



Los Angeles County Sheriff's Department

Industry Sheriff's Youth Activities League

Baseball Rules

Purpose

The Industry Station Youth Activities League provides sports and other activities to the youth of our community to deter them from gangs and crime. Our program is free to children ages 7-18 years old that lives in the Industry Station area or is enrolled in one of the three school districts that service our community.

The emphasis of our program is the participation of the children and their families. We encourage competition as a way to achieving a team goal. The practice of winning at all cost is discouraged. A very strong emphasis is placed on sportsmanship and good citizenship.

Eligibility to Play

Any child who is currently enrolled in grades 3-8 prior to the first day of the season is eligible to participate in the Youth Activities League Baseball Program.

“A” Division- 7th & 8th grades prior to the start of the season

“B” Division- 5th & 6th grades prior to the start of the season

“C” Division- 3rd & 4th grades prior to the start of the season

Players, at the discretion of the park deputy, may play up one division. Players may NOT play down (younger) in a lower division.

Player Selection

Coaches can select a maximum of five players. Selected players must submit a registration form, **prior** to participating in any team events or practices. Teams are then formed from the remaining players, using a “Blind Draft” manner. Players are placed on teams in order of DATE application is turned in. Swapping of players between teams will only occur with the consent of both teams’ coaches and the notification of league management.

Coaches, Managers, and Team Mom’s

Qualified adult volunteers will be enlisted as team coaches, managers, and team moms. For the safety of the children, volunteers will be required to register as an LASD civilian volunteer and submit to fingerprinting and background check. It is not a requirement that an adult have prior coaching experience. Coaches should be willing to teach good sportsmanship, teamwork, as well as the fundamentals of the game. All volunteers must provide a positive, safe, and fun filled experience. Coaches required to wear proper attire. No cut-offs, tank tops, or shirts advertising the use of drugs, alcohol, or tobacco. No smoking is allowed on the field or in the dugout.

Injuries

All incidents at an authorized Y.A.L. activity resulting in injury must be reported to the deputy in charge of that park. This includes team practices.

Teams

The head coach may retain any of his/her children, stepchildren, or relatives living in the same house on his/her team up to 5 players.

If a coach loses a player on the roster during the current season due to illness, injury, change of address, or any other justifiable reason, the coach may request a replacement player. All players will be assigned a team by the park deputy, from a preexisting waiting list (if any) in a blind draw fashion.

All rosters will be retained by the park deputy. Games played by a team using an unauthorized player will result in forfeit for that team.

No new players may be added after the **fourth week** of the season. If a team roster consists of less than nine players, the park deputy will add players from a wait list.

Pitchers

Any player on a team may pitch. For the health and welfare of the player, pitchers must follow these pitch count and rest day restrictions:

Div	Max daily pitches	Required rest days per pitches thrown				
		0 days	1 day	2 days	3 days	4 days
C	75	1-20	21-35	36-50	51-65	66+
B	85	1-20	21-35	36-50	51-65	66+
A	95	1-20	21-35	36-50	51-65	66+

- If a pitcher, while pitching to a batter, reaches their daily maximum pitches, they may finish pitching to that batter before being removed.
- If a relief pitcher enters the game “cold,” they shall be allowed to warm up with at least 10 pitches.
- A player once removed as pitcher may not pitch again in the same game.

***If a pitcher hits any three batters, in a game, he/she will be removed.**

Schedules

The schedule of games will be prepared by the parks and recreation staff in conjunction with the deputies. Once a game schedule is established, it can only be altered by the deputies and parks and recreation staff.

Any team failing to field at least **eight (8) players** at the scheduled game time will forfeit that game. A grace period of **ten (10) minutes** will be allowed.

Field Decorum

Only uniformed players, managers, coaches, umpires, and league officials will be allowed within the confines of the playing fields during games. Bat boys/girls are not permitted at any time. All players not actively participating in the game will be on their respective benches. Players preparing to enter the game, will do so behind the fence, outside of the playing field.

Two adult coaches or an adult and one player is permitted as base coaches.

