.00 – TOBACCO & TOBACCO RELATED PRODUCTS**

**15.01** The use of **ANY** tobacco product shall be prohibited by all participants including Team Managers, Coaches, Assistant Coaches, Trainers, Scorekeepers, Players and other dugout personnel within the confines of the playing field and dugouts. Local facilities may have stricter policies prohibiting tobacco from facility and parking areas. These policies, if any, shall be recognized and enforced during sanctioned events.

**RULE 16.00 – SAFETY CONCERNS, SAFETY ISSUES & SAFETY PROTOCOLS**

**16.01 Federal, State and Local Concussion Laws:** USSSA, as a sanctioning body of athletic events, shares the concerns being raised on a national and local level regarding concussions and concussion symptoms in Participants, Coaches / Team Managers and Umpires / Referees in USSSA sanctioned activities. USSSA encourages its Directors, Umpires, Coaches,

Referees, Teams, Team Managers, and all adults involved in youth activities and participants to learn all they can about concussions in athletics and requires each of them and each of the USSSA directors to follow all federal, state and local laws (including concussion training and reaction laws) with regard to athletic competition sanctioned by USSSA. In addition, USSSA has added the following to the rule books of each USSSA sport, which does not defer to another organization.

**16.01.A** Upon becoming aware that a Participant or Coach of a team has received a suspected concussion (or has been struck in the head area with any significant force), the Team Manager shall have such person immediately removed from participation and withhold such person from further participate in any USSSA sanctioned event until written medical clearance from a licensed medical Doctor is obtained. Such written medical clearance from a licensed medical Doctor shall be presented to the Team Manager and permanently retained by the Team Manager.

**16.01.B** Upon becoming aware that a Team Manager of a team has received a suspected concussion (or has been struck in the head area with any significant force), the Coach shall have such person immediately removed from participation and withhold such person from further participate in any USSSA sanctioned event until written medical clearance from a licensed medical Doctor is obtained. Such written medical clearance from a licensed medical Doctor shall be presented to the Coach and permanently retained by the Team Manager.

**16.01.C** Upon becoming aware that an Umpire / Referee or Event Staff Member has received a suspected concussion (or has been struck in the head area with any significant force), the USSSA Director shall have such person immediately removed from participation and withhold such person from further participate in any USSSA sanctioned event until written medical clearance from a licensed medical Doctor is obtained. Such written medical clearance from a licensed medical Doctor shall be presented to the USSSA Director and permanently retained by the State Office.

**Rule 16.01 Penalty:** Any Team Manager, Coach or USSSA Director who allows a Participant, Team Manager, Coach, Umpire / Referee or Event Staff Member to resume participation in a USSSA sanctioned event without first obtaining the required written medical clearance from a licensed medical Doctor, may be suspended by the State Office for up to one year and upon request of the State Office, may be suspended for a longer duration by the USSSA Disbarment Committee.

**Rule 16.01 Comment:** In the event of severe head trauma in a USSSA sanctioned event, the injured participant shall not be moved, and an ambulance shall be called, unless otherwise directed by a Qualified Medical Professional. A Parent and / or Guardian of such injured participant, however, shall not be bound to this protocol and may choose a different approach consistent with their religious believes and / or legal rights as the Parent and / or Guardian.

**16.02 Altered Bats and / or Worn Bats and the Safety Concerns of Altered Bats and / or Worn Bats:**

**16.02.A** Altered Bat Director Inspection and Suspension: A USSSA Director may at any time ask to inspect a bat that has been brought into the location of a USSSA sanctioned event or any other USSSA facility. The owner and / or user may either:

**16.02.A.1** Withhold the bat from inspection and accept an immediate two year (automatic life time for second time offenders pursuant to these rules) suspension from USSSA sanctioned activities with no right to appeal; or,

**16.02.A.2** Allow the Director to inspect the bat and reach a conclusion as to whether or not the bat might be altered.

**16.02.B** Altered Bat Determination by Altered Bat Committee Chairman or Manufacturer: If, after making the inspection of a potential altered bat, the Director in his discretion decides that the bat might be an altered bat, the suspected offending owner and / or user and may either:

**16.02.B.1** Withhold the bat from further examination by the USSSA Altered Bat Committee Chairman or Manufacturer and accept an immediate two year (up to life time for second time offenders pursuant to these rules) suspension from USSSA sanctioned activities with no right to appeal; or

**16.02.B.2** Allow the Director to send the bat to the USSSA Altered Bat Committee Chairman and / or Manufacturer for a determination as to whether or not the bat is altered. If the Manufacturer or the USSSA Altered Bat Committee Chairman determines that the bat has been altered, the Altered Bat Committee Chairman in consultation with the Director who inspected the bat at the USSSA facility may suspend a first time offender for up to five (5) years from USSSA play. For a second time offender pursuant to these rules, any such suspension shall be life time.

