

PROSPECT PARK BASEBALL ASSOCIATION BASEBALL & GIRLS' SOFTBALL RULES



The following rules apply to all organizations playing **hardball** under the auspices of the Prospect Park Baseball Association in the divisions to 9-17 year olds and **softball** for girls ages 8-17. The rules that apply to baseball played by Pee Wees and Ponys (4-8 year olds) are published separately.

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SECTION A: LEAGUE ORGANIZATION AND POLICIES

1. **Goals:** The games of teams played under these rules in the PPBA are for both instruction and fun. All emphasis is on developing teamwork, playing their best, and developing and demonstrating the principles of good sportsmanship. We are here to play the games without emphasizing the outcomes. We do not accept abusiveness toward opponents or umpires.

2. **Rules; Official Rules of Baseball Govern except as noted; Coaches cannot Modify Rules:**

a. These rules apply to all organizations playing hardball under the auspices of the Prospect Park Baseball Association in the divisions applicable to 9-17 year old boys and girls playing hardball (Cubs, Bantam, Super Bantam, Grasshopper & Freshmen Divisions) and girls' ages 8-17 playing Softball (Mustangs, Broncos, Colts & High School). These rules do not apply to baseball played by 4-8 year olds (Pee Wee & Pony Divisions). These rules are intended to guide the coaches and teams, to teach the players the fundamentals of the game and avoid disputes. The general rules of baseball as printed in Major Leagues Baseballs' "Official Baseball Rules" and as accepted by the Official Playing Rules Committee of professional baseball apply to all games including softball games, except as modified by these rules and as noted in Appendix 4. These rules cannot be modified by the coaches at any time.

b. Everyone must abide by all federal, state and local rules, policies and laws that apply to games played by this organization.

3. **Parents and Spectator Support of Umpires and Coaches:** Parents and spectators are expected to give positive support to the umpire, many of whom are older teenagers and former PPBA players, and volunteer coaches who are doing the best they can for the children of the community. We also expect the support of our **Code of Conduct** which is located in these rules as Section E.

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4. Heckling, Distracting and Destructive Comments Prohibited:

a. **Positive Rooting Only:** Players, coaches, and spectators shall root FOR their team, NOT against the other team. Prohibited are verbal actions that confuse or distract any player, such as trash talk, negative chanting, coaches or spectators yelling "I got it" when a fly ball is hit, or distracting sounds or actions of players, coaches or spectators of an opposing team during a pitcher's motion. It shall be the responsibility of the head coach to control his/her spectators.

i. At the request of any head coach to the umpire or the umpire on his own, the umpire shall instruct such behavior to cease immediately. During that game, the umpire shall

(A) warn the offender(s) for the first such offense;

(B) eject the offender(s) for the second such offense; and

(C) end the game for the third such offense by any player on that team.

ii. The PPBA shall determine whether to grant a win to the non-offending team. If at any time the offending action was during a play, the umpire is also empowered to allow the interference rule to be applied. In addition, it shall be assumed that the play (other than a double or triple play) in the judgment of the umpire would have been made.

b. **Physical and Verbal Threats Prohibited:** Any official, coach, parent, player, spectator or other participant who: (1) engages in verbal or physical threats or abuse aimed at any official, coach, parent, player, spectator or other participant; or (2) initiates physical contact with any official, coach, parent, player, spectator or other participant during, at, immediately before or following, or otherwise in connection with a PPBA game or event shall be subject to being banned from any future PPBA game or event including coaching for or playing on any team participating in PPBA games or events. Such ban, in the sole discretion of the PPBA Board, may be temporary or permanent and subject to such other and additional conditions as may be imposed by the PPBA Board, including but not limited to, banning family members of the offending person from PPBA games and events.

c. **Temporary Ban Pending Final Action:** The PPBA shall have the right to review any conduct that violates this section 4 and assess any penalty it deems appropriate. The President or Vice President of the PPBA or any individual or group of individuals duly appointed by the President of the PPBA may temporarily ban any official, coach, parent, player, spectator or other participant accused of engaging in the above prohibited conduct from all PPBA games and events including coaching for or playing on any team participating in PPBA games or events. Such ban shall remain in effect until the next meeting of the PPBA Board.

d. **City Laws Apply:** The Administrative Code of New York City Sections 4-209 and 18-150 (regarding AED availability and Training), and Title 10, Chapter 1, and the PPBA Code of Conduct (Section E) apply to all participants and teams.

5. Roles and Rules Regarding Coaches; Game Attendance & Reporting

a. **Coaches' Role:** The coaches' roles are to teach, manage, and insure the safety of all players. Coaches are expected to keep their fans and parents in check. If a fan disrupts or prohibits play of the game the umpire may stop the game until the fan stops or suspend the game due to the behavior of the fan or fans. Excessive coaching is not allowed during the game. While players may be reminded of proper technique, this should not cause the game to be delayed. No coach should ever knowingly play an unauthorized overage player or put a player on either team in a dangerous situation. If required by the PPBA, coaches shall communicate wins and losses via email or phone to a designated email address or phone number within 24 hours of the completion of each game. All teams should have a bench coach to keep the line-up in order, to keep score, to know the official game-end time, and to

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have players ready to bat. Coaches are expected to have the line-up handy so games may be played expeditiously and to maintain the scorebook throughout the season.

b. Head Coach; Maximum Number of Coaches and Adults: Prior to each game, one coach from each team shall be designed as the head coach for each game. The head coach shall be the final decision-maker for his/her team. No more than four persons (who must be coaches) are permitted on the field and on the bench at any time during the game. That coach is the only one permitted to interact with the umpire from that team immediately before, during, or immediately after that coach's game.

c. Coaches on the Field: No person other than a player is permitted in fair territory except while the umpire has called a time out. Two coaches are permitted on the field (in foul territory) during a team's offensive half of an inning (in the first base coaches box and the third base coaches box) and one coach is permitted on the field (in foul territory) during his/her team's defensive half of the inning, provided that this coach is not interfering with the line of sight of the offensive coaches or confusing a baserunner.

d. Physically Assisting Runners on the field: No coach is shall physically assist a runner during playing action. The ball is dead at the end of playing action. The involved batter-runner is out and any additional outs made on the play stand. Runners not put out return to bases occupied at the time of the infraction.

e. Game Attendance: Coaches should use their best efforts to assure that their teams attend each game ready to play. Should a head coach learn that he/she will not have enough players, that coach should inform the opposing head coach at least 36 hours prior to the scheduled game time and that coach and his/her players should nonetheless come to the game so that a scrimmage game can be held as it is to assumed that the opposing team will be there ready to play. That coach should also inform his/her organization representative to alert the head umpire to the situation. For regular season games in divisions where seeding in the Tournament is based on a random draw, there is no such thing as a forfeit. However, a team that does not follow the requirements of this section three times during the regular season will be disqualified from participating in its division's Tournament for that season.

f. Concussion and Abuse Prevention Policies and Protocols: Every team shall comply with the PPBA Concussion Policy and Protocol and Abuse Prevention Policy and Protocol.

6. Role of Umpires; Challenging Calls & Protests; Late or No Umpire

a. Role of Umpire: The role of the umpire is to officiate the running of the game and resolve any and all questions regarding the rules. The umpire is the final and only arbiter of making umpiring calls. An umpire provided by the league must confer jointly with both coaches prior to each game to review game rules questions, the ground rules, and to announce the official start time and time when no new inning may be started.

b. Calling Time out: Once put into play, the ball is in play until the umpire calls time out. No one but the umpire can call time out.

c. Challenging Calls & Protests: Only the head coach may interact with the umpires immediately before, during or immediately after each game. Umpire's judgment calls cannot be questioned, only rule interpretations. If a rule specific to PPBA play, the objecting coach must have a copy of the rule to show the umpire. If a coach disagrees with the interpretation of the rule he or she may

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file a protest according to the rules set forth in **section C7** of these rules. If a coach fails to accept the umpire's decision and continues to argue a call or interpretation, whether it be on or off the field, the umpire is empowered to: (A) eject the coach from the game; (B) suspend the game until the coach complies with the ejection; (C) declare the game to be over within three minutes of the umpire's decision if the ejected coach does not comply with the ejection (the PPBA shall determine whether a forfeit shall be declared); and (D) request that the coach be suspended from future games.

Only the head coach (as identified to the umpire at the beginning of the game) is allowed to approach the umpire to question a rule. If an assistant coach approaches the umpire he/she is subject to be ejected if he/she does not immediately return to the dugout. The opposing coach also may not approach the umpire. If a ruling is contemplated against the opposing coach the umpire shall inform that coach. The purpose of the rule is to avoid having multiple adults confront the umpire.

d. Late or No Umpire: In the event the umpire is late or fails to appear, both head coaches will designate the game's umpire(s) from adults and the game shall be played in all other respects as if the umpire had worked the game. The preferred procedure is for each team to supply an umpire, where one calls balls and strikes and the other calls plays at the bases, and for the umpires to switch roles after every full inning. In no event shall the umpire calling balls and strikes be related to the pitcher or catcher. If two umpires are required to officiate a game (e.g. Super Bantam, Grasshopper, Freshmen and Colts divisions) and one does not appear, the other umpire shall officiate the game alone and the game shall be an official game. Tournament games must be umpired by PPBA umpires only.

