

MERIDIAN POLICE ACTIVITIES LEAGUE, INC.

BASEBALL RULES AND REGULATIONS

THE MERIDIAN POLICE ACTIVITIES LEAGUE (MPAL) offers a recreational baseball season that begins in May with approximately 500 players each year. Players can begin at age 3 in our T-Ball division with leagues through 12 years old in our player pitch division. The program is designed to be a fun place to play regardless of previous experience. The season consists of weeknight and Saturday games that are played at Heritage Middle School in Meridian

The Baseball Commissioner has the authority to rule on and/or clarify any point not specifically covered in these rules. Adjustments can be made to these rules and regulations in order to accommodate a participant with a documented disability.

TOBACCO: ALL TOBACCO PRODUCTS INCLUDING SMOKELESS TOBACCO AND VAPING IS STRICTLY PROHIBITED. THIS RULE APPLIES TO ALL FIELD PERSONNEL, WHICH INCLUDES: MANAGERS, COACHES, PLAYERS AND UMPIRES.

TEAM COMPOSITION:

Each team shall consist of no more than twelve (12) players.

PLAYER ELIGIBILITY:

All players must complete the registration process online at www.meridianpal.org. All fees must be paid at the time of registration before a player is deemed eligible. Any team playing an ineligible player will forfeit all games in which that player participated regardless of when discovery was made.

RULES INTERPRETATION:

- 1) All disputes will be handled by the Umpire. He/She may request clarification from a Baseball Committee Member as long as that Committee member is not coaching the game in question.
- 2) There are no protests. The League will not hear arguments in regards to an umpires decision or committee member ruling.

BATS:

The following are the rules for bat sizes per age group:

TEE BALL & Coach Pitch: Not to exceed 24”

A,AA,AAA: 24”-30”

Bats may not exceed 2 5/8 “in diameter. (Barrel size)

NO COMPOSITE BATS OR WOODEN BATS ARE ALLOWED IN ANY LEAGUE

If an illegal bat is discovered prior to a batter completing his/her at bat, the bat is removed from play and the at bat continues.

PROTECTIVE HEADGEAR, CUP AND SUPPORTER:

Protective headgear shall be worn on deck, at bat, while on the bases and by any player in the coaches box, during practice and in games. Such headgear must cover the top of the head and have extended ear flaps, which cover both ears, and properly fit the player wearing it.

Catcher's mask, helmet and throat protector must be worn by any coach or player who is:

- 1) Warming up a pitcher at home plate and by any catcher during the game.
- 2) It is also required that any coach or player warming up a pitcher before the game or during the game wear the catcher's mask, helmet and throat protector. A throat protector is considered part of the catcher's mask.
- 3) The catcher's helmet must cover the ears. Hockey style masks are approved by MPAL.

Protective cup and supporter is strongly recommended to be worn by male athletes while catching and playing on the infield during all practices and games.

SHOES with metal cleats or spikes are not allowed to be worn by any manager, coach or player at any time.

CATCHER'S MITT will be provided with MPAL equipment.

JEWELRY is prohibited. Players shall not wear jewelry. Medical Alert bracelets and religious bracelets are not considered jewelry. If worn they must be taped to the body so as to remain invisible. Wireless communication devices are not allowed.

A REGULATION GAME (Prep Minor, AA,AAA) shall consist of 6 innings or 4 innings if the game is called or if the home team has scored more runs in 3 ½ innings than the visiting team has scored in 4 complete innings.

TIE GAME (Prep Minor,AA, AAA) The game may end in a tie. Extra innings are not played. In order for a tie game to be declared a tie by the umpire it must be a regulation game.

NO GAME may be declared if the game does not meet the regulation game requirement. We will do everything in our power to reschedule a game if it cannot be finished but we are unable to guarantee that there will be room to do so. If the game can be rescheduled it will be replayed as a new game.

CONTACT RULE (ALL DIVISIONS):

If a runner intentionally and maliciously runs into a defensive player, the player will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing into the defensive player, rather than trying to reach base.. This is an umpire's judgment call.

PROTESTING GAMES:

NO PROTESTS ARE ALLOWED. ALL UMPIRE DECISIONS ARE FINAL.