Only one player is allowed to be “on deck.” Players on deck or acting as base coaches will wear a protective helmet.

Objectives of the Game

Baseball is a game between two teams of nine players (ten players for “C” Division) each, under the direction of a manager and coach, played on a field in accordance with these rules, under the jurisdiction of one or more umpires.

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

The winner of the game will be the team that has scored, in accordance with these rules, the greater amount of runs at the conclusion of a regulation game.

The Playing Field

Coaching staff may be required to set up the playing field depending on park personnel staffing. The playing field will be setup to the following specifications:

Division	Base distances	Pitching rubber distance
C	60 feet	46 feet
B	70 feet	50 feet
A	80 feet	54 feet

Uniforms

All players on a team must wear the uniform provided by the Youth Activities League. **Any** alteration to the uniform will result in removal from the program, and will not be subject to replacement. This includes names, logos, or patches.

Players must wear some type of long pant such as baseball pants or jeans. **Shorts or cut-off pants are not acceptable.** NO jewelry, including any earrings, may be worn during play. Players must keep their uniform shirts tucked into their pants while on the field or in the dugout.

No gang-like paraphernalia, i.e.: bandanas, hair nets, gang-type hats, will not be permitted on or near the playing field.

Shoes with metal spikes or cleats are not permitted. Only shoes with molded rubber or plastic cleats will be allowed.

No tank tops are allowed.

Gloves and Equipment

***ALL MALE PITCHERS AND CATCHERS MUST WEAR A PROTECTIVE CUP.**

The use of protective cups is highly recommended for all players.

The catcher must wear a catcher’s mitt of any shape, size, or weight consistent with protecting the hand.

The first baseman may wear a 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 glove. The glove may be of any weight.

Each fielder, other than the catcher, may wear a glove not more than twelve (12) inches long and not more than 7 ¾ inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be of any weight.

The pitcher's glove will be uniform in color, including all stitching, lacing, and webbing. The pitcher's glove may not be white or gray. No pitcher will attach to the glove any foreign material of a color different from the glove.

No pitcher will wear sweat bands on wrists.

Game Preliminaries

Prior to the start of the game the umpire will require strict observance of the rules governing team personnel, implements of play, and equipment of players.

The umpire is also responsible for obtaining two (2) new baseballs from the park deputy for use in the game.

Game Length

All games will be seven (7) innings or less, no new innings after 1 hour and 10 minutes. Drop dead time is 1 hour and 25 minutes of play. If a full inning is not completed at drop dead time, score will revert back to previous inning's score, unless home team has the lead at drop dead time.

If a game is called, it is a regulation game:

-If at least two (2) innings have been completed.

-If the home team scores one or more runs in its half of the second inning to tie the score.

General Rules of Play

Intentionally damaging or altering the surface of a game ball, by any player is strictly forbidden. The offending player will immediately be removed from the game and the ball must be replaced by the players' team.

***All players must field a defensive position for a minimum of one inning.**

Should injury or illness prevent a manager from fielding eight (8) players, the manager may, without penalty or forfeiture, replace injured players with the player previously in the line-up, but only if use of all other eligible players has exhausted the roster.

Courtesy runners are not permitted. INJURIES ONLY.

The pitcher named in the starting line-up will pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgement of the umpire, incapacitates the pitcher from further play as a pitcher.

Players, managers, and coaches of the participating teams will not address spectators, nor sit in the stands during a game in which they are engaged. Managers or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may stand by and observe a pitcher during warm up in the bullpen.

The umpire will be the sole judge as to whether and when play will be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field. When the umpire suspends play, "Time" will be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

No one person will be allowed on the playing field during a game except uniformed players, managers, coaches, umpires, and members of the media. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runner may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire will declare the batter out.

Batting Order

All players must bat in a continuous order.

Starting and Ending the Game

The umpire will proceed directly to home plate where he will be met by the managers or representative of the opposing teams, just prior to the established time to begin the game. The home team manager and visiting manager will exchange starting line-ups.