7. Divisions and Age Cutoffs Defined; Playing Up; Playing on More than One team; Super Subs; Playing Down & Challenging Over Age Players

a. Divisions and Age Cutoffs Defined: A player must be no more than the age set forth in the following chart on December 31 of the prior year in order to be eligible to play in that division:

Division		Max Age on 12/31 of Prior Year	Division		Max Age on 12/31 of Prior Year
BASEBALL			SOFTBALL		
Cubs	10	Mustangs	10		
Bantam	12	Broncos	12		
Super Bantam	13	Colts	16		
Grasshopper	15	High School	17		
Freshmen	17 *				

Divisions may be subdivided into tiers (such as North, East, West and South) depending on the number of teams in that division. Unless otherwise decided by the PPBA, teams in each tier will play only amongst themselves and a champion of each tier will be determined at the end of the season. A list of tiers will be found in each division's schedule. Placement of teams in divisions and tiers shall be at the discretion of each member organization. Any time during the regular season and when creating the tournament schedule, the PPBA board has the right, at its discretion, to change the allocation of teams to division tiers and to reallocate teams to new tiers for the tournament, to achieve, in its opinion, more balanced competition.

b. Playing Up: There is no restriction on players playing on older division teams. However, such a decision must be the result of consent by the parents given to the relevant organization,

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which shall be assumed by the PPBA. Should the PPBA determine at any time during the season that such a player's safety is in jeopardy, the PPBA may, at its discretion, require the player to be transferred to an age appropriate team of that organization.

c. Playing on More than One Team; Super Subs:

i. Playing on Multiple PPBA teams (MT): No player is allowed to play on more than one team in the PPBA even though the teams may be in different divisions and the player may be registered in different participating organizations, except if prior written approval is given by the PPBA or the player is a Super Sub (as defined in the next subsection). If playing for more than one team is approved by the PPBA, the following shall apply:

A. the player cannot play on two teams that would play each other in either the same tier or division (if that division is not subdivided into tiers);

B. the player wears each different teams' jersey and hat; and

C. both teams and the PPBA shall be notified in writing immediately after the approval is given that the player is on both teams and which team will get preference if there is a conflict in their schedules.

ii. Super Subs (SS): In addition to the regular roster players, each team shall be permitted to add up to two (2) designated younger division players to the team roster for the regular season and tournament games. These additional players are to be known as "Super Subs." Such players must be registered in the organization for which they are playing during that season as a Super Sub. The name, date of birth, and age of Super Sub players must be listed on the roster of the older division team with the notation ("SS") which indicates that they are Super Sub players. No Super Sub player may be listed on more than one (1) older division team. The Super Sub player may play with the older division team in any regular season game without restriction to which defensive position that player may play but must bat at the bottom of the batting order. For tournament games, a Super Sub shall never be permitted to play the position of pitcher, catcher, shortstop or first base and must bat at the bottom of the batting order. A Super Sub may be counted to avoid a forfeit due to the lack of minimum players for a regular season or Tournament game. The Super Sub must wear either the hat and jersey of his/her younger team or a jersey of the older division team being playing up on.

d. Playing Down (PD); Grandfathered Players; Challenging Over-Age Players:

i. Playing in a younger division (over-age players) is prohibited unless

A. the player has a disability or medical condition warranting special consideration, in which case the player must be placed at the bottom of the batting order and shall not play pitcher, catcher, 1st base or shortstop, or

B. the player is specifically grandfathered onto his/her team in 2024, in which case the player shall be entitled to play any position and bat anywhere in the batting order. Once a grandfathered player leaves his/her team or the number of teammates from the player's 2023 team (including player) becomes less than 50% on that team's opening day roster, that player permanently loses grandfather status.

ii. In both cases, each such player must be specifically authorized in writing to play by the PPBA. The procedure for challenging an over-age player is set forth in **Section C7** of these rules.

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- iii. Violation of this rule shall result in
 - A. ejection of the player if a regular season game (and forfeit of the game for that team in a division that uses standings for tournament seeding) and
 - B. Forfeit of the game in a tournament.
- iv. if, in the future, teams decide to combine and they each have grandfathered-in players, the PPBA will review the situation on a case-by-case basis to determine whether, and under what conditions, to allow all the grandfathered-in players to join on the same team.

e. Rosters Must Indicate Approvals Under this Section: On all rosters submitted to the PPBA, players who have obtained an approval under this **section 7** must be indicated by "MT" for multiple teams, "SS" for Super Subs, "PD" for playing down, and "GF" for players who are overage but grandfathered onto their team. All players must be registered in one of the PPBA member organizations in order to play in the current season.

8. Safety, Uniform & Health Rules

a. Required Safety Equipment:

i. Batting Helmets: All players must wear a batting helmet while at bat, as a base runner, if coaching at a base, and while on deck. Replacement of helmet for a base runner requires a time-out to be called by the umpire before play begins again.

ii. Catchers: The catcher must wear a helmet, mask (with throat protector), chest protector, shin guards and protective cup (males) while playing the field. Anyone under the age of 18 warming up a pitcher must wear a catcher's helmet; adults who warm-up a pitcher without protective equipment do so at their own risk.

iii. Pitchers: All Cubs, Bantam, Super Bantam, Grasshopper and Freshmen pitchers must wear PPBA-approved head protection. All girls' softball pitchers must wear a face protector. Approved for use are batting helmets that fit snugly, and Ball Cap Liner made by Spark Innovations. A pitcher who does not wear such protector must be removed as pitcher without consequence to any the action that has occurred while that pitcher had been pitching. All softball pitchers must wear a protective face guard.

iv. Defibrillators: Each team must have a person at all PPBA games on NYC Parks Department fields with a city provided defibrillator who has been trained and certified in accordance with the NYC Parks Department requirements.

b. Uniform: Pants, Spikes & Jewelry: Only full-length athletic pants are permitted (including for girls' softball teams). A uniform includes a team hat and team jersey (which bears a number that is unique to that player on that team) and full-length athletic pants. For all games, including tournament games, no player can be disqualified for being out of uniform or, if a Super Sub, the jersey of that player's original team. Any player who fails to be wearing a team jersey in a regular season or tournament game shall be assessed an out the first time (and only the first time) he or she comes to bat. Rubber soled athletic shoes with or without rubber cleats may be worn on grass and/or all clay fields. Metal spikes are prohibited on all fields except for the Freshmen division games on grass and/or all clay/dirt fields. All divisions are required to wear sneakers or other shoes approved by the NYC Parks Department for use on artificial turf fields and on all portable mounds. No watches or removable jewelry may be worn. Jewelry permanently affixed to the body can be worn provided, in the judgment of the umpire, it is completely covered by tape or a bandaid.

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c. **Throwing Bats or Other Equipment**

i. Throwing the bat or other equipment is not permitted. When, in the judgment of the umpire, a player intentionally throws a bat or piece of equipment, that player may, in the discretion of the umpire, be ejected from the game.

ii. When a batter unintentionally throws the bat, that batter and that team shall be warned. Any batter on that team who thereafter unintentionally throws the bat shall be called out.

d. **No Food, Smoking or Alcoholic Beverages:** No smoking or alcoholic beverages are permitted on any of the fields on which PPBA games are played. No food is permitted on the bench, in the dugout, or on the playing field at any time during or immediately before or after the game.

9. **The Regular Season and Tournament**

a. **Regular Season:** The PPBA attempts to schedule one game on the weekend and at least one weekday game every other week for every team and to give teams an equal number of home and away games. The season usually starts at the beginning of April and ends the third weekend in June. The Tournament usually starts the second week of June. Regular season games are scheduled up to the beginning of the Tournament.

b. **Tournament:** Tournaments for each division begin immediately after the regular season. See Section C below for all rules that apply to Tournament play.

10. **Roster Rules:** All teams are responsible to provide an official team roster to the PPBA in accordance with the roster rules of the PPBA, which rules are hereafter set forth in detail in **Section D**.

SECTION B: RULES OF PLAY

1. **Preliminaries & Setup: Bats, Balls; Field Dimensions; Measuring Distances; Minimum Team & Time to Wait, Late Players; Game Length & Run Rule; Defensive Playing Time & Positions; Substitutions.**

a. **Bats**

i. **Permitted Baseball Bats:** All bats for all baseball divisions must be wood only (no wood composite or bamboo). There is no restriction on barrel size. However, bats used in the Grasshopper and Freshmen divisions can include any bat approved by the PSAL that season. No softball bats shall be used in hardball games.

ii. **Permitted Softball Bats:** All softball bats must be no more 2 ¼ inches in diameter at its thickest part, no more than 34 inches in length and shall not exceed 38 ounces in weight. All bats must be marked "Official Softball" by the manufacturer; if this marking is worn off or unreadable, the umpire shall determine the bat's eligibility. No baseball bats are allowed.

iii. **Penalties for using an Illegal Bat:** Should an illegal bat be discovered after the first pitch to the batter using the illegal bat and before the first pitch to the next batter, the only penalty shall be that the batter using the illegal bat shall be called out. If discovered after the first pitch to the next batter, there shall be no penalty, except that the bat shall be removed from future play.

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b. **Balls:** The permitted baseballs are set forth in the following chart:

Division	Approved Ball	Division	Approved Ball
Cubs	DeBeers/Worth 93 or 93b, Rawlings RBRO-1, Wilson 1082, or AD Starr 100	Mustangs	11 inch RIF level 10, optic yellow, leather cover, red stitch.
Bantam		Broncos	12 inch ball of any brand, as long as is Optic yellow leather cover, red stitch, MAX .47 core, MAX compression 375 lbs.
Super Bantam		Colts	
Grasshopper		High School	
Freshmen	Wilson A1010, OLB5, AD Starr 600		

Each team must supply one game ball to the umpire at the beginning of every game.

c. **Field Dimensions – Base Paths & Pitching Distances:** The base path and pitching distances are set forth in the following chart.

Division	Basepaths	Pitching Distance	Home to 2nd Base	Must Use Courtesy 1 st Base
BASEBALL				
Cubs	60'	43'	84' 10"	Yes
Bantam	70'	47' 6"	99'	Yes
Super Bantam	80'	54"	113' 2"	No
Grasshopper	90'	60'6"	127' 3"	No
Freshmen	90'	60'6"	127' 3"	No
SOFTBALL				
Mustangs	50'	28' / 31' *	70' 9"	Yes
Broncos	60'	35' / 38' *	84' 10"	
Colts		43'		
High School		43'		
*-Shorter distance is for younger team tier				
*-Longer distance is for older team tier				

d. **How to Measure Base Paths & Pitching Distances; Location of Courtesy 1st base:**

i. **Base Paths:** All measurements from home plate are taken from the rear point of the base. All measurements to first and third base are taken from the corner closest to foul territory and the outfield; all measurements to second base are taken to the center of second base.

ii. **Pitching Distances:** The measurement is taken from the rear point of home plate to the front of the pitcher's plate (the side closest to home plate). **Softball Pitcher's Circle:** An imaginary or chalk circle shall extend in an 8 foot radius from the center of the pitcher's plate.

