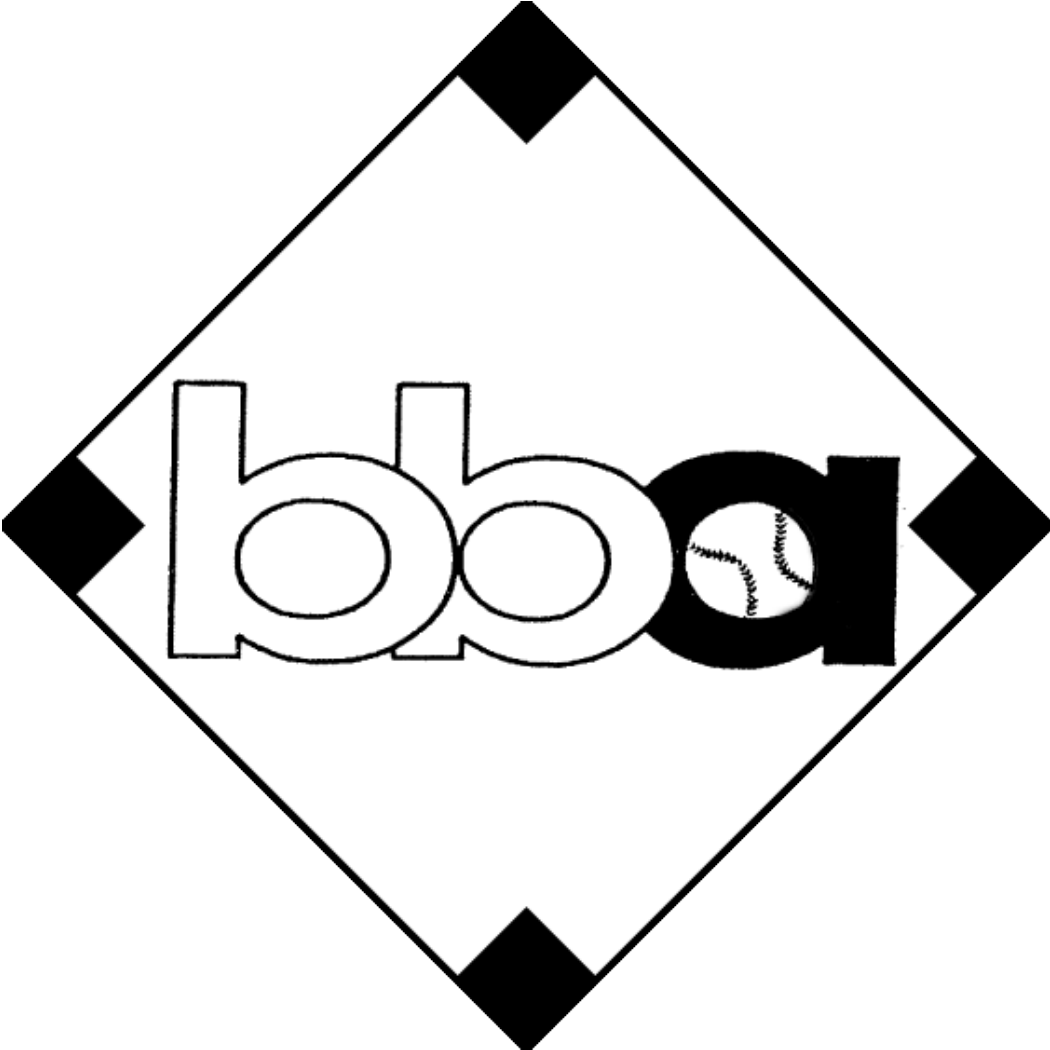


# 2015 Boys Baseball of Aurora Rule Book



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# **CHAPTER 1**

## **The League**

### **SECTION 101**

#### **GOVERNANCE**

**101.1 Operation.** The League shall operate under the By-Laws of Boys Baseball of Aurora.

**101.2 Board of Directors.** The League shall be run by a Board of Directors in compliance with the By-Laws. Their authority will include but is not limited to the following items.

