

Raymore Parks & Recreation

# **MEN'S SOFTBALL**



**SLOW PITCH DOUBLE-HEADER LEAGUE –  
2021 Spring, Summer and Fall Seasons**

## **Rain-Outs / Inclement Weather**

Games may be cancelled due to inclement weather. **If weather is questionable, call 816-892-3131 for updated information or check our Facebook page.** All games will be played as scheduled unless cancelled. Cancelled games will be made up at the end of the season prior to playoffs.

## **Rules and Guidelines**

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- Rule 1: The Playing Field**
- Rule 2: Equipment**
- Rule 3: The Game**
- Rule 4: Scoring and Home Runs**
- Rule 5: The Players and Substitutes**
- Rule 6: Pitching Rule**
- Rule 7: Batting**
- Rule 8: Base Running**
- Rule 9: Ball in Play and Ball Dead**
- Rule 10: Umpires**
- Rule 11: Conduct**

## Rule 1: The Playing Field

- Bases:** Bases will be set at a distance of 65ft.  
**Pitching:** Pitching mound will be set at a distance of 50ft from home plate  
**Fields:** Games will be played at Recreation Park on fields 4, 5, and 6

## Rule 2: Equipment

### **Bats: All bats must be USSSA approved (Guidelines located at [www.ussa.com](http://www.ussa.com))**

- A) The official bat shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 31 ounces, including tape or some other material to facilitate holding the bat during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend more than 15 inches from the small end or handle end of the bat. Graphics, including BPF markings, must be permanent and cannot be decals or any other method that can be easily removed or added to the bat.
- B) Authorized bat manufacturers shall mark their products with the words "Official Softball" or words to that effect. If the words "Official Softball" are illegible or it is a Little League bat, the bat should be declared legal if it is legal in all other respects. When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the Umpire's judgment, the bat has been altered, the Umpire shall prohibit the use of the doubtful bat.
- C) All other specifications are located in the current USSSA Rulebook.
- D) The Chief Umpire will have on-site a digital scale. If there is a complaint about a bat - the bat will be weighed immediately. If a player is caught using a shaved bat or that player refuses to have his bat weighed - **that player** will be immediately suspended from the league permanently. The bat in question must weigh within 1 oz of the stamped weight by the manufacturer. If an official weight is not clearly visible on the bat, the bat will not be allowed to be used. All decisions will be made on site and upheld by the Parks & Recreation department.

### **Balls: The Official Ball for the Raymore Parks & Recreation Adult Softball League will be a USSSA approved ball as listed by the League**

- A) Men will use a 12 inch "USSSA Classic M or Classic Plus"
- B) Classic M (410# Max, .40 or less COR), Classic Plus (375# Max, .52 or less COR)
- C) No exceptions for any other balls. A team shall purchase their own game balls, the department will have some balls for sale at the concession stand. Balls shall must be clearly stamped and labeled with the Compression/COR as stated in USSSA rules, pg 13 & 14
- D) Ball shall be optic yellow with Classic M (blue logo) or Classic Plus (red stamp and blue stitch).

### **Player Equipment:**

- A) Metal cleats are prohibited.
- B) Catcher and Pitcher masks are optional: TO PREVENT INJURY it is strongly recommended that all protective equipment be worn by catchers and pitchers.
- C) NO Uniforms are required
- D) Equipment shall not be allowed to remain on the playing field during the playing of the game, either on Fair or Foul Territory, with the exception of an official warm-up bat or official warm-up device which may be kept in proximity to the on-deck circle during a team's turn at bat.

### **Rule 3: The Game**

1. All league nights will consist of double-header games for every team
2. The choice of first or last Bat in the inning shall be determined based upon schedule "Away" vs. "Home". Teams will alternate "Away" vs. "Home" for the second game of the doubleheader.
3. All games shall adhere to a one-hour time limit. In order to keep games on time, the following speed up rules will be in effect:
  - A. On a home run, the batter need only touch first base
  - B. Batters will start with a one-and-one count,
4. A new inning shall not be started with 1 minutes of regulation time remaining on the clock.
5. **Note:** only those players who have signed the waiver are covered under our program liability. Please do not invite people who are not on your roster to play on a drop in basis. No changes to rosters can be made after the start of a team's second game.
6. A TIE game at the end of regulation time shall be continued by playing one full complete inning until one team has scored more runs than the other. A new time clock will be set at 30 minutes. If after the 30 minutes the extra time has expired, and the current inning has been completed a "Tie" shall be issued as the official score for the game
7. The UMPIRE or Site Supervisor is empowered to call a Game at any time because of rain, darkness, panic, or for any other cause which puts the Umpire, Players, or the Patrons in peril.
8. A Forfeited Game shall be declared by the Umpire in favor of the Team not at fault in the following cases: The score will be 7-0 in favor of the Team not at fault.
  - A) If a team fails to appear on the field, or being on the field, refuses to begin the Game for which it had been scheduled, at the time the Game was assigned.
  - B) If after a Game has begun a Team refuses to play or resume play as directed by the Umpire.

- C) If a Team uses tactics noticeably designed to delay or hasten the playing of a Game
- D) If an ejected player does not leave the field immediately who ordered to do so.
- E) If for any reason a Team does not have the designated number of Players to begin or continue the Game.
- F) If, after a warning by the Umpire, any one of these Rules is willfully violated.

9. A Protested Game can result when there is a difference of opinion on the field between the protesting Team and the Umpire regarding the application or interpretation of the Official Printed Playing Rules and Guidelines.

When a Protest, not involving the Umpire's judgment, is registered with the Umpire on the field immediately, and before any succeeding Pitch, the Game assumes the status of a Suspended Game until the Protest is allowed or disallowed.

A) Conditions governing acceptance of Protest during playing of a Game.

1. Based on an Umpire's judgment such as whether a batted ball was Fair or Foul, a Pitched Ball was a Ball or Strike, a Base Runner was Safe or Out, or when any other situation is completely within the Umpire's scope to make the decision, is not to be accepted for consideration.
2. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
3. **The intention to Protest a Rule must be made known by the Manager or Captain of the Protesting Team to the Umpire immediately, and before the next Pitch is made to a batter. This is to enable all concerned, that is, Umpires, Scorekeepers, opposing Team, and Raymore Parks & Recreation Site Supervisor to take notice of the exact conditions prevailing on the Field at the time of the Protest. The Umpire receiving the Protest shall immediately notify all concerned.**
4. After the first pitch of the second week of games or the 3<sup>rd</sup> Game for each team, when an ineligible player is discovered during the game, the offending Team loses the Game. (An ineligible player is any player not listed on the official roster turned into the Parks & Recreation office and all signatures are verified by Parks and Recreation Staff.) If this ineligible player is discovered after the completion of a Game, the Game shall stand as played. However the offending Team is ejected for the remaining games and the opposing Team will receive a win by forfeit. The ineligible player may not return to the league for the rest of the season including the end of season Tournament.
5. If a bat is protested as being altered during a game, the suspected offending player will be ejected from the game and any remaining games for the evening. The bat will be banned from play for the remainder of the season.
6. In the absence of a League Rule fixing a time limit, protests that arise, other than during the playing of the Game must be filed within a reasonable time. Forty-eight hours from the end of a Game is suggested as maximum time limit for filing a written protest.