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iii. **Location of Courtesy 1st Base:** For all divisions using a courtesy 1st base, the courtesy 1st base shall be placed alongside and touching the right side of 1st base and shall rest on the foul side of the foul line, not on the foul line. See the previous chart for a list of divisions that shall use the Courtesy 1st base.

iv. **Dugouts & Spectators for Games Played on the Grass** – shall be at least 60' from home plate (beyond the first and third base dugouts) and in foul territory.

e. **Minimum Team; Time to Wait; Late & Players:**

i. For regular season games in divisions which seeding for Tournament are chosen randomly, there are no forfeits. Teams should play games with as many players as attend a game.

ii. **Grace Period:** For regular season games in divisions that use standings to determine Tournament seeding, a team failing to field at least 8 players 10 minutes after the scheduled start time for weekend games and 15 minutes after the scheduled start time for weekday games shall be declared the loser and have a forfeit reported against that team. The same shall apply is at any time during the game when a team has less than 8 players. Super Subs, Multiple Team and Playing Down players shall be counted in order to avoid a forfeit.

(A) In both situations, a game for the balance of the remaining time should then be played dividing all available players which shall be officiated by the umpire provided by the PPBA. That game must end ten minutes prior to the scheduled start time of the next game on that field regardless of which team is next to bat.

(B) The purpose of this rule is three-fold: a) The players who come should have the opportunity to play, b) The players who do not come must realize that there is a consequence for failing to support their teammates and for failing to arrive at scheduled games on time, and c) the beginning of the next game on that field should not be delayed

iii Except for the Freshmen division, a player who arrives after the game has begun will be placed at the end of the batting order but before the first playing down player. See section B3biD regarding the consequence of less than 9 players on the batting order for the Freshmen division.

iv. In the event a game is continued (whether on another day or later in the same day), a player who did not come to the first part of the game is eligible to play in the continued part of the game and shall be placed at the end of the batting order but before the first playing down player. This rule shall be subject to the Freshmen and High School Softball divisions' re-entry rule (see section B3biB).

f. **Length of Games: Game Duration Defined; Official Game Defined; Starting Time & Last Inning, Ties; Delays; Failure to Complete Last Inning; Player Must Run on and Off Field; Run Rule; Cancellations, Hotline Phone Number, Makeup Games**

The following applies to Regular Season Games only unless specifically noted otherwise:

i. **Game Duration Defined:** The duration of a game is defined in the chart below ("Game Duration" column). Regular Season games ending in a tie score should be continued as many innings within the time limits set forth in the chart below until a winner is determined. Unless otherwise stated modified by the Game Start Delayed rules below in subsection iv, the "Official" starting time of a game (also called the "Scheduled" starting time) is the time set forth in the schedule.

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Division	Game Duration		Official Game (Applies to Non-Championship Tournament Games & Regular Season Games in Divisions that Track Win/Loss Records Only)	
	# Innings	or	Time Limit	Time Cutoff
BASEBALL				
Cubs	6	or	1 hr 50 mins, if new inning starts before 1hr 50 min it must end exactly 2 hrs from start time	4 *
Bantam	6		4 *	
Super Bantam	6		4 *	
Grasshopper	7		5 **	
				1 hr
Freshmen	6 each game of a DH	or	2 hr 30 mins, if new inning starts before 2 hr 20 mins, it must end 2 hr 30 mins from start time	5 **
				1 hr 15 mins
				2 hrs
SOFTBALL				
Mustangs	6	or	1 hr 50 mins, if new inning starts before 1hr 50 mins it must end exactly 2 hrs from start time.	4 *
Broncos	6		4 *	
Colts	7		5 **	
High School	7		5 **	
				1 hr
				1 hr 15 mins

* - 3½ innings if the home team is ahead

** - 4½ innings if the home team is ahead

ii. Regular Season Starting Time & Last Inning; Ties:

A. At the umpire's pre-game meeting with the head coaches at home plate, the umpire shall inform the head coaches of the Official start time, the time past which no new inning may start (1 hour 50 minutes), and the time when the game must end (10 minutes later). This rule shall apply even if there is no pre-game meeting. For regular season games, if the last inning begins before 1 hour and 50 minutes, that inning shall not be played beyond 2 hours from the Official start time regardless of the score or what team or batter is at bat, except that the batter when the time expires can finish his/her at bat. However, if there is no game scheduled to follow that game, it is a game that began 5pm or later and the PPBA has the right to use the field, the teams can finish an inning started prior to the 1 hour and 50 minute mark, daylight permitting.

B. For a game in a division that uses standings for seeding in their Tournament, the final score shall be the score at the end of the last complete inning. A regular season game can end in a tie and should be reported as such in a division that uses standings to determine Tournament seeding.

C. PPBA has the authority to increase the game time for regular season games in which case no new inning can begin 10 minutes before the end time of the game as would be the case set forth in subsection A of this subsection ii. For example, if the time limit for a regular season game is 2½ hours, no new inning may start 2 hours and 20 minutes after the start time and it must end at 2½ hours regardless of the score except that the batter when the time expires can finish his/her at bat.

iii. Games May Start Earlier:

Games may start before their scheduled start time if the prior game has ended early, provided that the PPBA holds the permit for the field, both teams agree, and an umpire is available. The game, however, shall end at the regular scheduled time. Games should begin immediately, there is no grace period except as noted for Tournament games for the purpose of game starting times.

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iv. **Game Start Times Delayed for Regular Season:** If the beginning of a game is delayed, the following shall apply:

A. All Game Start Time Delays Not Caused by Rain or Field Maintenance Work on All Fields:

In all cases when the delay in starting a game is not caused by rain or field time and no new inning shall begin 1 hour and 50 minutes from the scheduled start time and the game must end 2 hours from the scheduled start time regardless of the score or who is at bat (except a batter who has begun his or her at bat may finish that at bat). Such delay shall not alter the scheduled start times of any subsequent games on that field. However, on the weekends if there is no game scheduled to follow that game, it is a game that began 5pm or later and the PPBA has the right to use the field, the teams can finish an inning started prior to the 1 hour and 50 minute mark, daylight permitting. If a team is short players or needs to warm up pitchers, that team shall become the visiting team and shall bat first. If that team is still short players after its first at bat, it shall take the field and use players from the opponent.

B. Weekday Evening Game Start Time Delayed on All Fields due to Rain or Field Maintenance to Make the Field Playable:

Any weekday game that cannot start 60 minutes from the scheduled start time due to rain or field maintenance work to make the field playable will be canceled and shall be made up based on team and field availability according to the PPBA makeup procedure.

C. Saturday and Sunday Game Start Time Delayed on All Fields due to Rain or Field Maintenance to Make the Field Playable:

1. Saturday or Sunday games that cannot start 60 minutes from the scheduled start time will be canceled and shall be made up based on team and field availability according to the PPBA makeup procedure. If the field is subsequently made playable prior to the scheduled start time of a following scheduled game, the two teams of the canceled game can practice on that field until 20 minutes prior to the scheduled time of the following game that can be played. In such case, all subsequent games will be played at the times set forth in the schedule and their times will not be reduced.

2. Saturday or Sunday games delayed for 30 minutes or less from the scheduled start time shall be reduced by 30 minutes and no new inning shall begin 1 hour and 20 minutes from the scheduled start time and the game must end 1 hour and 30 minutes from the scheduled start time regardless of the score or who is at bat (except a batter who has begun his or her at bat may finish that at bat). All subsequent games will be played at the times set forth in the schedule and their times will not be reduced.

3. If any Saturday or Sunday game is delayed for between 31 and 59 minutes from the scheduled start time,

a. and that game is in Prospect Park, that game and all subsequent games on that field that day will be reduced by 10 minutes as follows:

i/ no new inning can begin 1 hour and 40 minutes from the actual start time, and

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ii/ the game must end regardless of the score or who is at bat 1 hour and 50 minutes from the actual start time (except a batter who has begun his or her at bat may finish that at bat).

b. and that game is on a field NOT in Prospect Park, that game and all subsequent games on that field that day will be reduced by 30 minutes. However, if the first game of a doubleheader is so affected, the coaches can agree to play one 9 inning game instead.

v. **Players must run on and off the field.**

vi. **Run Rule (Maximum Runs Allowed):**

A. Total Run Differential (All Divisions): For all divisions, games shall be ended before their "Game Duration" if the total run differential noted in the chart below occurs once the defined number of innings have been played.

Run Rule (Applies to All Regular Season, non-Championship & Championship Tournament Games)				
Division	Runs Ahead	After Innings	Max Runs/Inn	1st 3 Inns
BASEBALL				
Cubs	12	after	4 *	5
Bantam	12	after	4 *	5
Super Bantam	12	after	4 *	5
Grasshopper	12	after	5 **	0
Freshmen	12	after	5 **	0
SOFTBALL				
Mustangs	12	after	4 *	5
Broncos	12	after	4 *	5
Colts	12	after	5 **	5
High School	12	after	5 **	0

<p>* - 3½ innings if the home team is ahead</p> <p>** - 4½ innings if the home team is ahead</p>
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B. For all baseball and softball divisions, except Grasshopper and Freshmen and High School Softball, there shall also be a per inning run limit rule as follows: Each team may score up to five runs in their half inning for the first three innings. For each inning thereafter, there shall be no limit to the number of runs each team may score (subject to the Total Run Differential/Run Rule above and the time limit rule).

vii. **Cancellations; Hotline Phone Number; Makeup Games:** Every attempt must be made to play games as scheduled. It is difficult to predict spring weather even an hour in advance. PPBA will announce all rain cancellations or rain delayed starts on its hotline. Teams should go to the field unless their game is specifically cancelled on the PPBA hotline. In other words, coaches should call their players only to cancel a game, not to tell them it will be played. Only an authorized PPBA representative or the umpire may cancel games. Makeup games may be possible, contact your organization representative. However, the PPBA attempts to book all available regular season field slots in the initial schedule.