**101.2.1. Manager Appointments.** The Board will approve the appointment of all Managers.

**101.2.2. Rules Interpretations.** The Board shall have authority to interpret all rules and regulations.

**101.2.3. Best Interest of BBA.** The Board shall make all decisions in all matters in a manner that they consider to be in the best interest of BBA.

**101.3 Insurance.** Deductible Accident Insurance coverage will be provided for all players, managers, coaches and umpires. This insurance is intended to provide secondary coverage only.

**101.4 Finances.** The League shall finance its own program through sponsor fees and the payment of player fees, which may be recouped by selling Booster Tickets.

**101.4.1 Sponsor Fee.** The Sponsor Fee for each year shall be determined by the Finance Committee and approved by the Board of Directors. The fees may be staggered by Level at the discretion of the Board of Directors.

**101.4.2 Booster Tickets.** The Board of Directors will distribute Booster Tickets to each manager for each player on their team on draft night for their level. The manager shall be responsible for distributing these and all other paperwork provided by BBA to their players and failure to do so will result in immediate dismissal from BBA.

**101.5 Background Checks.** All League volunteers including, but not limited to, Board of Directors, managers, coaches, scorekeepers, and umpires, shall consent to a background screening process by an independent third party designated by the League.

**101.6 Boundaries.** The League shall have no boundaries and all eligible players, regardless of where they live or where they attend school will be allowed to participate.

### **SECTION 102**

#### **FORMAT**

**102.1 Programs Provided.** The league shall provide three programs.

**102.1.1 Summer Program.** This program will take place from April through July in one calendar year.

**102.1.2 Fall Program.** This program will take place from August through October in one calendar year. Supplemental rules, requirements and conditions of Fall Ball can be found in *Chapter 7*.

**102.1.3 Travel Program.** This program will take place from August to July of the following calendar year. Supplemental rules, requirements and condition for the Travel Program can be found in *Chapter 10*.

**102.2 Levels Provided.** Each Program will be divided into the following levels based on the player age. Not all Levels will be provided in every Program Session. The age used to determine the player age is the age they are prior to May 1<sup>st</sup> of the year in which they are registering.

**102.2.1 Pony Level.** Players ages 13 and 14.

**102.2.2 Major Level.** Players ages 11 and 12.

**102.2.3 Minor Level.** Players ages 8, 9 and 10.

**102.2.4 Rookie Level.** Players ages 6 and 7.

**Exception:** 8 year olds not picked in the Minor League Draft will be eligible to play in the Rookie League.

**Exception:** Rookie Level is not provided during the Fall Program

**102.2.5 T-Ball Level.** Players ages 4 and 5.

**102.2.5.1 Outsourced Operations.** Turners Club will operate the T-Ball Level in conjunction with Boys Baseball of Aurora and be responsible for registrations, rosters, financing, equipment, etc. This agreement needs to be renewed every year by both parties.

**Exception:** T-Ball Level is not provided during the Fall Program

**102.2.6 Adaptive Recreational Level.** Players ages 5 through 22. This level will be referenced as the Adaptive Recreational Baseball League or ARBL. Please see *Chapter 8* for additional information on qualifications and requirements.

**102.3 Divisions.** Each Level will be divided into an even number of divisions with an equal number of teams in each division.

**Exception:** The Rookie Level, T-Ball Level and ARBL will not use divisions.

**102.3.1 Determining Teams in a Division.** Teams will be rotated and realigned each year based on the previous year's standings. When four (4) divisions are in place use *Chart 102.3.1* to determine rotation of teams. When two (2) divisions are in place swap the even number teams in each division.

Division	First	Second	Third	Fourth	Fifth	Sixth	Seventh
Midwest	M1	C2	A3	N4	M5	C6	A7
Central	C1	A2	N3	M4	C5	A6	N7
American	A1	N2	M3	C4	A5	N6	M7
National	N1	M2	C3	A4	N5	M6	C7

**Chart 102.3.1**



**102.3.2 Contracting Teams.** When teams are contracted from a Level a full realignment of divisions shall be required. After determining the teams removed rank the teams in order based on the previous year's standings. Then utilize a snake system to realign the divisions with the new quantity of teams (ie. Given teams 1 through 8 the American Division gets teams 1, 4, 5 and 8 while the National Division gets teams 2, 3, 6, and 7).