***The home team is responsible for the official score.** However, it is recommended that each team keep score. When a scorekeeper is designated by a deputy or parks supervisor, he or she will be keeping the official score. Each manager is responsible for notifying the official scorekeeper, and the opposing manager of his/her starting line-up and any subsequent changes.

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

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

-The catcher will be stationed directly in back of the plate.

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

-The pitcher, while in the act of delivering the ball to the batter, will take the legal position.

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

-Except the batter, or runner attempting to score, no offensive player will cross the catcher's lines when the ball is in play.

The offensive team will station two coaches on the field during its time at bat, one near first base and one near third base. Coaches must remain within the coach's box at all times. Coaches may only talk to only their players.

Coach, Manager and Player Decorum

No manager, coach, or player, will at any time, whether from the bench or the playing field or elsewhere:

-Incite or try to incite, by word or sign, a demonstration by spectators;

-Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators.

-In the umpire's judgement any member of the offensive team makes any move calculated to cause the pitcher to commit a balk; Penalty- First warn player or a coach. If it continues, remove player or coach from game or bleachers.

Coach, Manager and Player Decorum (cont.)

-No fielder will take a position in the batter's line of vision, with deliberate intent to distract the batter.

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

When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire will first give warning that such disapproval will cease. If such action continues, the umpire will order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The manager of the offending team will have the privilege of recalling to the playing field only those players needed for the substitution in the game.

How a Team Scores

One run will be scored each time a runner legally advances to and touches first, second, third, and home base before three players are put out to end the inning. (Exception: a run is not scored if the runner advances to home base during a play in which the third out is made by any runner being forced out, or by a preceding runner who is declared out because that runner failed to touch one of the bases and is called out by appeal).

A & B Division

During any inning, no player can bat more than once. Once a team has batted its entire line up, teams will switch, regardless of the number of outs or runs.

*Mercy Rule -If after four (4) complete innings a team is winning by ten or more runs, the game will be stopped, and that team will be declared the winner.

C Division

During any inning, a team can score maximum of five runs. Once five runs have been scored, the teams will switch, regardless of the number of outs.

Coach Pitch (C Division)

If after four balls have been called against any batter, the batter's coach will come to the mound. The coach will pitch a maximum of three pitches, not including foul balls, to the batter. If after the third pitch, the batter has not reached base, the batter will be called out.

If any coach is struck by a batted ball while he or she is pitching, the ball is live.

Putting the Ball in Play – Live Ball

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 put out, when:

-A pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runner's advance.

-The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If the catcher's throw gets the runner out, the out stands. No umpire interference.

-A balk, if applicable, is committed, runners advance.

Putting the Ball in Play (cont.)

-A balk is illegally batted either fair or foul; runners return.

-A foul ball not caught; runners return. The umpire will not put the ball in play until all players have retouched their bases.

-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; runner hit by fair batted ball is out.

NOTE: If a fair ball goes through, or by an infielder and touches a runner immediately behind said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire will 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.

-A pitched ball lodged in the catcher's or umpire's mask or paraphernalia; runners advance.

The ball becomes dead when an umpire calls "Time." The umpire shall call time when:

-When in said umpires' judgement, weather, darkness, or similar conditions make immediate further play impossible;

-When light failure makes it difficult or impossible for the umpire to follow the play;

-When an accident incapacitates a player or an umpire;

-When a manager requests "Time" for a substitution, or for a conference with one of the players;

-When the umpire wishes to examine the ball, to consult with either manager, or for any other cause;

-When a fielder after catching a fly ball, falls into a bench or stand, or falls across the ropes into a crowd when spectators are on the field. Runners advance one base; ball is dead.

-When an umpire orders a player or any other person removed from the playing field;

-When, in the umpire's opinion, a player requires a time out before continuing play.

After the ball is dead, play will be resumed when the pitcher takes position on the pitcher's plate with a ball in said pitcher's possession and the umpire calls "Play." The plate umpire will call "Play" as soon as the pitcher takes position on the plate with possession of the ball.

The Batter

Each player of the offensive team will bat in the order that their name appears in the team's batting order.