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g. Defensive Playing Time & Positions; Substitutions; Re-Entry Rules for Freshmen Division

- i. No player should sit on the bench for two consecutive innings. This rule shall not apply to
 - A. Super Bantam, Grasshopper, Freshmen, Colt & High School divisions;
 - B. the other divisions if it is the result of discipline or injury;
 - C. teams with more than 15 players in attendance (in which case each player need only play one inning or three outs during the first three innings) and
 - D. all tournament games.
- ii. In the case of discipline, the coach should inform the parents and opposing coach prior to the game of the reason for such action.
- iii. The chart below sets forth the maximum number of defensive positions that may be fielded. Where ten defensive positions are fielded, the nine standard baseball positions are filled along with an extra outfielder, who is positioned at the discretion of the coach. For all divisions except Grasshopper and Freshmen, all outfielders must take their position no less than 20 feet from the back of the imaginary line that connects the bases and may not move closer until the ball is released by the pitcher. Whether an outfielder is that distance is a discretionary call of the umpire.

Division	Max # of Fielders	Division	Max # of Fielders
BASEBALL		SOFTBALL	
Cubs	10	Mustangs	10 (4 Outfielders)
Bantam	(4 Outfielders)	Broncos	
Super Bantam	9	Colts	9
Grasshopper		High School	
Freshmen			

- iv. Except for the pitcher (see *section B3f*), free substitutions and or shifting of defensive players is permitted at any time
- v. Re-Entry for a Freshmen Division that is not using universal batting only: Once per game a starting player removed from the game may re-enter in his/her same position in the batting order. His/her substitute can play any defensive position and if removed from the game may not return unless an injury to a teammate would result in a forfeit. In that case, the substitute can replace the injured player in the field and must bat in the injured player's position in the batting order.

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2. Pre-Game Preparation and Matters; Supplying Bases; Umpire Meeting at Home Plate; Dugouts; Practice & Warmups before & during games

a. **Supplying Bases, Courtesy 1st Base, and Pitching Rubber:** The home team shall supply bases, home plate (17" wide for baseball and softball), and a pitching rubber. For all divisions except Super Bantam, Grasshopper and Freshmen, the visiting team shall supply a courtesy 1st base which shall have the same dimensions as the bases supplied by the Home Team. The pitching rubber for girls' softball is 24"x 6".

b. Pre-Game Meeting of Coaches & Umpire; Exchange Lineup Cards; Supplying Game Balls; Challenging Players' Eligibility:

i. Prior to each game,

- A. each head coach must identify him/herself as the head coach to both the umpire and the opposing head coach;
- B. each head coach must give the opposing head coach a lineup card containing the first and last name and jersey number of each player then present in order of how they will bat, the card must also indicate who the starting pitcher will be;
- C. Freshmen team's head coaches must indicate on the lineup card if they choose Universal batting or a 9 or 10 player batting order;
- D. each head coach must give a game ball to the umpire;
- E. At least one coach must show the Umpire that he/she has a defibrillator in their dugout and identify the person who is certified to use it; and
- F. the umpire shall inform both head coaches of the ground rules and the official start time and the time after which no new inning may begin and the time upon which the game must end.

ii. The procedure for challenging the eligibility of a player (such as not being on the team's official roster, playing on multiple PPBA teams, or being over age) is set forth in **Section D** of these rules.

c. **Dugouts:** The home team shall take the dugout on the first base side.

d. **Pre-Game On-Field Practice and Warmups:** To conserve playing time, fielding practice in the infield and outfield between innings should be limited to the time it takes the pitcher to throw five warm-up pitches.

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3. Game Play

a. Outs & Walks; Play Ends with Pitcher in Softball; Dropped Third Strike; Hit by Pitch; Dead Ball Rules

i. **Outs & Walks:** Balls, strikes, and the dropped third strike rule will be called according to the Official Rules of Baseball except as provided in these rules as noted in the chart below and elsewhere in these rules.

Division	Balls for a Walk	Balls to Walk with Bases Loaded	Dropped 3rd Strike Applies (Never on games played on grass)
BASEBALL			
Cubs	4	6 *	No
Bantam		4	No
Super Bantam			Yes
Grasshopper			
Freshmen			
SOFTBALL			
Mustangs	4	5	No
Broncos		4	
Colts		4	Yes
High School			

* - Cubs Walk Rule: Six balls to walk a batter when bases are loaded, but if a base becomes open during that at bat then the count of balls on the batter will revert to three balls if it had been 4 or 5 balls, and only one additional ball will be required for a walk.

ii. **Plays Ends with Pitcher in Softball:**

A. Mustang Division: When the pitcher controls the ball in the 8' circle around the pitching mound, base runners that are more than halfway to the next base, in the umpire's judgment, shall be awarded the next base. If less than half-way, they must return to the previous base. Base awards shall be limited by the position of the lead runner.

B. Bronco, Colts & High School Divisions: When the ball is controlled by the pitcher in the 8' circle around the pitching mound, the batter-runner and/or base runners must immediately advance or return to the last base occupied; they may not hesitate or change direction. Penalty for "playing" with the pitcher: out called on the base runner.

iii. **Dropped Third Strike for Games Played on Grass:** Even when permitted under the rules, the dropped third strike rule shall not apply to a game that is moved onto a grass field. To clarify the rule: If there is a baserunner on 1st base with less than two outs and that baserunner has not acquired 2nd base at the time of the pitch, 1st base is considered occupied. (A baserunner occupies first base until the moment he or she touches second base.) If there is a dropped third strike, the batter is out and the catcher does not have to throw to 1st base. Baserunner is therefore running at his/her own risk.

iv. **Hit by Pitch:** A ball is dead if it hits the batter before it hits the catcher or umpire. The batter is awarded first base unless (i) the batter swung, or (ii) the ball was in the strike zone (in which case the batter is assessed a strike), or (iii) the batter is struck by a pitch that is deflected off the catcher or umpire, or (iv) the batter makes no effort to avoid being hit (in which case it is ball if out of the strike zone or a strike if in the strike zone). If the strike is the third strike, the batter is out. Since it is a dead ball, baserunners

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can advance one base only if forced to move if the batter is awarded first base. A batter's hands are not considered part of the bat. If either hand is struck, the batter is hit by a pitch and subject to all the previous conditions. (See **Section B3fii** regarding the removal of Pitchers after hitting batters)

v. **Dead Ball Rules**

A. **Batted Balls**: A batted ball that strikes an overhanging tree limb in fair territory will be ruled a dead ball and no pitch will be assessed against the pitcher and the batter. A batted ball that strikes an overhanging tree limb in foul territory will be ruled dead, but the batter will be assessed a foul ball.

B. **Thrown Balls**: A thrown ball becomes immediately a dead ball if it goes into a dugout, through the backstop, or past an imaginary line that extends from the back dugout fence away from home plate. A thrown ball that strikes a tree that is not out of play is live unless the ball lands out of play. In such case the ball will be ruled dead and the base runners will advance as according to rule 5.06(b)(4) of the Official Rules of Baseball.

C. **Hit By Pitch**: See the immediately preceding Rule 3(a)(iv).

D. **Baserunner Leaving Early**: If a baserunner leaves a base before allowed under these rules and the ball is not put into play after the pitch, no baserunners may advance.

b. **Throwing the Bat**: **Universal Batting; Freshmen Batting; Batting in Order; Bunting;**

i. **Batting:**

A. **Universal Batting**: All players at a game must be in the batting order at all times, except as provided in section (B) that follows. If, during regular season games, for any reason a player does not bat at his/her turn, that team will not be assessed an out – this applies to all games where universal batting applies and only during regular season games.

B. **For Freshmen and Girls' High School divisions only:**

1. The teams have the option of either universal batting or using a 9 or 10 player batting order in both regular season and tournament games. The choice must be indicated on the lineup card at the beginning of the game and cannot be changed during the game. In the 10 player batting order, the 10th/Extra Player (EP) may be placed in any defensive position. If a team bats with an EP and one or more of the players leaves the game due to injury, the team can bat with fewer than ten players with no penalty, subject to the possibility of forfeit under the minimum player rule.

2. **Re-Entry for Freshmen and Girls' High School Division games in which universal batting is NOT selected**: Once per game a starting player removed from the game may re-enter in his/her same position in the batting order. His/her substitute can play any defensive position and if removed from the game may not return unless an injury to a teammate would result in a forfeit. In that case, the substitute can replace the injured player in the field and must bat in the injured player's position in the batting order

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C. Missing Batter Automatic Out (Except Freshmen Division):

1. Starting Game with 8 Players: If at the start of a regular season or Tournament game a team is playing with 8 players, the ninth position in the batting order shall be an automatic out the first time through the order only. If a ninth player comes during the game, that player shall bat in the ninth position and an automatic out will no longer be assessed.

2. Player Leaves during the Game: If team starts the game with at least nine players and one leaves during the game, that position in the batting order shall become an automatic out one time during that game; should a new, ninth player come, that player shall assume the position in the batting order left open by the departed play. This rule applies to all divisions except Freshmen in both the regular season and tournament games.

D. Missing Batter Automatic Out - Freshmen Division:

1. Starting Game with 8 Players: If at the start of a Tournament game a team is playing with 8 players, the ninth position in the batting order shall be an automatic out each time it is reached. However, if a ninth player comes during the game, that player shall bat in the ninth position and an automatic out will no longer be assessed.

2. Player Leaves during the Game: If a team starts the game with nine players and one leaves mid-game, that position in the batting order shall become an automatic out every time it arises during a Tournament game. However, should a new, ninth player arrive, that player shall assume the position in the batting order left open by the departed player and an automatic out will no longer be assessed.