A) A formal Protest should contain the following information:

1. The date, time, and place of the Game.

2. Names of the Umpires and Scorekeeper.
  3. The Rule and Section of the Official rules listed in the Official Raymore Parks & Recreation Adult Softball Rules and Guidelines.
  4. The decision and/or conditions surrounding the cause for the Protest.
  5. All essential facts involved in the matter of the Protest
- B) The decision made on a Protested Game may result in:
1. The protest is found invalid and Game's score stands as played.
  2. Protest allowed, Game resumed at point of Protest, as a Suspended Game.
  3. Protest allowed, Game forfeited in favor of the Team not at fault.
- B) Highly technical protests and those which could, or did not have any effect on the playing of the Game, or the final results, should be discouraged or disallowed.
10. Violation of Rules / Ejections / Warnings

#### **Rule 4: Scoring and Home Runs**

1. Home-Run Rule:
  - A. Over-the-fence Home Runs are limited to 3 (and 1 up rule) per game per team. After a team hits 3 untouched fly balls over the fence, all fair untouched fly balls over-the-fence in excess of the limit will be ruled an out.
    - o Teams may only hit a maximum of +1 homeruns relative to their opponent's home run totals after a team has hit 3 homeruns.
  - B. In the park home runs do NOT apply to this rule.
  - C. Hit's that bounce over the fence or go over the fence due to deflection off a player or playing surface will be ruled a double.
2. Mercy-Rule
  - A. Teams winning by 15 or more runs after 3 innings shall be declared winners,
  - B. Teams winning by 10 or more runs after 5 innings shall be declared winners

#### **Rule 5: The Players and Substitutes**

1. A TEAM shall consist of at least ten players, whose positions shall be designated as: (1) Pitcher, (2) Catcher, (3) First Basemen, (4) Second Basemen, (5) Third Basemen, (6) Shortstop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder, (10) Short Fielder (usually Left Center) and may have an (11) Additional Hitter.
  1. Other than the Pitcher and Catcher, players in the Field may be stationed anywhere they choose on Fair Ground as each pitch is made.
  2. The Pitcher, in delivering the ball, must be in Legal Position at the Pitcher's Plate.
  3. As each pitch is delivered, the Catcher must be in the Catcher's Box.

2. Teams may begin a game with as few as 8 players. If teams are short players, the ninth and tenth batting positions are automatic outs depending on the number of players short for the starting lineup.
3. A PLAYER or a SUBSTITUTE shall be officially in the Game when his name has been entered on the Official Score Sheet, and in possession of the Official Scorer, or who has been announced as a Substitute by his Manager. A Substitute may take the place of a player whose name is on his Team's batting order. The following regulations govern the Substitution of Players:
  - A) The manager of the Team making the Substitution or the Substitute should immediately notify the Umpire.
  - B) If for any reason the Umpire is not notified of the Substitution and the change is not announced, the Substitute will be considered in the Game as follows:
    1. If the batter, when he takes his place in the Batter's Box.
    2. If a fielder, when he takes the place of the fielder substituted for.
    3. If a runner, when he takes the Base Runner's place on the base he was holding.
    4. If a pitcher, when he occupies the Pitcher's Plate and delivers a practice pitch.
  - C) Whether a Substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be Legal. THERE IS NO PENALTY APPLIED FOR THIS UNANNOUNCED SUBSTITUTE.
  - D) Each Pitcher whose name is entered on the original lineup and batting order, or who is announced as a Substitute Pitcher, or who takes a position on the Pitcher's Plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.
  - E) Any other player may be substituted for or removed from the Game whenever the ball is dead.
  - F) If an ejected player is discovered participating in the Game he was ejected from, the Game is declared a forfeit.
4. CONTINUED PARTICIPATION DUE TO INJURY, BLEEDING OR OPEN WOUND.
  - A) Player/Substitute, Manager, Coach, Trainer, Batboy or other Team member or Umpire who is bleeding or who has an open wound shall be prohibited from participating further in the Game until the bleeding is stopped and the wound covered.
    1. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the Game. The amount of time is determined by the Umpire's judgment.
    2. If excessive time is involved, the re-entry rule would apply to players.
    3. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.
5. RE-ENTRY:
  - A) Is permitted in all programs. Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

1. All re-entry by any starter must be reported to the Umpire and Scorekeeper at the time of re-entry. THERE IS TO BE NO PENALTY FOR UNANNOUNCED, PROPER RE-ENTRY.
- B) IMPROPER RE-ENTRY: The act of an improper re-entry is handled as a protest by the offended Team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:
  1. Starter who re-enters in an incorrect batting position.
  2. Starter who re-enters a second time.
  3. A substitute who re-enters the Game.
- C) Penalties for Improper Re-Entry
  1. If an improper re-entry is discovered by the Defense while the player is playing Offensively, the following penalties will be enforced:
    - A) If the improper re-entry is discovered while he is at bat, player is ejected and a proper substitute assumes any accumulated balls and strikes.
    - B) If the improper re-entry is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the Game. All Base Runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the Batter's Box.
    - C. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, the player is ejected. All play that occurred while the improper re-entry was in the Game willstand.
  2. If an improper re-entry is discovered by the Offense while the player is playing defensively, the following penalties will be enforced:
    - A) If the improper re-entry is discovered after he makes a play on a fair-batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each Base Runner are advanced one base. The improper player is ejected.
    - B) If the improper re-entry is discovered after a pitch, which did not result in a batted ball on which the improper player made a play, the improper player is ejected (this includes the pitcher).
6. ADDITIONAL HITTER (A.H.) rule can be used in the entire program. A Team may insert an Additional Hitter into its lineup. The batting order must remain constant; however, any 10 of the 11 players can take a defensive position throughout the Game. If an A.H. is used, the Team must finish with 11 players or the Game is forfeited. Unless circumstances occur in which the umpire and Raymore Parks and Recreation Supervisor deems acceptable to play with fewer than the original 11 player line-up. If an additional hitter is inserted into the lineup after the Game has started the player will be ejected.
7. NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter.  
EFFECT Sec 7. The Umpire shall first warn the offender, and then eject any player from the Game who repeats the offense.



8. THERE SHALL BE not more than two Coaches for the Team at bat to give words of assistance and directions to the member of their own Team. One Coach shall be stationed in each Coaching Box at First and Third Bases. They may remain in that box. There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.
9. MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS, BAT BOYS, or other Team member or occupant of the bench, SHALL NOT, from any place including Coaches' Boxes:
  - A) Incite, or try to incite by word, or sign, or demonstration either opponents and/or spectators.
  - B) Use language that will in any manner refers to or reflects upon opposing players, the Umpires, Players, or Spectators. **NOTE:** Use of profane or abusive language or taunting will not be tolerated.  
EFFECT Sec. 9 A-B. Players violating Sections A or B above can be ejected from the Game without warning.
  - C) Shall not argue Balls and Strikes calls.
  - D) Be outside the vicinity of the designated dugout (bench) area if not a batter, Base Runner on deck batter, in the Coaches' Boxes, or one of the ten players on defense.
  - E) Commit any act that could be considered unsportsmanlike conduct.
  - F). Carelessly throw a bat.  
EFFECT Sec. 9. C-F. For a first offense, the violator may be warned that to repeat the offense will cause prompt ejection from the Game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the Game and playing area. An ejected player must leave the park immediately and take no further part in the Game, remaining away from his Team's bench or bullpen.
10. WHEN TEAM MEMBERS continue to harass the Umpires from the bench, and he is unable to detect the offenders, the Umpire shall first give warnings, and then if repeated, tell the Manager to send all Substitutes out of sight of the field, while giving the Manager the privilege of sending for as many Substitute players as he may need, as he needs them to finish the Game.

## **Rule 6: Pitching Rule**

1. AT NO TIME during the progress of the Game shall the Pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.
2. AT THE BEGINNING of an inning or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the Catcher or some other Teammate.
3. LEGAL POSITIONS OF THE PITCHER'S FEET.



- A) Preliminary to Pitching, the Pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching rubber. The pivot foot must be in contact with the Pitcher's Plate when the pitched ball is released.
- B) The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's Plate. After taking the initial position, the Pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
- C) After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions he may assume as a Defensive Player.

4. PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.

- A) After assuming the pitching position, the Pitcher must present the ball in FRONT OF HIS BODY (for at least one second) in either one or both hands before starting the delivery motions.
- B) The Pitcher may hold or grip the ball in any manner before delivery.
- C) Only a definite underhand motion is permitted in the delivery of the Pitch.
- D) The Pitcher may release the pitched ball in any manner when delivering the Pitch. This includes any and all types of delivery.  
EFFECT Sec. A-D. After the Pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.
- E) Once the Pitcher begins his delivery motions; the umpire shall not give a call or signal for "Time" unless something unusual occurs.
- F) The pitched ball must be released within 5 seconds from the time the Pitcher has the ball and the batter has taken his position in the Batter's Box. From this point, the Umpire shall not give a call or signal for "Time" unless something unusual occurs.
- G) Pitcher must face Home Plate on delivery of pitch.  
(NOTE Sec. 4. A-E. Realizing that the Pitcher does not fool very many batters to the extent that they can not hit the ball, it is desired that Pitchers not be handicapped by technicalities, when they do develop a new Technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the Pitcher adheres to the basic Pitching Rules.)