T-BALL RULES AND REGULATIONS:

1) BATTING:

- A) All batters will hit the ball from a batting tee. The tee should be adjusted to such a height the batter will be able to swing level. Pitches from the coaches are not allowed.
- B) All players on the roster that are present for the game shall bat in order, whether playing defense or not.
- C) There is no bunting.
- D) An inning is over when all players have batted. The last batter of the inning should be identified to other teams coach. Once a hit is made the player must continue to circle the bases until he or she makes it home, of which will end the inning.
- E) Each inning the batting order should change by 1 batter. (I.E. The 1st batter for 1st inning should now be the 2nd batter in Inning 2. The last batter in 1st inning should be the 1st batter in the 2nd inning.) This rotation should take place everyinning.
- F) Batting helmets must be used at bat and as base runners.
- G) No stealing or leading off is permitted.
- H) Outs are not counted and players are allowed to continue base running even when tagged or out at the base.
- I) Batted balls do not have a distance requirement, the ball only needs to be between foul lines in fair territory.
- J) Runners are limited to running to 1st base after batted ball.
- K) There is no advancing of bases on passed balls.
- L) Runs are not counted in this division.

2) FIELDING

- A) All players are on the field. There should be no catcher. Coaches are responsible for setting up the Tee for the next batter.
- B) Coaches and Parents may be stationed in the infield and outfield in order to provide instruction to all defensive players.
- C) All players who field the ball should throw to 1st base to develop the concept of throwing a runner out.

3) GAME TIME:

- A) A regulation game is three (3) innings or 1 hour in this division.

COACH PITCH RULES AND REGULATIONS:

1) PITCHING:

- A) Coach may pitch up to 6 balls to a batter, if the batter is unable to make contact with the ball after the 6th pitch, the Tee should be used so the player may hit. No Walks allowed.

2) BATTING:

- A) All players on the roster that are present for the game shall bat in order, whether playing defense or not.
- B) There is no bunting.
- C) An inning is over when all players have batted. The last batter of the inning should be identified to other teams coach. Once a hit is made the player must continue to circle the bases until he or she makes it home, of which will end the inning.
- D) Each Inning the batting order should change by 1 batter. (I.E. The 1st batter for 1st inning should now be the 2nd batter in Inning 2. The last batter in 1st inning should be the 1st batter in the 2nd inning.) This rotation should take place everyinning.
- E) Batting helmets must be used at bat and as base runners.
- F) No stealing or leading off is permitted.
- G) Outs are not counted and players are allowed to continue base running even when tagged or out at the base.
- H) Batted balls do not have a distance requirement, the ball only needs to be between foul lines in fair territory.
- I) Runners are limited to running to 1st base if ball remains in the infield, 2nd base if the ball is hit to the outfield and runner has made it to 1st base before the ball has been thrown to the infield.
- J) There is no advancing of bases on passed balls.
- K) Runs are not counted in this division.
- L) There are no leads or stealing

5) FIELDING:

- A) All players are on the field. There is no catcher. A Coach, Parent, or Sibling can collect and gather pitched balls. Return all pitched balls to pitcher after each batter has batted. Any youths standing behind batter collecting pitched balls must wear a batting helmet. Coaches are responsible for setting up the Tee for the next batter.
- B) Coaches and Parents may be stationed in the infield and outfield in order to provide instruction to all defensive players.
- C) All players who field the ball should throw to 1st or 2nd base to develop the concept of throwing a runner out. All players should develop concept of tagging players out.

6) GAME TIME:

- A) Games are limited to 3 innings or 1 hour in this division.

PREP MINOR (A) RULES AND REGULATIONS:

1) PITCHING:

- A) The pitching rubber will be 36' to 38' from home plate and should be agreed upon between coaches. If any pitcher who walks three batters or hits two batters in a single inning, the offensive coach will come in to finish that half inning. The pitcher will remain on the field at the pitcher's position for defensive purposes. The pitcher is then allowed to start the next inning as the pitcher.
- B) Coaches can strike out a player but cannot walk a player.

2) BASERUNNING:

- A) There are no leads or stealing There is no advancing of bases on wild pitches or passed balls
- B) Runners in motion must avoid "malicious" contact with defensive players. This is a safety measure to avoid collisions in which a runner tries to knock the ball out of a fielder's glove.
- C) If a base runner leaves the base before the pitched ball has reached home plate and the ball is put in play, the play shall be ruled dead (or dead ball) and the play will start over.