E. **Injured Player Leaves Game:** For all divisions in both regular season and tournament games, an out is never assessed if the circumstance arises from an injury to a player during the game regardless of whether the game is a regular season or Tournament game.

ii. **Batting in Order:** All players must bat in order. If a player bats out of order, rule 6.03(b) of the Official Rules shall apply (see Appendix 2). A batter who is unable to bat because of injury will be removed from the game and the batting order will continue with the next listed batter with no out being assessed for that missing batter. If the injured player returns to the game, he/she shall take the same position in the batting order. The bench coach must notify both the umpire and the opposing team's bench coach when player leaves a game before it is officially concluded.

iii. **Bunting is Allowed:** Bunting is allowed in all divisions except in the Mustang division.

iv. **Throwing the Bat:** (see *Section A8c*)

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c. **Baserunning: Courtesy 1st Base; Stealing & Leading, Balks; Sliding; Stealing on Grass Infields; Avoiding Interference with the Fielder; Overthrown Ball; Moved Base; Runner for Catcher with 2 outs; Softball Pickoff Rules**

Division	Leading & Stealing When?	Stealing Home	Balk Rule Applies?
BASEBALL			
Cubs	Only when Catcher has ball in "controlled possession"	No (See Exception in notes below)	No
Bantam	When the pitched ball reaches the batter.	Yes	No
Super Bantam	Anytime once ball is in play.	Yes	Yes
Grasshopper		Yes	Yes
Freshmen		Yes	Yes
SOFTBALL			
Mustangs	No (1 warning first)	No	NO
Broncos	Only when Catcher has ball in "controlled possession"	No (See Exception in notes below)	
Colts	Leading on Release of Pitch; Stealing Allowed	Yes	
High School			

i. **Courtesy 1st Base:** For all divisions except Super Bantam, Grasshopper and Freshmen, the batter-runner must touch the courtesy 1st base (in foul territory) when running from home plate to first base and a play is being made at 1st base and the fielder must use the base in fair territory for a play on a batter-runner. If the base-runner who is running from home plate intends to go to 2nd base and no play is initially being made at 1st base, that base-runner can use either 1st base or the courtesy base (even if that base-runner changes his/her mind and just rounds the base). If a batter-runner fails to use the courtesy base when required to and, in the umpire's judgment, interferes with a play at 1st base, the batter-runner shall be declared out. If a fielder attempts to make a play on the batter-runner coming from home plate and uses the courtesy base, the runner shall be declared safe. Once the batter-runner reaches first base and the initial play has ended, the base in fair territory shall be used exclusively by that runner for all following plays thereafter (for tagging up, etc.).

ii. **Effect of Improper Stealing and Leading**

Base runners are allowed to lead and steal only as set forth in the chart below (and notes below it). Improper leads or stealing will result in one warning by the umpire to the player, the runner's team and to the team's head coach; and the runner must return to the proper base. Players of the warned team who thereafter leave early shall be called out even if a play is not made on the baserunner. If the baserunner leaves early and the ball is not hit into play by the batter, the ball shall be considered dead and the umpire shall either warn the baserunner's team or, if the team had already been warned, call the baserunner out. If a play is successfully made on an offending runner prior to the warning, that runner is out. However, if prior to the warning, the base runner left early and the ball was hit into play, the base runner who left early shall be entitled to advance no more than one base. Thus, for example, if the base runner was on 1st base, he/she cannot advance

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past second base and the batter cannot advance past 1st base. A baserunner who leaves early but returns to his/her prior base corrects the mistake and the rule no longer applies.

Notes on Stealing Rules:

* **Cubs & Broncos Stealing Rule:**

Once the play is, in the judgment of the umpire, complete, for the Cubs division, leading and stealing are not permitted when the pitcher has the ball and is touching the rubber; for the Bronco's division, leading and stealing are not permitted when the pitcher is inside the Pitcher's Circle with possession of the ball. The runner must then return to the base as required by these Rules and remain there until the next pitched ball is in the **controlled possession** of the catcher. Once the catcher has controlled possession of the ball, base runners are allowed to steal any base except home.

The catcher is required to move quickly to passed balls and wild pitches and obtain controlled possession in a smooth and continuous motion. The umpire shall warn a catcher and that team if that catcher is slow to retrieve a passed ball or wild pitch. Upon a second infraction of this rule, base runners on first and/or second shall be awarded one base, as long as such award does not force in a run

Stealing home from third base is permitted only when the catcher throws the ball to a fielder other than the pitcher. Stealing home is never permitted if the ball is thrown or attempted to be thrown back to the pitcher by any player, even if the ball gets past the pitcher or is dropped by the pitcher.

Bantam Stealing and Leading Rules:

A batter who becomes a base runner by reason of a walk can continue to steal second base.

Base runners must be at their base once the play, in the judgment of the umpire, is over and the pitcher is in contact with the pitching plate, at which time the player cannot jump off the base to try to draw a throw.

iii. **Balks:** The balk rule shall apply only as noted in the chart above. When the balk rule applies, during the regular season the first balk called on **each** pitcher will result in a warning (no advance of base). After the first warning, a balk will be enforced against that pitcher. During the tournament, however, no warning will be required.

For the **Super Bantam division only**, the balk rule shall be applied as follows:

A balk is, and will be, called if the pitcher

- 1/ does not come to discernible stop,
- 2/ stops more than once,
- 3/ does not complete the pitch once delivery to the plate has begun,
- 4/ fakes a throw to 1st or 3rd base while in contact with the rubber, or
- 5/ is on or with the rubber between the legs without the ball (hidden ball trick)

The following balks will not be called:

- 1/ if the pitcher steps off the rubber with the non-pivot foot,
- 2/ if, when stepping off, the pivot foot is not placed completely behind the rubber,

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- 3/ if the pitcher drops the balls while one or both feet is engaged with the rubber, or
- 4/ if the pitcher's hands break apart after coming into the set position and before throwing a pitch or to a base.

For more about the balk rule, see Appendix 3.

iv. **Sliding:**

A. When there is a play at any base other than first base, a player must either slide or avoid contact, unless in the judgment of the umpire, the runner arrives at approximately the same time as the ball. Sliding at all bases should be done feet first except that diving back hands first to a previously acquired base is permitted. Coaches are advised to tell their players to slide or avoid contact but the only obligation of the base runner is not to run **intentionally** into the fielder standing up.

B. An out shall be called if a player (1) fails to slide or avoid contact as required by this rule, (2) slides head first into a base (other than diving back) or (3) in the judgment of the umpire, initiates a dangerous play. A player shall be ejected from the game if, in the judgment of the umpire, the player initiates a dangerous play. (See the Obstruction Rule **section B3e** below for the fielders' requirement not to obstruct base runners.)

v. **Stealing & Dropped Third Strike on Grass Infields:** There shall be no stealing permitted and no application of the dropped third strike rule on all games played on grass fields. All other rules apply including the sliding rules.

vi. **Avoiding Interference with the Fielder:** The base runner must allow the fielder to make a play on a batted or thrown ball, which means that the base runner may run out of the basepath to avoid such interference without being called out. If the base runner fails to do so and hinders the ability of the fielder to receive the ball, the base runner shall be called out.

vii. **Moved Base:** Bases not affixed to the ground may move during play. A baserunner who safely reaches a base that moves from its original location cannot be called out unless, in the judgment of the umpire, that baserunner makes a move to advance toward the next base. If the baserunner subsequently attempts to return to the original base, the baserunner must return to that base's original location.

viii. **Overthrown Ball:** A play is live and can continue if a ball is thrown into foul territory and does not go out of play.

ix. **Runner for Catcher with Two Outs:** To conserve playing time, when the catcher for the next half inning is a base runner and a second out occurs, the catcher/base runner shall be replaced on the base path by the teammate that made the last out (at bat or on the bases) so that the catcher may put on the equipment.

x. **Softball Pickoff Plays (Broncos, Colts & High School Divisions Only):** The pick-off by the catcher is a tag play. The ball is live and the runner may advance at her own risk. She does not need to tag up.

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d. **Infield Fly:** This rule shall apply as set forth in the chart below. When the infield fly rule is not in effect, a batter is never automatically out on a pop fly to the infield and runners should attempt to avoid force plays by advancing if the fly ball is not caught.

Division	Infield Fly Rule Applies?
BASEBALL	
Cubs	No
Bantam	No
Super Bantam	Yes
Grasshopper	Yes
Freshmen	Yes
SOFTBALL	
Mustangs	No
Broncos	No
Colts	Yes
High School	Yes

e. **Obstruction by Fielders & Catchers.** Unless attempting to field a batted ball, no fielder, including the catcher, may block the base path or the base without possession of the ball, even if the fielder or catcher is attempting to receive a thrown ball. Timely possession of the ball is a judgment call of the umpire. Violation of this rule is fielder obstruction, which entitles the base runner to that base without penalty. If, in the judgment of the umpire, a fielder or catcher intentionally blocks a base in violation of this rule and causes a collision with the base runner, the umpire, after one team warning, shall eject from the game each fielder from that team that repeats such conduct. If the fielder or catcher has possession of the ball prior to the baserunner reaching that fielder's base, the baserunner must slide or avoid contact as provided in these rules.

f. **Pitching: Maximum Innings; Substitution including Removal After Hitting Batters; Softball Pitching Motion**

i. **Pitching & Maximum Innings:** A player on the defensive team must pitch. To avoid arm strain, players may pitch only as noted in the chart below, even if extra innings are played in regular season games.

ii. **Substitution & Removal:** Free substitution of pitchers is permitted at any time subject to the limitation of innings rules in the following chart. However, a pitcher who throws only one pitch during an inning shall have an entire inning's work assessed against him or her. A pitcher must be removed on the second trip of a coach to the mound in the same inning or if the pitcher hits the number of batters listed in the following chart. In both cases, the pitcher cannot return to pitch in the same game. (A batter is considered hit by a pitch even if struck by a ball that touches the ground first, i.e. a bouncing ball.)