5. TYPE OF PITCH PERMITTED.

- A) The ball must be Pitched underhanded at Slow Speed.
- B) The Pitched Ball must arc at least 3 feet after leaving the Pitcher's hand and before it passes any part of Home Plate.
- C) The Pitched Ball shall not rise higher than 10 feet above the ground.  
EFFECT Sec. 5. A-C. The speed of the Pitch and height of the pitched ball are left entirely to the judgment of the Umpire (**NOTE:** For sake of uniformity in decisions, any doubtful Pitch should be ruled as an unfairly delivered pitch). The Umpire shall warn a Pitcher who delivers a Pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the Pitcher's removal from the Pitcher's position for the remainder of the Game. A Pitch that does not arc the full 3 feet as

required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an Unfairly delivered Pitch.

6. THE CATCHER MUST:
  - A) Be in and remain in the lines of the Catcher's Box when the Pitcher is in position and remain until a pitched ball has reached or passed home plate, or is batted.  
EFFECT Sec. 6. A. An unfairly delivered pitch.
  - B) Immediately return each pitch not hit directly to the Pitcher.  
EFFECT Sec. 6. B. Ball shall be awarded to the batter.
7. NO PITCH shall be declared immediately when:
  - A) The Pitcher pitches during a dead ball interval.
  - B) A base runner is called out for leaving a base too soon.
8. A FAIRLY DELIVERED PITCHED BALL includes all pitches that the Pitcher delivers in accordance with the several preceding paragraphs and provisions of the Pitching Rule.
9. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:
  - A) Any Pitched ball that does not conform to all requirements of a Fairly Delivered Pitched Ball.
  - B) All pitches made by the Pitcher when not conforming to pitching restrictions.
  - C) Delivering a Pitch from other than the Pitcher's Plate and Pitcher's Position.
  - D) A quick-return Pitch.
  - E) The Pitcher failing to face Home Plate on delivery of the pitch.  
EFFECT Sec. 9. A-E. In each case, an unfairly delivered ball shall be declared a ball by the Umpire provided, however, that if the batter strikes at any unfairly delivered Pitch, it shall be declared a Strike with no penalty for the unfairly delivered Pitch. The ball remains in play if batted by the batter.  
(NOTE Sec. 9. A-E. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.)
10. ILLEGAL PITCHER'S ACTIONS INCLUDE:
  - A) Holding the ball by the Pitcher longer than 5 seconds.
  - B) Throwing the ball by the Pitcher to any fielder, unless making preliminary warm-up Pitches or making an effort to complete an appeal play, or while the ball is dead.  
EFFECT: Sec. 10. A-B. The Umpire should immediately indicate "DEAD BALL" and award a ball to the Batter.
11. APPEALING WHILE THE BALL IS LIVE (before Umpire calls "Time"): Any fielder can appeal a runner once. During a live ball appeal, the Defensive Team must verbally state their appeal and touch the runner or the base which they are appealing. Ball is live and all runners may advance with liability of being put out.
12. APPEALING AFTER BALL IS DEAD:  
Umpire signals "Play Ball"; the Pitcher announces which runner and base he is appealing. The ball is now live only for the purpose of making an appeal.  
EFFECT: Sec. 12.

1. The Defensive Team can have only one attempted appeal per runner.
  2. No runner may advance on an appeal play after time has been called.
  3. No runner is out if he steps off the base during an appeal.
  4. When a ball is thrown into a dead ball area, the Team forfeits their right for a second appeal on any runner.
13. Any second conference with the same Pitcher in an inning will require the removal of that Pitcher from that position for the remainder of the Game.

## **Rule 7: Batting**

1. THE BATTING ORDER of each Team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or Team representative. SHOULD an Official Scorekeeper not be assigned to the Game, the BATTING ORDER must be delivered to the Umpire-In-Chief, prior to the starting time of the Game. After each Team has submitted its own Batting Order, both lineups shall be made available to both Teams, for their inspection and knowledge.

EFFECT Sec. 1. Each Manager must have submitted his own Team's lineup, before he can have access to the lineup of his Opponents. The Umpire may forfeit the Game if there is unwarranted delay in providing a lineup for batting order purposes.

- A) The batting order thus submitted must be followed throughout the Game, unless a Substitute replaces a Player. When this occurs, the Substitute must take the turn in the regular order at bat of the Player he replaces.
- B) Each Player of the side at bat shall become the Batter and enter the Batter's Box in the order in which his name appears on the score sheet.
- C) The first Batter in each following inning shall be the Batter, whose name follows that of the Player who last completed a turn at bat in the preceding inning.
- D) A Batter completes a time at bat when he has either been put out or has become Base Runner.
- E) When a third out of an inning is made before the Batter can complete his turn at bat, the same Batter will be the first Batter in the next inning, and all previous called balls and strikes will be canceled.

EFFECT Sec. 1. A-E. Batting out of order is an appealed play by the Defense.

1. If an incorrect Batter is discovered before he completes his turn at bat, the correct Batter may take his proper place, assuming any accumulated balls and strikes.
2. If the mistake is discovered after the incorrect Batter has completed the turn at bat, and before a Pitch has been made to a succeeding Batter, the Batter who should have batted is called out. All Base Runners, if they have advanced, must return to the base occupied at the time the incorrect Batter took a position in the Batter's Box. The next Batter is the Player whose name follows that of the Batter called out for failure to bat. This may even be carried over to the first Batter of the next inning, if the appealed out was the third out.
3. If the mistake was not discovered until a Pitch is made to the next Batter, the turn at bat of the incorrect Batter is then Legal. All bases

advanced or runs scored are counted, the next following Batter shall be the one whose name follows that of the incorrect Batter who just finished a time at bat. No one is called out for failure to bat, and Players missing their turn at bat have lost that turn and do not bat again until reached in the regular Batter rotation.

EFFECT Sec. 1. E. 2-3. For purposes of interpretation, an intentional walk to a next Batter or illegal Pitcher's action shall be considered the same as a Pitch deliver to the Batter.

4. No Base Runner shall be removed from the base he is occupying to bat in his proper place. He just misses his turn at bat with no penalty. The Batter following him in the batting order becomes the legal Batter.

2. THE BATTER IS OUT IF:

A) He bats illegally. (Refer to RULE 3.)

B) He hits the ball with an illegal or altered bat. The Umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the Defensive Team.

EFFECT Sec. 2B. If the Batter hits the ball with an altered bat, the ball is dead, the Batter is out, and he is ejected from the Game/Tournament.

C) He bunts or chops the ball deliberately downward (either fair or Foul).

D) He has a second strike.

1. He hits second Foul after one strike, then the ball is dead.

E) He steps across the plate with the Pitcher in pitching position.

F) He intentionally interferes with the Catcher attempting a play.

G) Any Member of his Team interferes with a Fielder attempting to make a play on a Foul fly ball

H) He hits a fair fly ball or line drive that an Infielder intentionally drops, with a Runner on first, Runner on first and second, first, second and third, or on first and third with less than two outs. **NOTE:** A trapped ball that hits the ground is never ruled intentionally dropped.

EFFECT Sec. 2. H. The Umpire shall immediately call the Batter out (in a forceful manner) and the ball is dead.

I. He hits a fly ball that is legally caught.

J. He hits an infield fly, with Runners on first and second, or on first, second and third bases with less than two out.

EFFECT Sec. 2. I-J. The ball remains live and in play, and the Runners are in jeopardy.

1. If a declared infield fly falls to the ground untouched and bounces Foul before passing first or third bases, it is a Foul Ball.

2. If a fly ball falls to the ground untouched outside the Foul lines then bounces fair, before reaching first or third bases it is an infield fly.

3. **NOTE:** Umpire should always call "INFIELD FLY- IF FAIR" to protect himself.

3. A STRIKE IS CALLED BY THE UMPIRE:

A) For each fairly delivered pitched ball by the Pitcher that passes through the Strike Zone before touching the ground.

EFFECT Sec. 3. A. An Umpire should not let the Batter's position, either in the front part, or the rear of the Batter's Box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the Home Plate. Any individual who repeatedly argues balls and strikes will be ejected.