3) RUNS:

- A) No team may score more than 12 runs in an inning. Once a team has scored 12 runs in an inning, that team will cease hitting and take the field defensively
- B) Any runs made in excess of 12 in one inning will not count toward the teamscore.
- C) If team is leading by 15 points or more by the 3rd Inning, game is called.
- D) If team is leading by 10 points or more by the 4th Inning, game is called.
- E) Scores should be kept and signed off by both coaches and given to PAL representative after each game.

4) FIELDING:

- A) Up to 10 defensive players are allowed on the field only if outfield is playing 4 players.
- B) There is no minimum player requirement for fielding.

5) TIME LIMIT:

- A) The game officially begins when Umpire states the game time and states "Play Ball" Scorekeepers should note the time in the scorebook.
- B) No new innings should begin after 1 hour 30 minutes from the official gametime
- C) Drop Dead time limit is 2 hours from the official game time. When this time limit is reached the scores will revert to the last completed inning.

DOUBLE A (AA) RULES AND REGULATIONS:

1) BASERUNNING:

- A) Stealing is allowed.
 - a) The runner is not allowed to leave his base until the ball has crossed home plate.
 - b) If the runner attempts to steal a base he/she must make one continuous movement. The player is not allowed to take a lead, stop their progress and then attempt to steal. Once the player stops his/her progress they must return to the base they started with. The only exception is when the defensive player attempts to catch the runner returning to the base, a wild pitch or passed ball.
 - c) Runners in motion must avoid "malicious" contact with defensive players. This is a safety measure to avoid collisions in which a runner tries to knock the ball out of a fielder's glove.
 - d) If a base runner leaves the base before the pitched ball has reached home plate and the ball is put in play, the play shall be ruled dead (or dead ball) and the play will start over.
- B) Wild Pitch/ Passed Ball:
 - a) Runners may attempt to advance at their own risk on a wild pitch or passed ball
 - b) When a catcher drops a third strike, the batter can not run to first.

2) RUNS:

- A) No team may score more than 12 runs in an inning. Once a team has scored 12 runs in an inning, that team will cease hitting and take the field defensively
- B) Any runs made in excess of 12 in one inning will not count toward the teamscore.
- C) If team is leading by 15 points or more by the 3rd Inning, game is called.
- D) If team is leading by 10 points or more by the 4th Inning, game is called.
- E) Scores should be kept and signed off by both coaches and given to PAL representative after each game.

3) PITCHING:

- A) The pitching rubber will be 42' from home plate. This age group is required to use the pitching mounds provided by PAL and must pitch from the pitching rubber on the top of these pitching mounds. No adjustments to the distance of the pitching rubber are allowed for any reason.
- B) There is no threshold regarding number of walks or batters hit by pitches by pitchers. Replacement of pitchers is purely at the discretion of the coach.

4) FIELDING:

- A) Up to 9 defensive players are allowed on the field.
- B) Outfield is limited to 3 players
- C) There is no minimum player requirement.

5) TIME LIMIT:

- D) The game officially begins when Umpire states the game time and states "Play Ball" Scorekeeper should not the time on the scorebook.
- E) No new innings should begin after 1 hour 30 minutes from the official gametime.

- F) Drop Dead time limit is 2 hours from the official game time. When this time limit is reached the scores will revert to the last completed inning..

Triple A (AAA) RULES AND REGULATIONS:

1) BASERUNNING:

B) Stealing is allowed.

- a) The runner is not allowed to leave his base until the ball has crossed home plate.
- b) Runners in motion must avoid “malicious” contact with defensive players. This is a safety measure to avoid collisions in which a runner tries to knock the ball out of a fielder’s glove.
- c) If a base runner leaves the base before the pitched ball has reached home plate and the ball is put in play, the play shall be ruled dead (or dead ball) and the play will start over.

C) Wild Pitch/ Passed Ball:

- a) Runners may attempt to advance at their own risk on a wild pitch or passed ball
- b) When a catcher drops a third strike, the batter can’t run to first.

2) RUNS:

- F) No team may score more than 12 runs in an inning. Once a team has scored 12 runs in an inning, that team will cease hitting and take the field defensively
- G) Any runs made in excess of 12 in one inning will not count toward the teamscore.
- H) If team is leading by 15 points or more by the 3rd Inning, game is called.
- I) If team is leading by 10 points or more by the 4th Inning, game is called.
- J) Scores should be kept and signed off by both coaches and given to PAL representative after each game.