**16.02.C** Ownership and Knowledge of Bat Being Altered: The responsibility for knowing whether a bat is altered is that of the users and the owner of the bat. If an individual uses an altered bat in USSSA sanctioned play or is the owner of an altered bat that is brought into a USSSA facility, the suspensions pursuant to these rules shall be imposed without regard to what the individual actually knew about the altered bat. An individual must know that his bat is not an altered bat, if he brings it into a USSSA facility or used it in a USSSA sanctioned activity. If not, the individual can be suspended from USSSA activities for using or owning an altered bat. The fact that the individual did not know that the bat was altered is not a factor in imposing the suspension. The only question is whether the bat is altered or whether the owner / user has refused to let the bat be examined to determine if it is altered. After the Director, Altered Bat Committee and Manufacturer examination of a bat to determine if it is altered have all been completed, or upon the decision of the owner / user to not allow further inspection of the bat pursuant to these rules, the bat shall be returned to the owner. If no one claims to be the owner, USSSA shall retain the bat. Once the bat has been returned to the owner, no appeal can be made with respect to whether the bat is altered or not.

**16.02.D** Investigation Cooperation: Any Coach, Team Manager, player or other person who fails to cooperate in the investigation by USSSA of a potential or actual altered bat shall be subject to an unsportsmanlike conduct suspension. A Team Manager or Coach of a team that has more than one of his team's bats determined to be

altered (or not allowed to be inspected upon request for an altered bat inspection pursuant to these rules) shall be subject to an unsportsmanlike conduct suspension.

- 16.02.E** Awards and Coach Suspensions: If an owner / user chooses to submit a suspected altered bat to the USSSA Altered Bat Committee or Manufacturer no awards shall be given to the team until the bat is determined not to be altered. If the bat is found to be altered, no awards or berth shall be given and the team shall be placed last in the standings and the listed Team Manager and Coaches may be suspended for unsportsmanlike conduct.
- 16.02.F** Participation in, Profits from, or Encouraging the Altering of USSSA Marked Bats: Anyone who participates in, profits from, or encourages the altering of USSSA marked bats shall be suspended indefinitely from all USSSA activities, until the offending party has satisfied all requests of the USSSA Altered Bat Committee with respect to his altered bat activities including but not limited to publicly swearing under penalties of perjury to never again participate in, profit from, or encourage the altering of USSSA marked bats. Violation of such an oath shall result in permanent suspension from all USSSA activities.
- 16.02.G** Compression Testing: Failure of a USSSA approved compression testing device test shall result in the offending bat being removed from play for the duration of the tournament or league game but no longer without the permission of the owner / user – such as in the case of an allowed USSSA altered bat determination pursuant to these rules. Multiple failures of such USSSA compression testing may in the discretion of USSSA be viewed as unsportsmanlike conduct of the owner/user, Coaches, Team Manager and team.
- 16.02.H** Custom Bats: No approved manufacturer may make a custom USSSA bat for a player or a team. All USSSA marked bats made by a USSSA approved manufacturer must be available to the public for purchase. Individualized graphics (such as a team name, different color, player name or number only changes for a team or player), however, do not constitute custom bats for purposes of this rule.
- 16.02.I** Worn / Abused / Damaged / Foreign Substance Bats Not Allowed in USSSA Sanctioned Play:
- 16.02.I.1** No bat is legal for USSSA sanctioned play, if it is damaged in any way. Damaged bats include those with damage to the knob or end cap, those which have loose knobs or end caps, and those with cracks or dents in the bat material. For example, if the end cap is in any way loose or appears damaged, the bat should be removed from play for being a damaged bat. If an end plug has come out or the knob has come off, the only way that such bat is legal in USSSA play, is if the knob or end cap is replaced by the manufacturer. Replacement by anyone else results in an altered bat with potential suspension for the owner / user of the bat.
- 16.02.I.2** No bat is legal for USSSA sanctioned play, if any of the graphics of the bat have worn off. For example, even if the only graphics that have worn off are not Key Graphic Information and are only items such as the patent no., a manufacturer logo, or the approval mark of another association, the bat should be removed from play for being too worn.
- 16.02.I.3** No bat is legal for USSSA sanctioned play, if the paint has been worn through and the actual bat material is showing. For example, if at the end of the barrel next to the taper where there are no graphics the bat paint is worn off and the underlying bat material is exposed, that bat should be removed from play for being too worn.
- 16.02.I.4** No bat is legal for USSSA sanctioned play, if there is a foreign substance on the barrel or taper of a bat. Foreign substances included among other substances, pine tar, stick-em type products and even dirt or mud, but only if the substance adds to the thickness of the barrel or covers Key Graphic Information such as the USSSA 1.15 BPF mark, the serial number of the bat, the model or manufacturer name, official softball, etc. Players are responsible for their equipment and must clean such substances off of their bats so that the substance does not add to the thickness of the bat or obscure any Key Graphics Information about the bat. For example, while bats shall surely get dirt on them under normal use and may have pine tar added to the grip, if the dirt or pine tar obscures Key Graphic Information or adds to the thickness of the bat, such bats cannot be used in USSSA play until the dirt or pine tar has been removed to the extent necessary to make all such Key Graphic Information readable and the bat not have increased thickness. If Key Graphic Information about a bat cannot be read, the bat should not be used in USSSA play.
- 16.02.I.5** If any removed bat pursuant to these rules is brought back into play at any USSSA sanctioned event an any time, the owner and user of such bat may be suspended for up to one year for unsportsmanlike conduct. And if the worn / abused / damaged / foreign substance is apparent enough that the batter should have been aware of it, the batter may be so suspended for bringing such a bat into the batter's box without having been warned in advance. Players are responsible for their equipment and must not use equipment that is even potentially illegal for use in USSSA sanctioned play.
- 16.02.I.6** In addition to the player being suspended for unsportsmanlike conduct, Coaches of youth teams may also be so suspended when their players attempt to bat with such bats. Also, Coaches of adult teams which have multiple offenses under this rule may also be so suspended for failing to have his team follow USSSA equipment rules. Please be reminded that unsportsmanlike conduct can result in a game or tournament suspension in the discretion of the Umpire or tournament director and up to a year suspension in the discretion of the State Director.
- 16.02.J** Youth Player Altered Bats: The Parents or legal Guardians of a youth player suspended pursuant to these rules shall be suspended for life from all USSSA sanctioned activities. As such, the player even after his suspension has ended pursuant to these rules cannot participate in USSSA sanctioned activities until the player reaches the age of eighteen (18) years old. In addition to any other penalties pursuant to USSSA Rules, any Team Manager or Coach of a youth team that has more than one suspension imposed on his players in connection with these rules shall be suspended from all USSSA activities for life.