1. The Strike Zone is only that part, or any part of the area, over Home Plate that is lower than the top of the Batter's highest shoulder, or higher than the bottom of his FRONT KNEE.

B) For each Pitch struck at and missed by the Batter.

C) For a batted ball striking the Batter, while he is in the Batter's Box with no strikes.

D) For each Foul Tip. The Batter is out if this is the second strike.

E) For a Foul Ball not caught on the fly with no strikes.

F) The Umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started his delivery motions.

EFFECT Sec. 3. F. If the Pitcher pitches, the Umpire shall call "STRIKE" on each such pitch. The Batter may take his proper position after any such pitch (within 10 seconds) and regular ball and strike count shall continue.

G) When the Batter delays entering the Batter's Box after the Umpire signals Play Ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the Batter.

4. A BALL IS CALLED BY THE UMPIRE on each Pitch not swung at by Batter if:

A) The pitched ball does not enter the Strike Zone.

B) The ball strikes the ground before passing completely across Home Plate, or any part of the plate.

C) A pitched ball strikes any part of Home Plate.

D) Any unfairly delivered pitch is made and not struck at.

E) There is an illegal Pitcher action.

F) A pitched ball is not released within 5 seconds from the time the Pitcher has the ball and the Batter has taken his position in the Batter's Box.

G) The Catcher fails to return each pitch that is not hit directly to the Pitcher.

EFFECT Sec. 4. A-G. The pitched ball is dead after each ball, strike or illegal Pitcher action and must be returned immediately to the Pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

5. A FAIR BATTED BALL is a legally batted ball that is immediately in play.

EFFECT Sec. 5. 1. A batted ball which first falls to the ground in Foul territory and then rolls or bounces into Fair territory, before passing First or Third Bases, and without having touched some object other than the ground, is a Fair ball. A batted ball first touching the ground in Fair territory, then rolling into Foul territory and then again rolling into Fair territory, is also a Fair ball provided the ball did not touch anything while over Foul territory other than the ground.

2. A Fair or Foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the Fielder is on or over the Fair or Foul territory at the time the ball is first touched.

3. When a batted ball passes out of the field over a fence the Umpire shall declare it fair or Foul, according to position of the ball, as it leaves the playing field.
  4. When a batted ball hits any object including a Fielder and is ruled a Fair ball under the rules, it is always treated as a Fair ball regardless of what happens to the ball or where it may go.
  5. A fly ball falling beyond First or Third Base is judged at point of first contact.
6. A FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a Fair ball.
- EFFECT Sec. 6. A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area if Foul territory, remains a Foul ball regardless of where it may go.
1. It is a strike unless the Batter already has one strike.
  2. A Foul fly may be caught, thus putting the Runners in jeopardy. (Refer to 7-2D for exception).
  3. A Foul ball not caught is a dead ball, and the Runners must return to their base.

## **Rule 8: Base Running**

1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: viz., First, Second, Third, and Home Base.  
EFFECT Sec. 1. A Base Runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally, or if forced to leave the base because the Batter becomes a Base Runner and thus forces him to leave his base.
2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.  
EFFECT Sec. 2. The Batter-runner is in jeopardy immediately:
  1. If a fair batted ball strikes the Umpire or Base Runner while off base before passing a Fielder, other than the Pitcher. The ball is dead immediately and the Batter is entitled to First Base without liability to be put out.
  2. If the Fair batted ball hits the Umpire or Base Runner after passing a Fielder other than the Pitcher, or touches any Fielder including the Pitcher, it remains in play with all Runners being in jeopardy.
  3. The Pitcher becomes an Infielder after releasing the pitch to the Batter, and in the opinion of the Umpire has a reasonable opportunity to field a Batted ball. (This will be considered an Umpire's judgment.)
3. THE BATTER IS AWARDED FIRST BASE:
  - A. When three balls are called by the Umpire.
  - B. When the Pitcher tells the Umpire to intentionally walk a Batter.  
Effect Sec. 3. A-B. Batter is awarded First Base only. The ball is dead.
  - C. If the Catcher or other Fielder obstructs or prevents him from striking at a pitched ball. The Offensive Manager has the option to accept obstruction or result of the play.

EFFECT Sec. 3. C. When a Batter is obstructed, the Batter is awarded First Base because of the obstruction, EXCEPT that if the Batter succeeds in hitting the Pitch and reaches First safely, and no preceding Runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.

4. A BATTER-BASE RUNNER IS OUT under the following circumstances.
  - A. When he is hit by his own batted ball in Fair territory, after leaving Batter's Box.
  - B. When he drops the bat in Fair territory and it makes contact with a Fair Ball by moving into the ball.
  - C. When a fly ball is legally caught, with the Fielder's feet within the established boundaries of the field.
  - E. When, after a Fair Ball, a Fielder holds the ball on First Base before he touches or passes that base.
  - F. When, after reaching First Base safely, he over runs or over slides that base, and then makes an attempt to start to Second Base before returning to First Base.

EFFECT Sec. 4. F. The Runner is in jeopardy and must be tagged or put out.
  - G. When, after hitting a fair ball, and while the ball is still live, the Batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat.
  - H. When, after hitting a fair ball, and while the ball is still live, the Batter-runner goes into dead ball territory.

EFFECT Sec. 4. G-H. In these situations, the ball remains live and in play and other base runners are in jeopardy. This does not apply to walks and home runs as the ball is dead in those situations.
  - I. When he runs out of the 3 foot line and interferes with a Fielder taking the throw or making a play at First Base.
  - J. When he interferes with a Fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgment of the Umpire is an obvious attempt to prevent a double play, the Base Runner closest to Home Plate shall also be called out.

EFFECT Sec. 4. I-J Ball is dead.
5. BASE RUNNERS ARE OUT under the following circumstances:
  - A. When a Base Runner fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, has reached or passed Home Plate, or is batted.

EFFECT Sec. 5. A. No Pitch is declared, the ball is dead and the Runner out.
  - B. When the Base Runner interferes with a Fielder attempting to field a batted ball, or intentionally interferes with a Fielder catching a ball, or throwing a ball, or with a thrown ball.

EFFECT Sec. 5. B. If the interference is not ruled intentional; the Batter-runner is entitled to go to First Base. If, in the opinion of the Umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding Runner shall also be called out. When a Base Runner interferes after he is out or after scoring, the most advanced Runner shall be declared out.
  - C. When a Base Runner is struck by a fair batted ball on fair ground while off his base and before it touches a Fielder, or passes a Fielder.



- D. When a Base Runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the Runner is in contact with his base.
- E. When a Base Runner runs bases in reverse order other than when permitted to.  
EFFECT Sec. 5. B-E. It is a Dead Ball immediately, and the involved Base Runner is out.
- F. When a Base Runner who has been put out, continues to run the base thus simulating a live base Runner and thereby draws a throw to retire him a second time.
- G. When members of the Team at bat stand or collect at or around a base toward which a Base Runner is advancing, thereby confusing the Fielders in adding to the difficulty in making a play.
- H. When a Coach intentionally interferes with a live, batted ball or thrown ball.
- I. When a Coach runs in the direction of Home Plate or any other base, on or near a baseline, while the Fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in his direction.
- J. When a Base Runner is attempting to score and the next Batter or other Team members interfere with the attempted play.  
EFFECT Sec. 5. G-J. The infraction constitutes INTERFERENCE. All play stops; the ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT. **NOTE:** In "G," immediately above, Team members include the Batboy and all other persons who are on the Team's bench.
- K. When anyone other than another Runner physically assists him while the ball is in play.
- L. When, while the ball is in play, he is legally touched with the ball in the hands of a Fielder while not in contact with a base.
- M. When, on a force out, a Fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the Base Runner is forced to advance before the Base Runner can reach the base.
- N. When running toward any base, he runs more than 3 feet from a direct line between a base and the Base he is trying for to avoid being tagged with the ball in the hands of a Fielder.
- O. When a Base Runner PHYSICALLY PASSES a preceding Runner before that Runner has been put out.
- P. When a Base Runner fails to attempt to advance and goes into dead ball territory.
- Q. When he positions himself behind, and not in contact with, the base to get a running start.  
EFFECT Sec. 5. K-Q. In these situations, the ball remains live and in play, the involved Base Runner is out and other Base Runners are in jeopardy.
- R. When a Base Runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the Fielder legally holds the ball on that base.
- S. When a Base Runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a Fielder and legally held on the base left, or if a Fielder touches the Runner with the ball before the Runner returns to retouch his original base.  
EFFECT Sec. 5. R-S. These are appeal plays and the Defensive Team loses its right to make an appeal on any of these situations if the appeal is not made

known before the next Legal pitch, or Illegal Pitcher action, Intentional Walk, or before all Fielders have left fair territory.