3) PITCHING:

- C) The pitching rubber will be 44’ from home plate. This age group is required to use the pitching mounds provided by PAL and must pitch from the pitching rubber on the top of these pitching mounds. No adjustments to the distance of the pitching rubber are allowed for any reason.
- D) There is no threshold regarding number of walks or batters hit by pitches by pitchers. Replacement of pitchers is purely at the discretion of the coach.

4) FIELDING:

- D) Up to 9 defensive players are allowed on the field.
- E) Outfield is limited to 3 players
- F) There is no minimum player requirement.

5) TIME LIMIT:

- G) The game officially begins when Umpire states the game time and states “Play Ball”
Scorekeeper should not the time on the scorebook.
- H) No new innings should begin after 1 hour 30 minutes from the official gametime.

- l) Drop Dead time limit is 2 hours from the official game time. When this time limit is reached the scores will revert to the last completed inning.

PITCHER:

May use the wind up with no runners on base. A pitcher may use the stretch at any time. If a pitcher commits a balk the umpire should rule "no pitch" and advise the pitcher that he committed a balk and correct the pitchers action. However, there will be no base advancement penalty for a balk call. If an umpire calls a balk the play will be ruled no pitch.

The pitcher may not add any foreign substance to the ball. If the ball is manipulated in any way other than rubbing the ball with the hands, the pitcher will be ejected.

The pitcher may not wear any jewelry on his hand or arm.

When the pitcher comes out to begin their inning they may throw no more than 8 warm up pitches. When a reliever comes in they are subject to the same rule. The only instance this is not enforced is if the current pitcher is injured, their replacement may throw as many warm up pitches as needed to be prepared to pitch.

PITCHING LIMITATIONS: (A,AA, & AAA Ball)

- 1) No pitcher, regardless of age may pitch more than 3 innings per game.

If a pitcher delivers one pitch in an inning he/she will be charged for one inning pitched.

- 2) Games in which an ineligible pitcher has been used as specified above shall be declared a forfeit.

3) MPAL strongly cautions extreme care be used so no player is overextended. Our priority is to protect the player's arm from injury.

TRIPS TO THE MOUND:

MPAL has adopted the following rule pertaining to the visit of the manager or coach to the pitcher during the game.

- 1) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning.
- 2) A second trip to the same pitcher in the same inning will cause the pitcher's automatic removal as the pitcher.
- 3) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat

CONTINUOUS BATTING ORDER: (Prep Minor, AA, AAA)

The batting order must remain the same throughout the game. No pinch hitting will be allowed. If the entire order is batting and a player is unable to take his or her at bat at any time during the game, that player shall be ruled out. If the entire batting order has batted, the batting order starts over until 3 outs or 12 runs have been obtained to end the ½ inning.

Players that have not arrived by the official start of the game can be added to the batting order after the last player on the roster. This must be communicated to the other team's scorekeeper. Any player that leaves before the official end of a game will result in an out each time that player

comes up in the batting order. The only exception is for injury to a player that results in their inability to return to the game and must be communicated to the other team.

CODE OF CONDUCT

General

1) All players, coaches, and parents/fans will be expected to behave in a sportsmanlike manner at all times. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of any league official (member of the Board of Directors, commissioner, league director or umpire).

2) Any Committee member during a game that is working in a coaching capacity shall refrain from any decisions or disagreements over rules, players, or conduct, instead the decision should be made by the umpire or an alternative committee member not involved in current situation

3) Foul or abusive language will not be tolerated under any circumstances. Cursing or throwing of any objects to include bats and equipment may be cause for ejection at a committee members discretion. Further penalty may include a team forfeiting or being removed from a game or.

3) Ejections may result in further punitive sanctions imposed by the League (up to and including suspension or expulsion from MPAL).

Coaches

Coaches are expected to set the standards for field manners, fair play, sportsmanship, teamwork, honesty, and good health habits. Coaches are responsible for controlling their team, parents, and fans. It is expected that Coaches will take control of volatile situations or unsportsmanlike behavior on the part of their coaching staff, players, parents or fans.

Parents and Other Persons

Persons who become unruly in the opinion of Coaches, Umpires, or other Parents shall be approached by the coach of the team they are associated with (example: the team their child, grandchild, sibling, etc. is on) or the coach accompanied by a committee member. The committee member has the right to eject the parent or other persons from the ball game or provide a warning. A warning shall consist of notification of the warning and the consequences of ejection from the game if the disturbance continues.