**102.3.3 Adding Teams.** When adding teams to levels, the new teams will be added in equal quantity to the bottom of each division until all teams are assigned a division. Please consult Player Selection in *Section 202.X.X* for rules and regulations for filling the rosters of newly created teams.

**102.4 Teams.** Each Division will be divided into an equal number of teams.

**Exception:** In cases of not having a number of teams equally divisible by the number of divisions every effort will be made to properly balance the divisions (ex. 18 teams and 4 divisions would have 2 divisions of 5 teams and 2 divisions of 4 teams).

**102.4.1 Managers and Coaches.** Each team shall have a Manager appointed by the League and that manager will be responsible for finding at least two (2) coaches. No team may have more than six (6) coaches. All members of the staff are required to pass a background check (*Section 101.5*).

**102.4.1.1 Co-Managers.** Co-Managers shall not be permitted in the League.

**102.4.2 Rosters.** Each team will have an active roster of players.

**102.4.2.1 Roster Size.** The minimum and maximum number of players of each age group will be determined by the Board and announced prior to the draft.

**102.4.2.2 Maintaining Roster.** Each team must maintain a full roster of players in accordance to what is confirmed with the Board at the completion of the draft.

**102.4.2.2.1 Submitting Rosters.** Each Manager shall submit a copy of his active roster to the President and Player Agent by the start of the regular season and again at the end of the regular season.

**102.4.2.3 Roster Changes.** Roster changes (either addition or subtraction) shall be made only through, and with the approval of, the Player Agent and the President.

**102.4.2.3.1 Absence Notification.** The President must be notified of any player who has missed more than two consecutive games for any reason other than vacation. Depending on the circumstances and the length of absence involved, the President and Player Agent, will require the manager to replace the player who has left the team prior to completion of 50% of the games.

**102.4.2.3.2 Adding Players.** Managers may replace players on their teams by following these procedures:

- 1) Manager shall acquaint the Player Agent and President with the conditions that necessitate the request for replacement.

2) If the Player Agent and President agree the reasons are “justifiable” the Manager can replace the player on his team from the Player Pool (See *Section 201.3*). Justifiable reasons include but are not limited to: failure to attend at least 50% of practices, continued absence from games, summer vacations that would require player to miss 50% of season or more, injury.

## **SECTION 103 DECORUM**

**103.1 General.** The actions of players, managers, coaches, scorekeepers and umpires and League officials must be above reproach.

**103.2 Manager Responsibilities.** The manager shall keep their coaches and players from shouting or making derogatory comments to opposing managers, coaches, players and umpires.

**103.2.1 Managing Outside of the League.** No Manager shall manage in any other youth baseball program outside of Boys Baseball of Aurora. Managers found in violation will be removed from their team and the League.

**103.2.2 Working with Other Teams.** Managers and coaches will not work with teams other than their own in league games. In the event a manager or coach is requested to assist another team during a scheduled league game, the opposing manager must agree to his temporary appointment.

**103.3 Intimidation.** In order to discourage or mitigate intimidation of the opposing team and umpires, managers and coaches should not be on the field of play during a live ball situation unless coaching a base or in the bullpen. If they must be outside the confines of the dugout they should station themselves at the end of the dugout furthest from home plate.

**103.4 Tobacco.** Team personnel may not use Tobacco in any form while in the dugout or on the playing field.

**103.5 Alcohol.** Team personnel must refrain from the consumption of alcoholic beverages prior to, during and immediately after the games in any park location.

**103.6 Discussions with Umpires.** Only the manager shall be allowed to discuss rule interpretations with the umpire. Any use of profane or abusive language during the discussion will not be tolerated and will be cause for automatic ejection from the game.

**103.7 Ejection and Suspension.** Any manager, coach, player or parent that has been ejected from a game or suspended must comply with the requirements of this section.

**103.7.1 Result of Ejection.** A manager, coach, player or parent who has been ejected from a game shall leave the park immediately.