1. Unless there are two outs, this status of a following Runner is not affected by a preceding Runner's violation or failure to comply.

2. If, on appeal, a preceding Runner is the THIRD OUT no following Runner shall be allowed to score.

3. If, the appealed out is the THIRD OUT, and is the result of a Force Out, neither the preceding nor following Runners shall score.

4. If the appealed out is the third out, and is the result of the Batter-runner not touching First Base, preceding Runners shall not score.

5. On any appealed play not a force out, all Runners in advance of Runner being appealed out, who touch Home Plate legally before actual physical completion of the THIRD APPEALED OUT in any inning shall be counted. Succeeding Runners cannot score.

T. When a Base Runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play, and the ball is held legally on the missed base or the Runner is legally touched with the ball while off the base.

U. When a Defensive Player clearly has the ball and is waiting for the Runner and the Runner deliberately and forcefully runs into the Defensive Player, the Runner is declared out.

EFFECT Sec. 5.U. The offender shall be ejected, the ball is dead and all other Runners must return to the last base touched at the time of the collision.

#### 6. BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:

A. When any live ball continues to be in play.

EFFECT Sec. 6. A.

1. The Umpire shall call "TIME" when Base Runners cease to try to advance, because the Fielders have the ball ahead of them and all immediate play is apparently completed.

2. Base Runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations, they are to remain until able to leave this base legally on the next pitched ball.

B. When, during a live ball play, following a batted ball, the ball is overthrown in either Fair or Foul territory and does not become a blocked ball.

C. When any legally caught fly ball is first touched by a Fielder.

D. When a live thrown ball strikes the person of an Umpire or Base Runner.

E. When a Fair batted ball, or a live thrown ball, accidentally strikes a Coach.

F. When another Base Runner physically passes a preceding Base Runner.

G. When a preceding Base Runner fails to touch a base as required.

EFFECT Sec. 6. B-G. In all these cases the ball remains live with all Runners continuing to be in jeopardy.

H. When a Fielder deliberately contacts or catches a batted or thrown ball with his cap, glove, or any part of his Uniform or Equipment, while it is detached from its proper place on the Fielder's person.

EFFECT Sec. 6. H.

1. On a Fair batted ball, or a ball over Foul ground in a situation that might become a Fair Ball, all Base Runners are entitled to advance 3 bases from the time of the Pitch.
  2. On a thrown ball all Base Runners are entitled to advance 2 bases.
  3. In each case, the Runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. **NOTE:** If, in the opinion of the Umpire, a Fair batted ball would have cleared the outfield fence if not interfered with, the Batter shall be awarded a Home Run.
7. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:
- A. When a Fair batted ball goes over the fence or into a stand without touching the ground, the Batter shall be entitled to a Home Run.  
EFFECT Sec. 7. A. A Fair Ball that clears the fence before touching anything other than a Fielder, and which is not caught, is a Home Run. This includes any ball hitting the top of the fence and going over the fence.
    1. When a batted ball, either Fair or Foul, is legally caught on the fly while the Fielder's feet are still within the established lines of the playing area, the Batter is out even though the Fielder's momentum may cause him to fall over the fence, into a dugout; or patron areas, or cross a line, or marking the out of play area, provided in the Umpire's judgment the catch was completed. The ball is declared dead and each and every Runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each Base Runner.
  - B. When a Fair batted ball bounds or rolls into a stand over, under, or through a fence or other boundary of the playing field, Base Runners are awarded two bases, from the time of the Pitch.  
EFFECT Sec. 7. B. This award is made whether or not the batted ball is first touched by a Fielder.
  - C. When a Fielder catches a ball with an illegal glove, the catch is nullified.  
EFFECT Sec. 7. C. The Umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the Offensive Team. The result of this shall be to revert to the previous Pitch, disallow the catch, and charge an error to the Fielder. The ball is dead, and the Batter and each Base Runner are advanced one base.
  - D. When forced to advance because of the Batter being awarded First Base.
  - E. When he is obstructed by a Fielder between the bases, or as he rounds a base, unless the Fielder is trying to field a batted ball, or had the ball in his possession ready to tag the Runner.  
EFFECT Sec. 7. E. The obstructed Runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The Umpire should also award the Runner all other advanced bases, he believes the Runner would have made, had no obstruction occurred, without waiting for an appeal from the Offensive Team. If the Runner continues beyond the base awarded by the obstruction, he then becomes in jeopardy. The Ball remains live with all other Runners in jeopardy, except any preceding Runners, forced by the award as penalty for obstruction, shall advance without liability to be put out to the base which they are awarded.

F. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.

EFFECT Sec. 7. F. In all cases, when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every Base Runner is awarded two bases from last base occupied, unless required to retouch.

1. When a FIRST throw is made by an Infielder trying for a first play, the award is made from the Batter's and a Base Runner's positions at the time of the Pitch.
2. When an Infielder makes any FIRST attempt at a play, and then makes a Second attempted play or throw, or on any throw from the Outfield, the award is made from the last base touched by a Runner at the time this Throw is released. **NOTE:** Should more than one Runner be between the same bases, the advanced Runner governs the award.

G. When an accident or incident occurs that prevents a Base Runner from proceeding to a base to which he is entitled, as on a Home Run or other awarded base, a Substitute Runner shall be permitted to take his place when a play is resumed so to complete the play.

EFFECT Sec. 7. A-G. In each and every instance, when a Batter or Runner is awarded one or more bases, each base must be touched in regular order when advancing; otherwise, the Team in the Field may make an appeal on the Runner at the missed base, which shall be allowed.

8. A BASE RUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT, IF:

- A. While the ball is in play, he fails to touch each base in legal order before attempting to make the next base. Either the Batter-runner at First Base, or any other Runner forced to advance because the Batter became a Base Runner is considered as a forced out, should an appeal be made.
- B. After reaching First Base, the Batter-runner's momentum causes him to overrun or over slide First Base; the Batter-runner makes an attempt to start toward Second Base before returning to retouch First Base.
- C. After dislodging in a base, the Runner attempts to continue to the next base.

EFFECT Sec. 8 C. To avoid being in jeopardy, the Runner must either remain with the dislodged base, or remain stationary at the base's proper location, that is, where the base was originally located. If the Base Runner makes a start toward the next advanced base, and then tries to return to the dislodged base, he is in jeopardy, and it is entirely within the Umpire's judgment whether or not the Runner should be safe or out.

9. BASE RUNNERS MAY, AND SHALL, RETURN TO BASES AT VARIOUS TIMES:

- A. Base Runners required to return, or attempting to return, when the ball is in play must touch each base in regular legal reverse order, which includes any intervening bases.

EFFECT Sec. 9. A. (**NOTE:** the below are APPEAL PLAYS.)

1. Base Runners are in jeopardy until they return to their bases, in order to comply with the several sections of these rules, when the ball is live.