Players

Players shall exhibit good field manners, fair play, sportsmanship, teamwork, honesty, and good health habits. Players are expected to be good role models for their peers and players in younger leagues. Deviations from these characteristics shall be considered a violation.

EJECTION

An ejection from the game requires the ejected party to leave the fields immediately, but may remain in the parking lot. If the ejected party refuses to leave within 5 minutes of the ejection, the game may be forfeited by the team associated with the ejected party.

If a player is ejected and the parent or legal guardian is not present, the ejected player shall not be permitted on the playing field, but must remain in the team dugout until a parent or legal guardian arrives.

Continued disruption by the ejected player may result in suspension or forfeiture of the game. An automatic two (2) game suspension shall be imposed on coaches ejected from a game to be served during the next two games played by the associated team that he was ejected from; and/or other penalties as deemed appropriate by the Baseball Commissioner.

An automatic one (1) game suspension shall be imposed on players ejected from a game to be served during the next game played; and/or other penalties as deemed appropriate by the Baseball Commissioner.

Reporting Violations

All members of MPAL (players, parents, coaches, fans, officials, etc.) are expected to report Code of Conduct violations.

- 1) Parents, fans, or other participant(s) of MPAL are required to report violations to their team manager or other MPAL official.
- 2) Coaches shall report all violations to their Commissioner.
- 3) The Commissioner shall report all violations to the Vice President and President.

Minor Violation

An example of a Minor Violation is a first-time violation of a MPAL rule (with no extenuating circumstances). The punishment for a minor violation shall be at a maximum a one-game suspension and/or other penalties as deemed appropriate by Baseball Commissioner, with the exception of a game ejection. A game ejection may result in a two (2) game suspension (see the Game Ejections section above).

Major Violation

A major violation may involve the need for dismissal from the program for at least the remainder of the current season, but may include expulsion and a lifetime ban.

Use of Alcohol/Drugs: In no way will alcohol, drugs or the "appearance" of intoxication be tolerated at a MPAL event. This will be classified as a major violation and at a minimum include a one-season suspension.

CONDUCT DETRIMENTAL TO THE LEAGUE

Failure to set a positive example for the players, parents, and the League, as determined by the Baseball Commissioner, will be classified as a major violation. As representatives of MPAL, your conduct, on and off the field must be above reproach. Acts of violence or aggression toward anyone will not be tolerated.

CONDUCT TOWARDS AN UMPIRE OR LEAGUE OFFICIAL

Abusive or aggressive conduct towards umpires will not be tolerated. Coaches are the only persons authorized to approach the umpire with questions regarding the rules of the game. Arguing of balls and strikes or judgment calls (safe vs. out) is prohibited.

Be advised that due to the seriousness of the offense, MPAL may dismiss any coach, player, parent or fan from the League at any time it deems their action was detrimental to the league .

Appealing Code of Conduct Violations There is no appeal process.

Serving a Suspension- Coaches, Parents, and Other Fans

During any suspension, the coach, parent or fan must remain in the parking lot.

Players:

A suspended player may not dress for the game in which they are serving their suspension and is not allowed to sit in the dugout or be on the field. The suspended player may attend the game as a spectator, but is not to interact with his team before or during the game. If at any time, the suspended player becomes a disruption to the game then he/she must be removed from the field if the parent or guardian is present. Otherwise, the game may be suspended or forfeited by the offending team.

Coaches Right to Discipline

Coaches may recommend to the Baseball Committee recommendations for discipline for perceived player, parent or spectator infractions. The Coach must notify the committee of their recommendations and the committee must then file its recommendations, as well as the coaches recommendations to the Board of Directors for a resolution.

NO COACH IS ALLOWED TO SUSPEND A PLAYER.

A Coach may recommend to the Baseball committee that a player be suspended. The Board of Directors will make the final decision.

ACCIDENT REPORTING

Coaches are required to report all injuries that occur during practices, games, or while the team is under his control, to the League Director. Accidents requiring reporting are those which require immediate first aid for those in the following injury categories; contusion, laceration, sprain, fracture or dental.

Accident reporting shall include area of injury (i.e., hand, face, leg, foot, etc.), position being played, and possible accident cause.