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Pitcher's Division	Innings Limits		Removal After Hitting Batters
	1st 2 Weeks	Thereafter <small>(regardless of prior game cancellations)</small>	
BASEBALL			
Cubs	2 innings per game	3 innings per game starting 3rd scheduled Saturday	* 2 Batters in same inning or 4 in the game
Bantam			
Super Bantam	3 innings per game	4 innings per game starting 3rd scheduled Saturday	2 Batters in same inning or 3 in the game
Grasshopper	3 innings per 6 innings; 4 innings if a game goes 7 innings	6 innings per game starting 3rd scheduled Saturday	
Freshmen	No Limitation	No Limitation	No Limitation
SOFTBALL			
Mustangs	3 (including post season)		* 2 Batters in same inning or 4 in the game
Broncos	4		
Colts	(including post season)		
High School	No Limitation	No Limitation	No Limitation

* A ball that bounces into the batter directly from the pitcher shall not be counted as a hit by pitch. It would still be a dead ball and the batter would be awarded first base. If the batter swings at that bounced pitch, it is a strike. For Cubs, Mustang, Bronco & Colts only.

If extra innings are played, the pitcher innings limit remains unchanged except for Tournament games (as set forth in **Section C Tournament 3e**).

iii. Softball Pitching Motion Rules:

A. All Softball fast pitch styles are allowed, including windmill, slingshot and modified. Softball pitching limits are in effect to encourage teams to develop multiple pitchers.

B. The pitcher must begin the pitch with her pivot foot on the pitching plate. The other foot can be on or any distance behind the pitching plate as long as it is not outside the 24" length of the pitching plate. While the hands are separate, she can assume the pitching position. Once the hands come together it is the beginning of the pitch and the pitcher can only make a forward movement. The first violation of this rule shall result in a warning for that team. Each succeeding violation by a pitcher from the warned team shall result in the umpire awarding a ball to the batter. It does not affect the position of base runners unless the ball that is called results in a walk. However, if the batter puts the ball in play on such pitch, the manager of the offensive team shall have the option to take the ball to the batter or the result of the play.

C. The pitcher's motion includes a pivot and a stride. In the act of delivering the ball, the pitcher must push off with the pivot foot from the pitcher's plate and take one step/stride forward toward the batter.

D. Having pushed off from the rubber, the rear pivot foot must stay in contact with the ground (not necessarily with the rubber) before the ball leaves the pitcher's hand (the "step and drag"). The pivot foot cannot leave the ground and re-plant (this is known as a "crow hop," which is illegal).

E. The pitcher's delivery must be one continuous, smooth motion. The pitcher may make only one revolution of the throwing arm.

F. The pitcher may legally abort a pitch by stepping backward off the pitching rubber.

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G. There is no such thing as a "balk" in softball. If the pitcher drops the ball or otherwise delivers it in an unintentional manner, the batter is awarded a ball. Where stealing is permitted, the ball is live and runners may advance at their own risk.

g. Decisions on Umpire Rulings; Protests: See Sections A6, C7 and D8.

4. Post Game – handshake: After each game, all players and coaches on each team shall line up at home plate after each game to exchange handshakes (in Stanley cup style.) Until further notice, however, all players and coaches on each team shall line up on the baseline nearest their dugout and tip their hat to the other team after each game. Any disrespectful or disruptive behavior by any player or coach during the post-game handshake must be reported to the PPBA and may result in a one game suspension.

SECTION C: TOURNAMENT RULES

1. All regular season rules apply to Tournament games except as provided in this Section.

2. Tournament Format & Seeding:

a. Prior to each season, the PPBA board will determine which Tournament format will be applied to each division and how teams will be seeded.

b. **Formats**

i. **Single Elimination** - a team is eliminated after one loss.

ii. **Double Elimination** – a team is eliminated after its second loss. As a result, there are two brackets, the Winners bracket (where winners continue to play) and the Elimination bracket (where teams continue to play after their first loss). The Championship is the final game between the winners of the Winners and Elimination brackets. However, since the winner's bracket has not lost a game, if that team loses the first championship game, there is an "If Necessary" game to decide the ultimate champion.

The PPBA decides which format will be used based on a number of factors including the size of the division, available field space, and whether the Tournament can be completed by the end of the permitted season.

c. **Seeding:** There are two ways in which a Tournament determines what teams play each other:

i. **Random Drawing held at a PPBA meeting.** Teams randomly chosen do not have to report scores – thus alleviating the pressure of winning and allowing coaches and players to try different positions and strategies.

ii. **Regular Season Win-Loss Records (Standings).** This is based on the coaches reporting all their regular season game results. Seeding is by winning percentage. Only Official games (as defined in chart below) can be counted towards a team's standings. A game not umpired by a PPBA official umpire is not an official game.

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A. **Determining seeding when teams' records are identical:** The team with the better record for games played between the tied teams will be awarded the higher seed. If their records are tied, then the team with the least runs scored against for those games will be awarded the higher seed. If the runs against for both teams are the same, then an authorized PPBA official shall decide by a coin toss.

B. This format requires significant follow up by the coaches and this organization. It also puts stress on coaches and players to win, which is not something we will allow in the younger divisions. It also adds a level of complexity, particularly with regard to whether games count in the standings. For example: any game not umpired by a PPBA official umpire cannot be counted in a team's record and a forfeit by either or both teams is considered a loss for each forfeiting team. Determining whether a team has forfeited is another source of potential disagreement that must be managed by the umpires and coaches.

- e. **Home Team** is decided as follows:
- i. by a coin toss for all games in a single elimination tournament where seeding is randomly chosen;
 - ii. by a coin toss for all games in a double elimination tournament where seeding is randomly chosen, except the option to be home or away for the championship game will be the Winner's bracket team and for the If Necessary game it will be the winner of a coin toss; and
 - ii. by highest seed for all games in a double elimination tournament where seeding is based on wins/losses, except the home team for the If Necessary game will be the away team in the prior game.

3. Tournament Game Duration

Division	Official Game (Applies to Non-Championship Tournament Games & Regular Season Games in Divisions that Track Win/Loss Records Only)	
	Min # Innings	or Time Limit
BASEBALL		
Cubs	4 *	1 hr
Bantam	4 *	
Super Bantam	4 *	1 hr 15 mins
Grasshopper	5 **	
Freshmen	5 **	
SOFTBALL		
Mustangs	4 *	1 hr
Broncos	5 **	
Colts	5 **	1 hr 15 mins
High School	5 **	

- a. **Game Delays:** All games shall start at their scheduled time. The decision to delay, reschedule, or reduce the time of a game shall be made only by, and at the sole discretion of, the PPBA official in charge of that day's games in accordance with these rules.
- b. **No Tournament game can end in a tie.**

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c. **Non-Championship Tournament Games' Time Limit**

i. Non-Championship games cannot start a new inning once 1 hour and 50 minutes from the actual start is reached. If an inning that started before 1 hour and 50 minutes is not complete at that time, only that inning shall be played to completion regardless of how long it takes. If at that point the game is tied, the game shall be played until a winner is achieved and the number of innings played is no less than the innings required to make the game Official.

PPBA has the authority to increase the game time for non-championship games in the same manner as set forth for games in which no new inning can start once 1 hour and 50 minutes has been reached. For example, if the time limit for a non-championship is 2½ hours, no new inning may start 2 hours and 20 minutes after the start time, except that an inning that began prior to 2 hours and 20 minutes shall be played to completion regardless of how long it takes. If at that point the game is tied, the game shall be played until a winner is achieved and the number of innings played is no less than the innings required to make the game Official.

ii. If a Non-Championship game is tied, additional innings shall be played as follows:

A. One additional inning,

B. If the game is still tied, all subsequent additional innings shall be played as follows: The half-inning of every offensive team will start with a baserunner on second base (who shall be the player in the batting order immediately preceding the batter who leads off the inning), one out charged to the team, and every batter will start with a count of 1 ball and 1 strike.

iii. If the Non-Championship game has been shortened by the umpire due to external conditions (such as rain), the score shall revert back to the last completed inning (as long as the minimum number of innings and time limit set forth in the "Official Game" chart has not been satisfied). If the game cannot be declared Official, it must be continued as soon as possible.

iv. At the discretion of the PPBA and assuming there are enough field slots, the PPBA has the authority to increase the game time of semi-final games for any or all divisions/tiers by an additional half hour so that no new inning can start after 2 hours and 20 minutes from the actual start time; provided, however that all the teams in that same division/tier are allotted that extra time. An inning that starts before 2 hours and 20 minutes can be played to completion regardless of how long it takes.

d. **Championship Tournament Games' Time Limit:** There is no time limit or any extra inning restrictions. Championship Tournament Games shall be continued until completion and can only be shortened by the Run Rule. The rule regarding additional innings played in tied games for Non-Championship games set forth in (c)(ii) above shall also apply to Championship games. A Championship game cannot be shortened by the Official Innings rule.

e. For **all** Tournament games, every pitcher shall be entitled to pitch one additional inning after the innings set forth in the Game Duration section ((B)(1)(f)(i)) have been reached.

f. All Tournament games are shortened should one team satisfy the Run Rule requirements as set forth in this Chart:

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Run Rule (Applies to All Regular Season, non-Championship & Championship Tournament Games)				
Division	Runs Ahead	After Innings	Max Runs/Inn	1st 3 Inns
BASEBALL				
Cubs	12	after	4 *	5
Bantam	12	after	4 *	5
Super Bantam	12	after	4 *	5
Grasshopper	12	after	5 **	0
Freshmen	12	after	5 **	0
SOFTBALL				
Mustangs	12	after	4 *	5
Broncos	12	after	4 *	5
Colts	12	after	5 **	5
High School	12	after	5 **	0

* - 3½ innings if the home team is ahead

** - 4½ innings if the home team is ahead

The per inning run limit rule shall apply in all Tournament games for all baseball and softball divisions, except Grasshopper and Freshmen and High School Softball games. Specifically, each team may score up to five runs in their half inning for the first three innings. For each inning thereafter, there shall be no limit to the number of runs each team may score (subject to the Run Rule above and the time limit rule).