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

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

The batting order will be continuous, non-changing, batting order which includes all players present. All players will bat in their designated order, whether playing a position in the field, or not.

The Batter (cont.)

NOTE: Only the umpire can change the batting order of a team and only due to injury. If any team deviates from its official batting order, the umpire will declare the offending batter out and restore the proper batting order.

The batter will take position in the batter's box promptly when it's said batter's time at bat.

The batter will not leave that position in the batter's box after the pitcher comes to the set position, or starts a windup. PENALTY: Pitch stands as called.

If the batter refuses to take position in the batter's box during a game at bat, the umpire will order the pitcher to pitch, and will call "Strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count will continue, but if the batter does not take proper position before three strikes are called, that batter will be declared out.

NOTE: The batter's position will be both feet within the batter's box.

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

A batter is out when:

-A fair or foul ball is legally caught by a fielder;

- A third strike is legally caught by the catcher;

-Bunting foul on a third strike;

-An infield fly is declared;

-That batter attempts to hit a third strike and is touched by the ball;

-A fair ball hits said batter before touching an infielder;

-After hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgement here was no intention to interfere with the course of the ball, the ball is alive and in play;

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

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

-In running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside the three foot line, or inside the foul line, and in the umpire's judgement in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside the three foot line or inside the foul line to avoid a fielder attempting to field a batted ball;

-An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first second, or first second and third base occupied before two are out. The ball is dead and runners will return to their original base or bases.

-A preceding runner will, in the umpire's judgement, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.

A batter is out for illegal action when:

The Batter (cont.)

-Hitting an illegally batted ball;

-Stepping from one batter's box to the other while the pitcher is in position ready to pitch;

-Interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

The batter becomes a runner and is entitled to first base without liability to be put out when:

-Four balls (as opposed to strikes) have been called by the umpire;

-The batter is touched by a pitched ball which the batter 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.

-The catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the umpire of a decision to decline the interference penalty and accept the play. Such election will 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:

-A fair ball is hit;

-A fair ball, after having past a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, will touch an umpire or runner in fair territory;

-A fair ball after touching the ground in fair territory, bounds over a fence, goes under a fence, gets stuck in a fence, or passes through the fence (either assisted or unassisted by a fielder), in which the batter and runners are entitled to advance two (2) bases.

The Runner

A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

In advancing, a runner will touch first, second, third, and home base in order. If forced to return, the runner will retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to the original base.

Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, and the following runner will be 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:

-There is a balk (if applicable).

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

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

-To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgement, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;

The Runner (cont.)

-Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home plate at the batter's own peril;

-Two bases, if a fair ball, thrown by a fielder, leaves the legal playing field (ie: dugout, stands, etc.) When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, will be governed by the position of runners at the time the ball was pitched; in all other cases the umpire will be governed by the position of the runners at the wild throw was made.

NOTE: Once the ball leaves the field it is immediately considered dead, and the umpire will award the runners the bases accordingly.

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

-One base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

NOTE: If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner will be entitled to first base only but can advance beyond first base at their own risk if the ball stays in play.

When obstructions, wild pitch, or wild thrown ball which leaves the playing field occurs, the umpire will immediately call "Dead" and award the batter and/or runners their bases specified in the above rules.

Any batter is out when:

-Running more than three (3) feet from a direct line between bases to avoid being tagged, unless such action is to avoid interferences with a fielder fielding a batted ball; or touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or the runner does not slide or attempt to get around a fielder who has the ball and who is waiting to make the tag;

-Intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball.

-The runner is tagged, when the ball is alive, while off a base. Exception: A batter/runner cannot be tagged out after overrunning or over sliding first base if said batter/runner returns immediately to the base.

-Failing to retouch the base after a fair or foul ball is legally caught before that runner or base is tagged by a fielder. The runner will not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play.

NOTE: Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk.

-Failing to reach the next base before a fielder tags a said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance and if over sliding or over running the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason toward the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced.

The Runner (cont.)

-Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance.

-Attempting to score on a play where the batter interferes with the play at home base before two are out, the interference puts the batter out and no score counts.