WHEN TO REPORT

All such incidents described above must be reported to your Baseball Commissioner within 48 hours of the incident.

HOW TO MAKE THE REPORT

Reporting incidents can come in a variety of forms (phone, e-mail, etc).

SAFETY

No player wearing a cast or splint will be allowed to participate in a MPAL practice or game until the cast / splint is removed.

No games or practices should be held when weather or field conditions are not safe, particularly when lighting is inadequate. When lightening occurs games will be delayed by 15 minutes to

wait for the weather to clear. Baseball Commissioner will determine if any games need to be cancelled if lightning persists after delay.

Play area should be inspected prior to practices and games for holes, damage, stones, glass and other foreign objects. If corrections of unsafe conditions cannot be eliminated immediately, contact the League Director or available committee member.

All team equipment should be stored within the team dugout, or behind screens, and not within the area defined by the umpires as "in play".

Only players, coaches, scorekeepers, and umpires are permitted on the playing field or in the dugout during games and practice sessions.

The coach or delegated adult is responsible for keeping bats and loose equipment off the field of play.

Procedures should be established for retrieving foul balls batted out of playing area. During practice and games, all players should be alert and watching the batter on each pitch.

During warm-up drills, players should be spaced so that no one is endangered by wild throws or missed catches.

GAME PRELIMINARIES

Before the game begins the umpire shall —

- (a) Require strict observance of all rules governing implements of play and equipment of players;
- (b) Be sure that all playing lines are marked with lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) Receive from the home club a supply of regulation baseballs, the number and make to be certified to the home club by the league president. The umpire shall inspect the baseballs and ensure they are regulation baseballs and that they are properly rubbed so that the gloss is removed. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (d) Be assured by the home club that at least one half dozen (6) regulation reserve balls are immediately available for use if required.
- (e) Have in his possession at least two balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when —
 - (1) A ball has been batted out of the playing field or into the spectator area;
 - (2) A ball has become discolored or unfit for further use;
 - (3) The pitcher requests such alternate ball.

A, AA, AAA Divisions

Players of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, coaches, and bat boys shall occupy a bench during a game.

Starting and Ending a Game.

Before the start of the game.

In sequence —

(a) the home and visiting coaches or scorekeeper shall give each other their batting order.

Thereafter, no substitutions shall be made by either coach, except as provided in the rules.

(c) The umpires are in charge of the playing field.

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

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

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

(a) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch

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

(c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory; The batting order shall be followed throughout the game.

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

(e) Base coaches shall be limited to two in number and remain within the coach's box at all times.

When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues umpire or coach should ask for a baseball committee member to intercede.

Penalty: The committee member can order the offender from the bench to the parking lot. If he is unable to detect the offender, or offenders, he may clear the bench. The coach of the offending team shall have the privilege of recalling to the playing field only those players needed.

HOW A TEAM SCORE

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

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made

(1) by the batter-runner before he touches first base;

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

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

the runner forced to advance from third has touched home base and the batter-runner has touched first base.

FORFEITS:

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

- (a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called “Play” at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire’s judgment, unavoidable;
- (b) Employs tactics palpably designed to delay or shorten the game;
- (c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
- (d) Fails to resume play, after a suspension, within one minute after the umpire has called “Play”;
- (e) After warning by the umpire, willfully and persistently violates any rules of the game;
- (f) Fails to obey within a reasonable time the umpire’s order for removal of a player from the game;
- (g) Fails to appear for the second game of a doubleheader within twenty minutes after the close of the first game.

Putting the Ball in Play. Live Ball.

At the time set for the beginning the game, the umpire shall call “Play.”

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). *Should a ball come partially apart in a game, it is in play until the play is completed.*

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.

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

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

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

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

When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

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.

The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when —

- (a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;
- (b) The plate umpire interferes with the catcher's throw; runners may not advance.
NOTE: The interference shall be disregarded if the catcher's throw retires the runner.
- (c) A ball is illegally batted; runners return;
- (d) A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
- (e) A fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher.

If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then 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;

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

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.

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

The ball becomes dead when an umpire calls "Time."

The umpire shall call "Time" —

- (a) When an accident incapacitates a player or an umpire;
- (b) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play
- (c) When a manager requests "Time" for a substitution, or for a conference with one of his players;
- (d) When the umpire wishes to examine the ball, to consult with either coach, or for any similar cause;

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 the plate with the ball in his possession.