2. No Base Runner may return to a preceding base after the ball has been declared dead if the Base Runner touches any succeeding base, or after a following Runner has scored.
  3. No Base Runner may return to retouch a missed base, after a following Runner has scored.
- B. Two Base Runners may not occupy the same base simultaneously.  
EFFECT Sec. 9. B. The first Runner touching a base shall be entitled to occupy it until he has touched the next base legally, or is forced to leave the base due to the Batter becoming a Base Runner. The following Runner may be put out by being tagged with the ball even though both Runners are in contact with the same base.
- C. A Base Runner shall not run bases in reverse order to confuse the Fielders, or to make a travesty of the Game.  
EFFECT Sec. 9. C. The Base Runner shall be declared out by the Umpire, and the ball is dead.
- D. A Base Runner returning to a base to retag a base on a fly ball caught and thrown by a Fielder to any base. If the ball is thrown by a Fielder into the restricted area, the Base Runner shall be awarded the base he must retouch, plus one base. Since the Base Runner is required to regain the base he first occupied, he is awarded that base and only one more.  
EFFECT Sec. 9. D. If the Base Runner is in contact with the base, he will be awarded two bases from the time of the throw. If he leaves the base too soon, he will be awarded the base he must retouch plus one base. It may now become an APPEAL PLAY and the Base Runner may be put out. The determining factor shall be whether the Base Runner had possession of the Base at the time of the throw.
- E. A Base Runner returning to a base on a ground ball or any time Runners not required to retouch the bases; Runners are awarded two bases from the last base occupied.
10. **BASE RUNNERS MUST RETURN TO THEIR BASES:**
- A. When any Foul Ball is not legally caught.
  - B. When any illegally batted ball occurs.
  - C. When a proper Batter is out on appeal for failing to bat in order.
  - D. When an Offensive Player is called out for interference.
  - E. When an Umpire or Base Runner is struck by a Fair batted ball, before it touches a Fielder, or passes any Fielder other than the Pitcher.
  - F. When time out is called by the Umpire.  
EFFECT Sec 10. A-F.
    1. The ball is immediately dead.
    2. Base Runners may be forced to advance, if the Batter is credited with a hit as per "E" above thus awarded First Base, thereby forcing other Runners to advance.
    3. Base Runners need not touch intervening bases, when required to return.
    4. Base Runners must be allowed sufficient time to return, when required.
11. **BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT:**  
Base Runners must keep in contact with their base and may leave it ONLY when a pitched ball has reached or passed Home Plate, is batted, or hits the ground.

EFFECT Sec. 11.

1. Each pitch not hit becomes dead and Base Runners must immediately return to their base, as the Catcher is returning the ball to the Pitcher at his position.
2. After a Runner has returned to his base, he cannot leave it again, during a Pitched ball situation until the Pitched ball again reaches Home Plate, is batted, or touches the ground.

12. BASE RUNNERS ARE NOT OUT

- A. When a Batter-runner overruns or over slides First Base and immediately returns to that base.
- B. When a Base Runner is required to return to a base and is not given sufficient time to return.
- C. When a Base Runner is touched with the ball not securely held by a Fielder.
- D. When a Defensive Team does not attempt an appeal play until after a next pitch is made
- E. When a Base Runner holds his base until a Fly ball is touched, and then attempts to advance.
- F. When a Base Runner runs outside a baseline, and behind a Fielder attempting to field a batted ball.
- G. When a Base Runner runs outside the baseline, other than to avoid a Fielder attempting to tag him with the ball.
- H. When a Base Runner is hit by a batted ball that has passed or touched a Fielder.
- I. When a Base Runner makes contact with a Fielder, not entitled to field the ball, when more than one Fielder is attempting to field a batted ball.
- J. When a Base Runner sliding into a base dislodges it from its proper position.

EFFECT Sec. 12. J. If a Runner sliding into a base is adjudged to be safe by the Umpire before dislodging the base, he remains safe by either staying at the position the base is supposed to occupy, or by remaining in contact with the base. The Runner puts himself in jeopardy when he attempts to advance to the next base. If he then tries to return to the misplaced base, it is entirely within the Umpire's jurisdiction to declare the Runner safe, or out, if he is tagged with the ball.

- K. Following Runners are not required to touch a base, if the base is several feet removed from its proper location.

EFFECT Sec. 12. K. Following Runners may either touch the dislodged base, or touch the original position of the base as if the base were in its proper location.

- L. When, while in contact with the base, the Base Runner is hit with a Fair batted ball unless the Umpire rules that the ball was intentionally interfered with, or a Fielder interfered with, while attempting to field a batted ball.

EFFECT Sec. 12 .L. The ball remains live with all Runners continuing to be in jeopardy.

## **Rule 9: Ball in Play and Ball Dead**

1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:



- A. At the start of the Game when the Pitcher has the ball while standing at the initial Pitcher position on the Pitcher's Plate, the Batter in the Batter's Box, the Catcher in Catcher's Box and the Umpire signals "play."
  - B. In each instance thereafter when the ball becomes dead and the above procedure is repeated.
2. THE BALL IS LIVE AND IN PLAY:
- A. When the Pitcher has the ball in his possession at the Pitcher's Plate.
  - B. When the Pitcher delivers the Pitch toward Home Plate.
  - C. When the Batter hits the pitched ball legally.
  - D. As long as there is a play resulting from a legally batted ball.
  - E. When a live ball strikes a photographer, groundskeeper, policeman, or others when they are assigned to the field as part of the Game.
  - F. When a fly ball is legally caught (unless it is the second Foul caught after one strike.)
  - G. At all times during the enforcement of the Infield Fly Rule.
  - H. When any thrown ball goes into Foul territory and is not blocked.
  - I. When a fair-batted or thrown-live ball accidentally strikes the Coach.
  - J. When a thrown ball strikes an Umpire or Offensive Player.
  - K. When a fair-batted ball strikes an Umpire or Base Runner after touching a Fielder, or after passing any Fielder including the Pitcher/Infielder.
  - L. When a Fair Ball strikes the Umpire or Offensive Player on Foul Ground.
  - M. When Base Runners have reached the base to which they are entitled because the Fielder illegally touched or fielded a batted or thrown ball.
  - N. When obstruction is called, but the Runner obstructed cannot be put out until he reaches the base to which he is entitled, because of the obstruction.
  - O. When a Base Runner must return to a base in reverse order while the ball is live and in play.
  - P. When a Base Runner is called out for passing a preceding Runner.
  - Q. When a Base Runner acquires the right to a base by legally touching it before being put out.
  - R. When a base is dislodged while Base Runners are progressing around the bases.
  - S. When a Base Runner is called out for being out of the baselines.
  - T. When a Base Runner is forced or tagged out.
  - U. When an Appeal Play is involved or enforced.
    - EFFECT Sec. 2. U. This applies during an Appeal Play situation, which is attempted before the Umpire has called "TIME." However, after a DEAD BALL interval, Base Runners may not advance during the execution of an Appeal Play, made immediately after the ball is again put in play.
  - V. Whenever the ball is not DEAD, as provided in Section 3 of this Rule.
3. THE BALL IS DEAD AND NOT IN PLAY:
- A. When No Pitch is declared.
  - B. When an illegal Pitcher's action is declared.
  - C. When a Base Runner is called out for leaving a base too soon on a pitched ball.
  - D. After each pitched ball and strike not batted.
  - E. When a pitched ball touches any part of a batter's person.
  - F. When a Batter bats illegally, or hits the ball with an illegal or altered bat.
  - G. When a Batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
  - H. When the Batter is hit by his own-batted ball, either fair or foul.
  - I. When a Foul Ball is not caught on fly.



- J. When a Batter steps completely across the Plate, with the Pitcher on the Pitcher's Plate.
- K. Intentionally dropped fair fly ball or line drive, by an Infielder. (See 7-2H)
- L. When the Batter hits a second Foul after one strike. (See 7-2D)  
EFFECT Sec. 9. A-L. The Ball is immediately dead, and no Runner may advance a base.
- M. When an Offensive Team member causes interference.
- N. When the Base Runner deliberately crashes into a Defensive Player who is waiting to make a tag.
- O. When a Base Runner is off a base and is hit with a fair-batted ball, before the ball is touched by or passes through the Infielders.
- P. When a blocked ball occurs.
- Q. When the ball gets outside the established limits of the Playing Field.
- R. When a Coach intentionally interferes with a batted or live-thrown ball.
- S. When a ball is caught with an illegal glove in any manner.
- T. When a spectator or other person not in the Game causes interference.
- U. When a batted ball hits an Umpire before the ball is touched by, or passes through the Infielder, the Batter is awarded First Base. No Base Runners may advance except to make room for the Batter-runner.
- V. When "TIME" is called for any reason by the Umpire.
- W. When there is obstruction on the batter, which is enforced.  
EFFECT Sec. 3. M-W. The Ball is immediately dead; however, the Runners are permitted to retain any bases they may have advanced to, or any bases they may be awarded at the time of, or because of, the interference.