- 16.02.K** An Altered Bat is a bat that has had its physical structure changed, including, but not limited to:
- 16.02.K.1** The bat has had the surface of the barrel or the taper changed in any way such as by addition of graphics, painting, repainting, removal of bat material or paint by any means including but not limited to sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.
  - 16.02.K.2** The bat has had the plug or the knob removed / replaced or changed in any way.
  - 16.02.K.3** The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of altering a bat would be changing or replacing manufacturers' markings or replacing the handle of a bat with a new handle. Replacing the grip, adding tape or adding a build up to the handle is not considered altering a bat.
  - 16.02.K.4** The bat has been subjected to pressure in a manner that exceeds that of striking the bat at game speed swing speed against a USSSA approved ball traveling at game speeds. Such pressure would include, but is not limited to, compressing the bat, rolling the bat, vicing the bat or hitting the bat against an object such as a tree or pole. The bat has in any other way had its on-field performance improved by physically changing the bat (other than by hitting the bat at game condition swing speeds against a USSSA approved ball traveling at game condition speeds).

**Rule 16.02 Penalty: (First Offense)** – If the Umpire discovers a bat does not conform to these rules prior to being used to put the ball in play, the bat shall be permanently removed from the event. If the Umpire discovers a bat does not conform to these rules after being used to put the ball in play and before the next legal pitch, the defensive team shall have the choice of the result of play or the batter being called out and all runners returning to the base occupied at the time of the pitch. **(Second Offense)** – If a team is found in violation of this rule a second time, the Team Manager shall be ejected in addition to the First Offense penalty.

**16.03 Altered Balls and / or Worn Balls and the Safety Concerns of Altered Balls and / or Worn Balls:**

**16.03.1** An Altered Ball is one which has had its physical structure changed in any way, including (but not limited to) balls that have been frozen, micro-waved, heated, melted, cooled, recovered, re-stitched, surface modified to be rougher or softer, etc. Altered Balls and the potential of a ball being altered and those suspected of altering, owning or using an altered ball (or determined to have altered, owned or used an Altered Ball) shall be viewed as falling under the same Rules and Penalties in place for Altered Bats.

**16.04** Special Protective Equipment: As a general rule, USSSA continues its long standing policy of permitting players to determine the use of the protective equipment when they deem it appropriate. Game conditions (temperature, rain, wind, humidity, visibility, field conditions, etc.) vary greatly from game to game and from field to field. In addition, the relative and absolute experience and skill levels of teams and players will vary from player to player and from team to team. Thus, USSSA encourages players to utilize any protective equipment that they deem appropriate. Such protective equipment shall be allowed in USSSA sanctioned play, unless by rule or by Director and / or Umpire ruling, such protective equipment is disallowed as unsafe, unsafe for others or as providing an unfair competitive advantage.

**RULE 17.00 – ITEMS NOT SPECIFICALLY COVERED**

- 17.01** Items not specifically covered herein including player eligibility shall be referred to the State Office.
- 17.02** The State Office shall have the authority to amend these Official Rules to accommodate local needs.
- 17.03** Playing rules not specifically covered herein shall be referred to the Official Rules of Baseball (National League) as published by Major League Baseball on MLB.com.