-Passes a preceding runner before such runner is out.

-After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire will immediately call "Time" and declares the runner out.

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

It is interference by a batter or runner when:

-After a third strike the batter hinders the catcher in an attempt to field the ball;

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

-The batter intentionally deflects the course of a foul ball in any manner;

-Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base, the runner is out;

-Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runners will be declared out for the interference of a teammate;

-If, in the judgement 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 will call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner.

-In the judgement of the umpire, the base coach at third base or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base.

Any runner will be called out on appeal when:

-After a fly ball is caught the runner fails to retouch the base before said runner or the base is tagged;

-With the ball in play, while advancing or returning to a base, the runner, or a missed base, is tagged;

-The runner over runs or over slides first base and makes no attempt to return to that base, and home base is tagged.

Head first slides are not allowed, except when diving back to a base to avoid being tagged. Runners must slide to avoid contact. Penalty; The runner will be called out.

NOTE: Any appeal to the above rules must be made prior to the next pitch.

Players, coaches, or any member of an offensive team will vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.

Leads and Base Stealing

A Division – All base runners may lead off and advance at their own risk.

B Division – Runner must remain on base until ball passes over home plate. Runner may step off the base or advance after ball passes over home plate at their own risk.

C Division –

-No stealing.

-A runner may not advance to home base on a pass ball, wild pitch, or steal.

-A runner cannot advance to any base on an errant throw from the catcher to the pitcher.

The Pitcher

Legal pitching delivery –

There are two legal pitching positions. The wind-up position and the set-up position, and either position may be used at any time.

Pitchers will take signs from the catcher while standing on the rubber.

The Wind-up Position: The pitcher will stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitching rubber, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher will not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitchers may take one step backward, and one step forward with the three foot.

NOTE: When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the end of the pitching rubber, and the other foot free, that pitcher will be considered in a wind-up position.

The Set Position: Shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitching rubber, and the other foot in front of the pitching rubber, holding the ball in both hands in front of the body. From such position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitching rubber with the pivot foot. Before assuming the set position, the pitcher may elect to make a natural preliminary motion such as that known as the “Stretch.” If the pitcher so elects, that pitcher will come to the set position before delivering the ball to the batter.

NOTE: The pitcher need not come to a complete stop.

At any time during the pitcher’s preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitchers may throw to any base provided the pitcher steps directly toward such base before making the throw.

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

The Pitcher (cont.)

If the pitcher removes the pivot foot from contact with the pitching rubber by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it will be considered the same as a wild throw by an infielder.

The pitcher will not:

-Bring the pitching hand in contact with the mouth or lips while in the ten (10) feet circle surrounding the pitching rubber; PENALTY – For violation of this part of the rules the umpire will immediately call a ball and warn that pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. If the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play will proceed without reference to the violation.

-Apply a foreign substance of any kind to the ball.

-Expectorate on the ball, either hand or in the glove.

-Rub the ball on the glove, person, or clothing.

-Deface the ball in any manner.

-Deliver what is called the “Shine Ball,” “Spit Ball,” “Mud Ball,” or “Emery Ball.” The pitcher is allowed to rub off the ball between the bare hands.

-Deliver “Quick” return. PENALTY: The umpire will call the pitch a ball and warn the pitcher.

-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 from the umpire, such delaying action is repeated, the pitcher can be removed from the game.

-Intentionally pitch at the batter. If in the judgement of the umpire such violation occurs, the umpire will warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated during the game, the umpire will eject the pitcher from the game.

When a pitcher takes position at the beginning of each inning, that pitcher will be permitted to pitch not to exceed eight preparatory pitches to the catcher during which play will be suspended. Such preparatory pitches will not consume more than one minute of time. If a sudden emergency causes another pitcher to be summoned into the game without any opportunity to warm up, the umpire will allow the pitcher as many pitches as the umpire deems necessary.

When the bases are unoccupied, the pitcher will deliver the ball to the batter within twenty (20) seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire will call “Ball.”

NOTE: The intent of this rule is to avoid unnecessary delays. The umpire will insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.