The Batter.

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

- (b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- (c) The batter shall take his position in the batter's box promptly when it is his time at bat.
- (d) 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. *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.*

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.

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

Comment: The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after the umpire has called a strike.

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

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

A batter is out when —

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

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.

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 in 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 is dead and runners would return to last base legally touched.

- (i) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.
- (j) After he hits a fair ball, he or first base is tagged before he touches first base;
- (k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

Comment: The lines marking the three-foot lane are a part of that lane and a batter-runner is

required to have both feet within the three-foot lane or on the lines marking the lane. The batter-runner is permitted to exit the three-foot lane by means of a step, stride, reach or slide in the immediate vicinity of first base for the sole purpose of touching first base.

(m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete any play; *The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.*

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

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

BATTING OUT OF TURN.

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

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

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

NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, wild pitch or passed ball, such advance is legal.

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

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

(a) Four "balls" have been called by the umpire:

(b) He is touched by a pitched ball which he is *not* attempting to hit unless (1) the ball is in the strike zone when it touches *the* batter, or (2) the batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether *or not* the batter tries to avoid the ball. The ball is outside the strike zone *when* it touches the batter, if shall be called a ball if he makes no attempt to avoid being *touched*.

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

(c) The catcher or any fielder interferes with him. If a play follows the interference, the coach of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the

play. However, if the batter reaches first base on a hit, an error, a base on balls. A hit batsman, or otherwise, and all other runners advance at least one base, the play Proceeds without reference to the interference.

THE BATTER BECOMES A RUNNER WHEN-

He hits the ball fair.

- (b) A fair ball after having passed a fielder other than the pitcher, or having been touched by a fielder including the pitcher shall touch an umpire or runner in fair territory.
- (c) A fair ball passes over a fence or stands in fair territory
- (d) A fair ball that touching the ground and then bounds into foul territory or the stands shall be a ground rule double.
- (e) A fair ball that touching the ground that passes over or under fence, or through a scoreboard or fence.
- (f) Any fair ball deflected by a fielder into the stands.

THE RUNNER:

A runner acquires the right to an unoccupied base when he/she touches it before he /she is out. The player is entitled to the base until they are put out or forced to vacate the base.

To advance the player must touch first, second, third and home plate, in that order. If forced to return the player must retouch all bases in reverse order, unless the ball is dead.

Two runners may not occupy the same base. The following runner shall be declared out when tagged. The preceding runner is entitled to the base.

Each runner, other than the batter, may without liability to be put out, advance one base when:

- (a) The batters advance without liability to be put out forces a runner to vacate the base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or passed a fielder, if the runner is forced to advance:
- (b) A runner forced to advance without liability to be put out may advance past the base to which he/she is entitled only at their peril. If such runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.

A runner forced to advance without liability to be put out may advance past the base which they are entitled only at his peril.

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

- (a) To home base, scoring a run, if a fair ball goes out of the playing field and all bases were legally touched.
- (b) Three bases, if a fielder deliberately touches a batted ball with their playing cap, mask or any other part of their playing uniform. The runner may attempt to reach home plate at their own peril.
- (c) Two bases, if a fielder deliberately touches a thrown ball with their playing cap, mask or any other part of their playing uniform. The runner may attempt to reach home plate at their own peril.
- (e) Two bases, if a fielder deliberately throws their glove and touches a thrown ball, the ball is in play.

ANY RUNNER IS OUT WHEN-

- (a) (1) He runs more than three feet away from his baseline to avoid being tagged unless his action is to avoid interference.
- (2) If a player passes a preceding runner before such runner is out, the following runner is out.
- (3) If a player over slides a base other than home plate or first base described above and is tagged with the ball, the player is ruled out.
- (4) A batted ball strikes a base runner in fair territory while not occupying a base.

A player will not be ruled out if after touching first base, the player leaves the baseline, obviously abandoning his effort to reach the next base.

Any runner shall be called out on appeal when;

- (a) After a fly ball is caught, he fails to retouch his original base before their original base is tagged.

ALL RULES ARE SUBJECT TO CHANGE WITHOUT PRIOR NOTICE.

ADDENDUMS MAY BE MADE AND ADDED TO THESE RULES AS SUPPLEMENTAL RULES.