## Rule 10: Umpires

1. **POWERS AND DUTIES:** Umpires are the representatives of the Organization or League for which they have been engaged or assigned to for a particular Game. As such, they are AUTHORIZED AND REQUIRED to enforce every section and all parts of these Rules.  
EFFECT Sec. 1. Umpires have the power and should use it with discretion to order a Manager, Coach, Captain, or player to do or to omit to do any act which, in their judgment, is necessary to give force and effect to one and all of these Rules and to assess penalties as prescribed within the Rule Book.
2. **GENERAL INFORMATION AND REGULATIONS FOR UMPIRES:**
  - A. The Umpire should not be connected in any way with either Team.
  - B. The Umpire should be sure of date, time, and location of the Game.
  - C. The Umpire should arrive at the field 20 minutes before the Game time, dressed in uniform, and be prepared to work.
  - D. The Umpires should introduce themselves to the Official Scorer and Managers.
  - F. The Umpires should instruct the Scorer to obtain the official lineups.
  - G. The Umpires should inspect the playing field and equipment, and supplement the Rule Book, with written Game and ground rules, indicating all out of play areas or other exceptions to the Rule Book to both Managers.

- H. The Umpires working behind the Catcher, judging balls and strikes shall be designated Umpire-In-Chief, with the Umpires judging initial base decisions designated as the Base Umpire.
  - H. Neither Umpire has the authority to set aside decisions made by the other Umpire within the limits or scope of his respective duties as outlined in these Rules.
  - I. Under no circumstances shall either Umpire seek to revise a decision made by his associate, nor shall either Umpire criticize or interfere with the duties of his associate, unless asked by him to do so.
  - J. An Umpire may consult with his associate at any time he desires to do so or when requested to do so by a Manager. However, the final decision shall rest with the Umpire whose exclusive authority it was to make the decision, and who requested the opinion of the other Umpires.
  - K. If different decisions should be made on one play by different Umpires, the Umpire-In-Chief shall call all Umpires into consultation, with no other person present. After consultation, the Umpire-in Chief shall determine which decision shall prevail, based on which Umpire was in the best position and which decision was most likely to be correct. Play shall then proceed as if only one decision had been made.
  - L. The Umpires shall declare the batter or Base Runner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of Rules.
- EFFECT Sec. 2. N. Unless appealed to, an Umpire does not call a player out for having left a base too soon on a Fly ball caught, failing to touch the base as required, batting out of order; or making an attempted start to go to Second Base, or after the Batter-runner has crossed First Base, as provided in these Rules. No appeal will be considered or allowed after a next Pitch is made to a Batter, or during a suspension of PLAY, when "TIME" is in effect.
- M. Umpires must make any necessary, pertinent and proper report in writing after a Game when requested, and where a verbal report is not considered sufficient.
  - N. The duties of an Umpire do not include the filing of a Protest for either Team, although the Umpire is required to defend any decision protested, when requested.

**3. EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:**

- A. Call illegal Pitcher's actions or unfairly delivered pitches.
- B. Call a Base Runner out for leaving a base too soon.
- C. Remove a Manager, Coach, Player, or Team follower for violating these Rules.
- D. Call "TIME" when played should be suspended.
- E. Ordering Field Lights turned on.

**4. SPECIFIC DUTIES OF THE UMPIRE-IN-CHIEF:**

- A. He shall have full responsibility for the proper conduct of the Game.
- B. He shall take his initial position behind the Catcher's position.
- C. He shall call each pitch not hit, a ball or strike.
- D. He shall by agreement with, and in cooperation with, the Base Umpire: call plays, batted balls fair or foul, illegally batted balls and legal or illegally caught balls.

EFFECT Sec. 4. D. On plays which necessitate the Base Umpire leaving the Infield, the Plate Umpire shall move out and assume the duties of the Base Umpire that are

normally required such as Runners tagging the Bases, obstructions, interferences, etc.

E. He shall determine and declare whether:

1. A Batter bats illegally.
2. A Batter bunts or chops the pitched ball downward.
3. A fly ball is an Infield or Outfield Fly.
4. A batted ball touches the person of the Batter.
5. A Batter strikes at the pitch.

F. He shall render base decisions in the following instances:

1. On plays on the Base Runner at Home Plate.
2. On an appeal, decide whether a Base Runner leaves Third Base too soon on a caught fly ball.
3. If there is more than one Runner on base, take the plays and make the decision on the Runner nearest the Home Plate, during plays on Runners.
4. With only two Umpires working, and there is a batted ball, go to Third Base for any subsequent decision at that base, after initial decision in the inning.

EFFECT Sec. 4. F. Plays at the Home Plate are always to receive first considerations; however, while the Base Umpire normally makes the FIRST DECISION at First, Second, or Third if the FIRST DECISION or PLAY is made to either First or Second Base, the Plate Umpire should position himself to make all subsequent decisions at Third Base.

G. When a TIME LIMIT has been set prior to the Game starting time, announce this fact before the Game is started, and state the time set to end the Game. The Scorekeeper keeps this time, and total playing time of Games.

H. Check with the Official Scorer, advising that Official to have Managers advise the Scorer about the Official Batting Order and any subsequent substitutions made.

I. Should a dispute arise during, or immediately following, the Game assist the Scorer to arrive at a correct decision and the score.

J. He alone shall have the authority to declare a Game forfeited.

**5. SPECIFIC DUTIES OF THE BASE UMPIRES:**

A. He shall take such positions on the playing field which will give him the best angles and positions for using his judgment in rendering base decisions. This will be in agreement with and cooperation of the Umpire-In-Chief. Whenever there are any Runners on base, he must position himself inside the diamond.

B. When a ball is batted, he normally should render all FIRST decision to be made at any base, and then position himself to make all decisions at First and Second Base, as well as Third Base, should situations dictate the Plate Umpire remain or return to Home Plate.

C. He shall assist and cooperate with the Plate Umpire at all times in every way to assure that all plays receive a proper and correct decision, and that the playing field is fully observed during the playing of the Game.

D. He may and should be required to go into the outfield to call certain Outfield decisions, when the Plate Umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, Fly ball hitting or clearing a fence, a Legal catch when a Fielder runs or falls into a fence or obstruction and drops the ball because of such collision, and other plays, especially when light conditions are not the best.

**6. RESPONSIBILITIES OF AN UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF**

extends to all parts of the field, his duties and jurisdiction encompasses all those duties normally covered when more than one Umpire is assigned. While normally stationing himself behind the Catcher to call Balls and Strikes, and moving out on batted balls, he may and shall take any position on the Field, which will in his judgment enable him to best discharge his various miscellaneous duties.

**7. UMPIRES CANNOT BE CHANGED DURING THE PLAYING OF A GAME** unless they become incapacitated due to any injury or illness.

**8. UMPIRE'S JUDGMENT DECISIONS MAY NOT BE APPEALED** on grounds that he was not correct:

A. On a decision involving a Ball or Strike.

B. That a batted ball was fair or foul.

C. That Base Runner was safe or out.

D. When a Game is called for darkness, rain, panic, or other logical reasons.

EFFECT Sec. 8. A-D. No decision shall be reversed by the Umpire, involving his judgment, except if he is convinced he was in error. This could come from consulting another Umpire working with him, as a result of his own requested conference.

**9. UMPIRES SHALL ENFORCE ALL THESE RULES:**

A. All rules governing the playing of the Game are to be followed to the letter with no deviations from the Rule permitted.

EFFECT Sec. 9. A. After a warning by an Umpire, the Umpire should remove the offender from the Game, if the Offense is repeated. For Major Offense, remove offender at once.

B. Each Umpire has AUTHORITY to rule on any point or situation, not specifically covered in these Rules.

EFFECT Sec. 9. B. Umpires should not necessarily penalize an entire Team because of the actions of one or more individuals. The violators are to be removed from the Game.

C. Umpires may refuse to impose a penalty for a violation when the impositions of such a penalty would benefit the Offending Team.

EFFECT Sec. 9. C. As an example, a Catcher's obstruction with the Batter would result in a Delay call.