4. Continuation of Tournament Games

A game that is not Official shall be continued at another time (as determined by the PPBA) from the point last played. In the continued portion of the game there shall be no restriction on adding players who did not previously play in the game, except that all other rules (including the pitching limitations) shall apply as if the game had not been interrupted and for all divisions, except the Freshmen division and High School Softball division, players who did not participate in the previous part of the game must be placed at the end of the batting order.

5. Minimum Number of Players Required;

a. Except as noted in section b below, no team can start a Tournament game with less than 8 players

i. Grace period for all Tournament games: A team failing to field 8 players 10 minutes after the actual start time (as determined by the umpire) for weekend games and 15 minutes after the scheduled start time for weekday games shall be declared the loser and have a forfeit assessed against that team. The same shall apply if at any time during the game a team has less than 8 players. Super Subs shall be counted to avoid a forfeit in all Tournament games.

b. If the grace period has expired and the coach says that the player or players are on their way, the opposing team shall automatically become the home team and the first half of the first inning shall begin. In the top of the first inning the away team will be assessed an out for every player missing under 9 players but up to no more than 2 outs – all of which shall be assessed after all players present have batted. For all teams playing under the universal batting rules, the

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late arriving players shall be placed at the bottom of the batting order. If the away team still does not have 8 players to take the field after completing the top of the first inning, the game shall be terminated and declared a forfeit on behalf of the home team.

6. Player Eligibility

a. Except as provided in this section 6, all rules relating to Super Subs (section A7cii), players who play on Multiple Teams (section A7ci), and players permitted to play down in age (section A7d) shall apply to Tournament games. All Super Subs must be noted as such on every team's roster and lineup card. Super Subs can wear the jersey of his/her original team.

b. Super Subs not on the team's published roster may be added to a team's roster at any time during the tournament even though there may be two Super Subs listed on the roster provided that the addition is made only to give that team nine players. It shall be the responsibility of the coach using a Super Sub not on its published roster to show the opposing coach the roster of that Super Sub's team prior to the game to confirm that the Super Sub is registered and of the proper age.

7. Protest Rules

a. Protests shall not be allowed in regular season games for divisions where standings are not being kept. However, all rules violations (especially those relating to eligibility and safety) must be reported to the PPBA within 24 hours of their discovery.

b. Protests are allowed in regular season games for divisions where standings are being kept **and** for all Tournament games.

c. A protest shall be done in a way to minimize conflict. The protesting coach must have a copy of the rules to show the umpire and other team head coach the basis of the protest. Every team must also have their roster and full season scorebook present at every Tournament game.

d. Protests of Regular Season Games Where Standings are Being Kept: Such protests shall be noted on the umpire's scorecard indicating the basis of the protest (and where applicable, name and uniform number of the player in question). If the resolution of the protest to the satisfaction of both head coaches and the umpire in accordance with these rules occurred prior to the first pitch of the game, then no forfeit shall be assessed. However, if it appears that the violation occurred in prior games, the matter should be reported to the PPBA for investigation. If not resolved at the time of the protest to the satisfaction of both head coaches and the umpire in accordance with these rules, a detailed written protest shall be submitted by the team's parent organization to an assigned PPBA member within seventy-two (72) hours of the end of the game in question. The organization of the challenged team shall be notified of the challenge by the PPBA and shall, within 72 hours, submit to the assigned PPBA member a response and supporting proof (if there is an age challenge, proof of age, such as an original birth certificate or official school record). Failure to submit the required response on time will be considered admission that the protest is valid. The PPBA shall have the authority and discretion to extend the submission deadline up to an additional 5 days. See also **Section A6c** on Challenging Rulings and Protests. If such a protest is confirmed and it is based on, for example, an eligibility rule, the PPBA shall have the discretion to assign losses to prior games in which the infraction also occurred.

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e. Protests of Tournament games:

1. Such protests must be resolved by the umpire on the field immediately upon being raised. The umpire has the option to confirm his/her with the head umpire in charge. Such rulings shall be final and are not appealable. PPBA officials who are on the fields at such time are authorized to make rulings which may contradict umpire rulings. If a challenge that a player is not a rostered player or is over-age is not resolved immediately, the game shall be played to conclusion and a determination as to the eligibility of the player shall be made immediately thereafter. If the player is disqualified, that team will be disqualified.

2. To protest a Tournament game based on any of the eligibility rules, the head coach making the challenge shall inform the umpire and the challenged head coach of the protest and the reasons for the challenge as soon as he/she becomes aware of such issue.

A. If, after the first pitch of the game, the head coach of the challenged team admits that the player is overage or not on the roster, that player shall be immediately removed from the game and play will continue but the umpire shall, where applicable, rule that game to be a forfeit by the challenged team. No further action need be taken by the opposing head coach and the umpire shall note the forfeit, where applicable, on his/her scorecard. If the resolution occurred prior to the first pitch of the game, then no forfeit shall be assessed.

B. If the head coach of the challenged team denies any of the eligibility claims and the opposing head coach cannot prove to the satisfaction of the umpire by presentation of the relevant teams' rosters as approved by the PPBA, the challenged player shall continue to play and the matter must be referred to the PPBA for resolution immediately after the game.

f. Effect of Successful Protest

Forfeiture: If a protest is successful, the challenged team will forfeit the challenged game and all prior games in which the ineligible player appeared. Repeated offenses or the failure to produce a team roster or other proof requested by the PPBA can result in further disciplinary action including, but not limited to, forfeiture of the game in questions and all previous games and expulsion of the offending team(s) and/or coaches for the duration of the season and thereafter. Continuous offenses by an organization may result in such further disciplinary action as the PPBA deems appropriate.

g. Protest Fee Deposit and Forfeit Bond for Non-Members

1. Each organization not a member of the PPBA shall:

A. post a \$50 deposit at the beginning of the season to pay for an imposed fine; which, within 48 hours, must be replenished after imposition of a fine; and

B. post a \$200 per organization forfeit bond to be used to pay for the full umpire fee for games forfeited by teams of such non-members. The bond must, within 48 hours, be replenished after being reduced.

SECTION D: ROSTER RULES

1. Required Roster Submission: All teams are responsible to provide an official team roster to the PPBA in accordance with the roster rules. Final submission of revised rosters shall be made no

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later than May 1, unless the PPBA specifically decides otherwise. Failure to submit all an organization's roster on time shall result in that team not receiving a bye (if it would otherwise have received one). In no event shall a team be permitted to participate in a Tournament if it has not submitted a completed roster prior to its first Tournament game. All teams must have their roster and season's scorebook at all Tournament games.

In addition to other actions the PPBA may decide to take, failure to file final rosters prior to the first Tournament game will disqualify all such offending teams in that division from participating in their Tournaments and assess a \$100 fine to the PPBA for each division roster not filed on time. Unless specifically decided by the PPBA otherwise, each organization must provide to the PPBA a roster on a separate spreadsheet by division for every division, except Pee Wee and Ponys with the following information:

- a. The team name as identified on its schedule;
- b. The head coaches' first and last name, home and cell phone numbers, and email address and the first and last name and cell phone numbers of up to two assistant coaches;
- c. Each player's first and last name, date of birth and age as of December 31 of the prior year; and
- d. the indication next to a player's name of "MT" for Multiple Teams, "SS" for Super Sub, and "PD" for playing down if such applies.

If a spreadsheet for entry of team rosters is provided by the PPBA, such spreadsheet shall be used by all organizations. At any time clerical errors can be cured by timely submitted proof acceptable by the PPBA.

2. Roster Size – Minimum and Maximum: Unless otherwise approved by the PPBA, all team rosters must have a minimum of 12 players including Super Subs, Multiple Team and Playing Down players and may have a maximum of 18 players including Super Subs, Multiple Team and Playing Down players.

3. Approval of Rosters by PPBA and Distribution to Organizations: The submitted rosters will be reviewed, and if acceptable, approved by a person authorized by the PPBA. The PPBA will distribute rosters to each participating organization for distribution to their respective teams.

4. Changes to Rosters: After the date for final roster submission, no player may be added to a team roster without the prior written approval of the PPBA, unless being left of was a clerical error. The error shall be proven by production of a registration form, proof of payment, or the scorebook indicating that the player has been or could have been playing prior to the final roster due date.

5. Pre-Game Lineup Card Submission & Scorebook Recordkeeping Required: Before each game the head coaches must exchange completed batting order/line up cards. Each team must also maintain and present an official season score book. Each lineup card and the score book must contain the information required under these rules. The umpire shall disqualify any player for whom the head coach refuses to provide the first and last name, date of birth and uniform number.

6. Players must be on the Roster and in Uniform: Only players listed on the PPBA approved roster shall be permitted to play. All players should be in uniform. However, no player can be disqualified in a tournament game for being out of uniform or, if a Super Sub, the jersey of that player's original team. Any player who fails to be wearing a team jersey in a tournament game shall be assessed an out the first time (and only the first time) he or she comes to bat.

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7. **Overage Players Barred:** No overage player will be permitted on a team roster except if in accordance with these rules. An unapproved over-age player shall be banned for further play in the PPBA and the PPBA shall have the right and authority to determine if there is any culpability by the player's coach(es) and what, if any, action should be taken against the coach(es). Games in which an unapproved overage player played shall be forfeited where applicable.

8. **Protests:** Protests only affect Tournament games and regular season games for divisions that use standings for seeding in their Tournament. See the Tournament section for the Protest rules.

SECTION E: CODE OF CONDUCT POLICY

Every season incidents that occur on the fields that justify remedial action either go unreported, are reported late, or with insufficient information upon which to act. The net result is the misperception that we condone improper behavior and insufficient information to address correctable situations, particularly with respect to the quality of our umpires.

This organization consists of only a few officials who run over a thousand games on more than twelve fields every spring. It is impossible for us to be at all the games. The only way we can maintain values appropriate to a youth baseball organization is to get the direct and specific input of everyone involved.

It is, therefore, the responsibility of all parents and coaches to communicate problems to us as soon as they occur.

To that end, we define problems as

- 1/ any disrespectful behavior leveled at or by coaches, players, parents, umpires, spectators, and league and Parks Department officials;
- 2/ any behavior that evidences disrespect for the rules and policies of this organization, and
- 3/ any disrespectful behavior that occurs in the course of resolving disputes (such as between coaches and umpires).

This is youth sports. We adults are role models for the children. There is no justification for behavior that is disrespectful and evidences a lack of self-control.

Reports of such acts must be reported to this organization being sure to note:

- 1/ the date
- 2/ the time
- 3/ the field
- 4/ team and people involved, and
- 5/ what happened.

Time is of the essence: Memories fade and immediate action supports our intent to maintain a respectful environment.

To report an incident, please email it to your organization representative listed on the PPBA Contact Us webpage (<http://ppba.info/contact-us/>) and to the PPBA via the webform on this webpage. When in doubt, please submit a report. We will honor a wish to remain anonymous. We will investigate all reports; however, please understand that we cannot act without the specific information noted above.

These rules are in addition to the NYC Administrative Code (Title 10, Chapter 1) § 10-138 which is made part of the PPBA rules in Section F of Appendices.

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It should not seem from this policy that this is a pervasive issue. By far it is not. However, incidents occur every season and we are committed to modeling our best to our parents and children and deter those who need to be deterred.

Thanks for your understanding and continued support.

SECTION F: APPENDICES

Appendix 1: NYC Administrative Code (Title 10, Chapter 1):

“§ 10-138. Distribution of a Model Code of Conduct to participants in youth sports programs.

a. Legislative findings and intent. Participation in youth sports programs should be a rewarding experience. Through sports programs, our youth learn the importance of teamwork, cooperation, effort, discipline and commitment. Furthermore, regular physical activity is the cornerstone of an active and healthy lifestyle. Unfortunately, good sportsmanship is sometimes lacking on the part of coaches, parents, players, spectators and other persons involved in youth sports programs, resulting in the creation of a hostile environment for participants. The City Council finds that in order to realize the full potential and value of youth sports programs, participants in such programs should follow a Code of Conduct that reflects principles of good sportsmanship at all youth sports events. Furthermore, the City Council finds that organizations that administer youth sports programs should have the option of banning coaches, parents, players, spectators and other participants in youth sports programs from attending youth sports events if they engage in certain egregious behavior at such events. Additionally, such organizations should have the option of requiring individuals to complete some form of anger management counseling before being allowed to resume attendance at youth sports events.

b. Definitions. For purposes of this section:

(1) The term "youth" shall mean any person under the age of eighteen.

(2) The term "organization" shall mean any individual, firm, partnership, trust, association, corporation or other entity.

(3) The term "youth sports event" shall mean a competition, practice or instructional event involving one or more youth sports teams, where such youth sports teams utilize city facilities and/or receive city funding.

c. Any organization that administers a youth sports program that utilizes city facilities and/or receives city funding shall distribute the following Model Code of Conduct or a similar Code of Conduct containing guidelines for conduct of behavior to be observed at youth sports events to all coaches, parents and players participating in such sports program:

1. All officials, coaches, parents, players, spectators and participants shall respect one another.

2. All officials, coaches, parents, players, spectators and participants shall respect officials' decisions.

3. All officials, coaches, parents, players, spectators and participants shall engage in fair play and abide by all game rules.

4. All officials, coaches, parents, players, spectators and participants shall refrain from engaging in taunting of officials, coaches, parents, players, spectators or other participants by means of baiting or ridiculing.

5. All officials, coaches, parents, players, spectators and participants shall refrain from verbal and/or profane abuse of officials, coaches, parents, players, spectators or other participants.

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6. All officials, coaches, parents, players, spectators and participants shall refrain from threatening physical violence or engaging in any form of physical violence.

7. All officials, coaches, parents, players, spectators and participants shall win and lose with good sportsmanship and shall strive to make youth sports programs rewarding for all participants.

d. Any organization that administers a youth sports program that utilizes city facilities or receives city funding shall post or affix the Model Code of Conduct or a similar Code of Conduct containing guidelines for conduct of behavior to be observed at youth sports events at the primary facility where such youth sports events occur, as practicable.

e. Any organization that administers a youth sports program that utilizes city facilities and/or receives city funding may ban the presence at youth sports events of any official, coach, parent, player, spectator or other participant who

(1) engages in verbal or physical threats or abuse aimed at any official, coach, parent, player, spectator or other participant,

(2) initiates a fight or scuffle with any official, coach, parent, player, spectator or other participant or (3) engages in repeated and egregious violations of the Model Code of Conduct or similar Code of Conduct containing guidelines for conduct of behavior to be observed at youth sports events, if the conduct occurs at or in connection with such youth sports event.

f. In the event that any official, coach, parent, player, spectator or other participant is banned from attending youth sports events pursuant to subdivision (e) of this section, such person may petition the organization that imposed such ban for permission to resume attendance. Prior to being permitted to resume attendance, such organization may require such person to present proof of completion of anger management counseling or its equivalent.”

Appendix 2: Official Rules of Baseball Cited in these Rules:

Rule 6.03(b) pertaining to batting out of order (this rule section B(3)(b)(ii)):

“(b) Batting Out of Turn

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

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

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

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

(5) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.

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

(7) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

Rule: 5.06 (b)(4) pertaining to bases given after a thrown ball goes out of play (this rule sections B(3)(a)(v)(B) and B(3)(c)(viii):

5.06(b)(4) Each runner including the batter-runner may, without liability to be put out, advance:

...

(G) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

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

Appendix 3: The Balk Rule and Specific Application to Super Bantam Division.

The Balk Rule in General.

The overall purpose of the balk rule is to protect the baserunner from deceptive moves by the pitcher. However, we are taking a measured approach for Super Bantam teams because it is the first time baserunners will be leading (stealing off the pitcher), it is the first time pitchers have to be concerned with holding runners on base, and the balk rule and the related overthrow rule are very complex.

In general, a balk awards the baserunner one base. Beyond that award, the baserunner advances at his/her risk.

It is not a balk

- a/ if, while in contact with the rubber, the pitcher fakes a throw to 2nd base or
- b/ if the pitcher executes a jump step/pivot throw to 1st base (landing the right foot off the rubber and transferring the weight to the left foot while throwing to 1st base – left-handed pitchers do not use this move)

The balk rule is a delayed-dead-ball offense rule meaning that the play continues until it is clear that the offense can no longer advance and the defense has no play to make. It is not a situation where the manager of the offense has a choice between the play or the balk penalty. There is no option.

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EITHER, as a result of the play, the batter and all the base runners advance at least one base, in which case the balk disappears and the game proceeds as if it never happened (and advancing more than one base is done at their risk)

OR, if the batter and all baserunners do not advance one base, the balk is enforced, the baserunners get the one base award and the batter remains at bat with the ball/strike count the same as prior to the balk.

If the pitcher is entitled to a warning and

1/ the ball is put into play, the batter and baserunners will still be awarded one base and run any further at their risk (the EITHER situation)

2/ the ball is not put into play, the balk award will not be granted (the "OR" situation).

Regardless of whether the pitcher is entitled to a warning, if the pitcher balks and the baserunner is either thrown out when attempting to steal a base or is picked off, the baserunner will be declared safe.

Here are a few other scenarios:

(R1=Runner on 1st base, R2=Runner on 2nd base, P=Pitcher, B=Batter):

- R1. P balks. B hits a single. R1 makes it to second. B makes it to first. The balk call disappears and the offense gets the results of the play.
- R1, 1-1 count. P balks. B hits a single. R1 makes it to second but the throw from centerfielder is wild and R1 takes off for third but is thrown out. R1 is out. B is safe at first.
- R1, 1-1 count. P balks. The pitch is wild. R1 takes off for second and is thrown out by Catcher at 2nd. R1 remains on second due to the balk. 1-1 count remains for batter.
- R1, 1-1 count. R2 stealing on the pitch. P balks. B hits to fielder at 3rd base who steps on third then throws to second. R2 safe on third, R1 safe on second. 1-1 count remains for the batter.

Application of the Rule for the Super Bantam Division (all tiers):

What follows is how the umpires have been instructed to apply the balk rule.

A balk is, and will be, called if the pitcher

- 1/ does not come to discernible stop,
- 2/ stops more than once,
- 3/ does not complete the pitch once delivery to the plate has begun,
- 4/ fakes a throw to 1st or 3rd base while in contact with the rubber, or
- 5/ is on or with the rubber between the legs without the ball (hidden ball trick)

The following balks will not be called:

- 1/ if the pitcher steps off the rubber with the non-pivot foot,
- 2/ if, when stepping off, the pivot foot is not placed completely behind the rubber,
- 3/ if the pitcher drops the balls while one or both feet is engaged with the rubber, or
- 4/ if the pitcher's hands break apart after coming into the set position and before throwing a pitch or to a base.

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Important Related Overthrow Rules:

A baserunner is awarded one base when the ball is thrown out of play by pitcher who legally attempts to pick off.

A baserunner is awarded two bases when a throw that originates from an infielder is thrown out of play. Thus, a pitcher who properly steps off the rubber becomes an infielder and his/her overthrow out of play results in the runner being awarded two bases. A pitcher is "in contact with the rubber" when he or she intentionally sets his or her foot on the rubber. A pitcher is no longer a pitcher but rather is a fielder once the pitcher disengages from the rubber by stepping backward off the rubber with the pivot foot or by pivoting and stepping toward second to make a play there. Also, touching the rubber includes the foot touching against but not directly on top of the rubber.

The overthrow rule, like the balk rule, is complex. This is only one aspect of it.

Appendix 4: Excluded Official Baseball Rules

The following "Official Baseball Rules" of the Major League do not apply to these rules:

1. Larger bases - 2.03 The Bases
2. Pitch clock - 5.07 (c) Pitcher Delays
3. Running lane violation - Rule 5.09(a)(11)
4. 3 batter minimum - 5.10(g) Minimum Batters Faced Requirements
5. Limit to Defensive Conferences 5.10(m) Limitation on the Number of Mound Visits Per Game
6. 5.02 (c) Infielder Positioning
7. 5.03(c) Positioning in the Coach's Box

END OF RULES