D. Umpires should work together and cooperate in every effort to assure correct decisions and fair rulings.

EFFECT Sec. 9. D. This applies in all situations, such as sharply hit balls down the Foul Lines, tag plays on the Batter-runner, batted ball hitting Base Runner, Runner leaving any base too soon, or trap type catches; darkness or other weather conditions, players stalling or hastening the Game, or the Pitcher and Batter continuing to try to annoy the other excessively. Other times include Plate Umpire watching the Runner at First Base or other base, when more than one Runner is on base for leaving too soon, or the Plate Umpire following a batted ball down the Right Field Line, while observing the Runners at First Base, when the base Umpire is in his proper position out near Second Base, when the ball was batted. Base Umpire should adjust to cover Third Base, as well as Second Base, when the Plate Umpire is delayed in getting to the best position. On other cooperation positions, the Base Umpire should be

prepared to cover Home Plate, if and when the Plate Umpire gets trapped at Third Base while properly covering a play.

**10. UMPIRE'S SIGNALS AND TERMS TO BE USED:**

- A. To indicate the PLAY shall begin or resumed, the Umpire shall call "PLAY" and simultaneously make a beckoning motion for the Pitcher to deliver the Pitch.
- B. To indicate that the Pitcher should hold the Pitch, AND NOT DELIVER because the Batter is not ready, he is to extend the ARM directly toward the Pitcher when an OPEN PALM signaling the Pitcher to stop.
- C. To indicate that the PITCH was a STRIKE, the Umpire shall raise his RIGHT ARM upward above the shoulder, indicating the number of the STRIKE with spread fingers while at the same instant calling "STRIKE" (and the number) in a clear and decisive voice.
- D. To indicate BALL, no arm signal is used. However, the Umpire shall call "BALL" (and the number) in a clear and decisive voice.
- E. On an INTENTIONAL WALK of the Batter by the Pitcher, the Umpire merely makes such announcement to the Batter and Official Scorekeeper.
- F. To indicate the TOTAL COUNT on the Batter, the Umpire always announces the number of BALLS first and then the number of STRIKES. Also signal the count with the hands, showing the number of BALLS on the left hand, and the number of STRIKES on the right hand.
- G. To indicate a FOUL BALL the Umpire should extend his ARMS horizontally away from the diamond, according to the direction of the ball, while VERBALLY declaring "FOUL" in a vociferous manner.
- H. To indicate a FOUL TIP the Umpire should put both hands upward while flicking the finger of one hand with the fingers of the other hand and clearly STATING "FOUL TIP."
- I. To indicate FAIR BALL, the Umpire shall gesticulate toward the center of the diamond or Pitcher's plate. This is for the guidance of his fellow Umpire and the Player's information.
- J. To indicate the Batter or Base Runner is OUT, the Umpire shall raise his RIGHT HAND upward clearly above the shoulder, with the fingers "closed" and DECLARE the batter "OUT."
- K. To indicate that a Base Runner is SAFE (or not out) the Umpire shall extend BOTH ARMS diagonally in front of his body with the PALMS OPEN, AND TOWARD THE GROUND. A CALL OF "SAFE" is also given simultaneously with the signal.
- L. To indicate SUSPENSION of play, the UMPIRE shall call "TIME" and at the same time extend BOTH HANDS skyward clearly above his head. The other Umpires shall immediately acknowledge the Suspension of play by similar signs and actions.
- M. A DELAYED DEAD BALL will be indicated by the Umpire extending his left arm horizontally.
- N. ATRAPPED BALL shall be indicated by the Umpire extending both arms diagonally in front of his body with palms open, and toward the ground. Do not make a verbal call.

**11. SUSPENSIONS OF PLAY:**

- A. The Umpire may Suspend Play when in his judgment, at any situation or condition justifies such action.
- B. WHEN IN THE OPINION OF THE UMPIRE ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, HE SHALL CALL "TIME."

EFFECT Sec. 11. B. It is not necessary to return the ball to the Pitcher, after a batted ball, to stop the Base Runners from advancing. When the Base Runners have ceased trying to move forward, or trying for the next advanced base, because the Fielders have the live ball ahead of or in such a position, so that the Runners have stopped their advance. the Umpire shall call "TIME": especially when working the Game as a SINGLE UMPIRE. In this case the Base Runner, even though he is off his base, must then return to stay on the base which he has last touched, and must remain on his base until he can legally leave the base.

- C. Play shall be suspended whenever the Umpire leaves his proper position to brush the Plate, or to perform other duties not directly connected with the calling of decisions.
- D. The Umpire shall suspend play whenever a Batter or Pitcher steps out of position for a legitimate reason; the Umpire should not permit either to continually repeat this action.
- E. The Umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started his delivery motions.
- F. In case of injury or some incident, unforeseen before a Batter hits a FAIR BALL, "TIME" shall not be called with the ball in play until all plays in progress have been completed, or the Base Runners have stopped at their bases.
- G. Umpires shall not suspend play for any reason, during live ball actions, at the request of Players, Coaches, or Managers until all probable actions have been completed.

**12. THE GREATEST UMPIRES KNOW THE RULES, HUSTLE WHILE COVERING EACH PLAY, AND ARE ABLE TO HANDLE DIFFICULT SITUATIONS WITH EASE AND DIPLOMACY.**

### **Rule 11: Conduct**

The team manager shall conduct all grievances.

Any unusual tactics, profanity, derogatory remarks, or physical altercations by a player, team, or manager or any violation of all rules within this rule book will be addressed using the following rules of conduct:

#### TEAM CONDUCT

- If 2 or more players from the same team engage in a physical altercation with the opposing team or amongst themselves, the entire team will be ejected for the night and the subsequent Team Conduct rules will apply.
- Unsportsmanlike Conduct and all other offenses as a team will fall under the following guidelines
  - A) 1<sup>st</sup> Offense Warning: a warning will be issued to the team manager for use of foul language and unsportsmanlike conduct of the team as described in Rule 5, Section 9 or all other matters in which the Chief Umpire determines as a violation of the Raymore Parks & Recreation Sportsmanship Policy.
  - B) 2<sup>nd</sup> Offense Forfeit: the team will forfeit the current games for the evening REGARDLESS of the outcome of game 1 of the double-header if the incident occurred during game #2 of the double-header.



- C) Team Ejection / Suspension: The Chief Umpire / field Umpire has the authorization to eject any player or team who chooses not to abide by the rules set by the league. If at any time a team is ejected for unsportsmanlike conduct or any violation of league rules or the RPR Sportsmanship Policy, that team will forfeit the games for that evening and be immediately under a probationary term for the remainder of their season.
- a. Any team who violates the probationary period will automatically forfeit their season without refund
  - b. If the season is over half the games (6 games – not including the tournament), that team will be suspended for following season as determined by the Parks & Recreation Department.

## PLAYER CONDUCT

- If 2 players engage in a physical altercation, both parties will be ejected for the night and the subsequent Player Conduct rules will apply.
- Unsportsmanlike Conduct and all other offenses will fall under the following guidelines
  - A) 1<sup>st</sup> Offense Warning: a warning will be issued to the team manager or directly to the individual player for use of foul language and unsportsmanlike conduct as described in Rule 5, Section 9 or all other matters in which the Chief Umpire determines as a violation of the Raymore Parks & Recreation Sportsmanship Policy.
  - B) 2<sup>nd</sup> Offense Forfeit: the player will cause his team to forfeit the current games for the evening REGARDLESS of the outcome of game 1 of the double-header if the incident occurred during game #2 of the double-header.
  - C) Player Ejection / Suspension: The Chief Umpire / field Umpire has the authorization to eject any player who chooses not to abide by the rules set by the league. If at any time a player is ejected for unsportsmanlike conduct or any violation of league rules or the RPR Sportsmanship Policy, that player be suspended from player for the remainder of the season.
    - c. If the season is over half the games (6 games – not including the tournament), that player will be suspended for following season as determined by the Parks & Recreation Department.
- The Recreation Sub-Committee of the Raymore Parks & Recreation Board in cooperation with the Raymore Parks & Recreation Staff will make final determination of all Season Suspensions based on staff incident reports, police reports, and policies set forth by the city.
- Any player who is officially charged with battery or abuse as a result from an incident while playing in a RPR adult league will automatically be banned until further notice from any RPR league/program.
- Any player who physically abuses an official will be banned from further competition in any Raymore Parks & Recreation Adult Sports Leagues.
- Team managers and/or coaches are responsible for informing all of their players of all rules and information regarding the league.



## ALCOHOL

- A) There is no alcohol allowed at any Raymore Parks & Recreation Park.
- B) If a player is drinking alcohol, the player will be ejected from the game as well as the following game and the team will forfeit the games for that evening.