**103.7.2 Consequences.** A manager, coach, player or parent who has been ejected from a game will be suspended for one additional game, unless otherwise overturned by the Manager Review Committee.

**103.7.3 Appeal.** A manager, coach, player or parent who has been suspended may appeal to the Manager Review Committee to get their suspended overturned.

**103.7.4 Requirements.** While serving the resulting suspension, the manager, coach, player or parent shall not be at the park where his team is playing a game. Failure to comply by a manager or coach will result in immediate dismissal by the League. Failure to comply by a player or parent will result in an additional suspension as deemed appropriate by the Board.

**103.8 Entrepreneurial Endeavors.** Managers, coaches and all other volunteers shall refrain from entrepreneurial endeavors while associated with Boys Baseball of Aurora, either on their own behalf or that of another manager, coach or parent. Failure to do so will result in immediate dismissal from the League.

**103.9 Managers' and Coaches' Appearance.** All Managers and coaches must wear neat apparel and League provided hats (*Section 104.3.1*) while in the dugout and on the playing field. If not complied with, violators will be suspended from the League in accordance with a decision by the Manager Review Committee.

## **SECTION 104 PROVIDED EQUIPMENT AND UNIFORMS**

**104.1 General.** The League will provide uniforms, playing equipment (batting helmets and catcher's equipment), baseballs and umpires. The City of Aurora and the Fox Valley Park District will provide the playing fields. Additional information on equipment can be found in *Section 403*.

**104.2 BBA Logo.** All uniforms must have the Boys Baseball of Aurora logo printed on the hat and jersey. This includes all league and travel team uniforms.

**104.3 Uniforms.** The League shall provide a uniform consisting of a hat, jersey, pants and socks. The player is responsible for any additional items including but not limited to spikes and a glove.

**104.3.1 Hats.** Hats will have the BBA logo and be of a style and color to coordinate with jerseys for all teams.

**104.3.1.1 Volunteer Requirement.** Hats, if worn by managers or coaches on the playing field, must be those furnished by the League. If a Manager is short on hats for his coaching staff he should contact his Level Representative.

**104.3.2 Jerseys.** Jerseys will display the team (sponsor) name on the front, numbers at least on the back, BBA logo on the back or arm, have a single color palette across the entire team and be of an increasing quality from lower levels to higher levels.

**104.3.3 Pants.** A single pair of white pants will be provided to each player by the League and should be worn at all League games. If a player requires a new pair of pants due to damage the team manager should contact the League Representative. If a player chooses to purchase an additional pair of pants they should be white to match those pants provided by the League.

**104.3.4 Socks.** A single pair of socks to coordinate with the team color palette shall be provided to each player by the League. If a player requires a new pair of pants due to damage the team manager should contact the League Representative. If a player chooses to purchase an additional pair of socks they should match the color of socks provided by the League.

**104.3.5 Unauthorized Elements.** The use of any items unauthorized by the League on the uniform including but not limited to stars and nicknames shall not be allowed on uniforms.

**104.3.6 Game Appearance and Attire.** Additional requirements for how a player must be dressed during a game can be found in *Section 403*.

**104.4 Equipment and Uniform Collection.** At the conclusion of the season, managers must collect all equipment, including at least eight used baseballs, and turn them into a Board Member at the conclusion of their last playoff game.

## **SECTION 105 SCHEDULE**

**105.1 League Season.** The League Season includes only those activities specifically authorized and sanctioned by the League and only during that period defined in *Section 102.1*. No other activities will be allowed.

**105.1.1 School Activities.** School Activities shall take precedent over the baseball program.

**105.2 Practices.** The following requirements will govern all practices during the League Season.

**105.2.1 Maximum Number of Practices.** No boy shall be expected to participate in more than four practices per week during the pre-season. No boy shall be expected to participate in more than a combined total of four games and practices during the regular season.

**105.2.2 Minimum Number of Practices.** Managers shall provide a minimum of two practices per week in the pre-season and one per week during the regular season.

**105.2.3 Assigning Practices.** Fields for practices will be assigned and permits issued for at least two sessions each week during the period following the draft and prior to the first scheduled practice game. The order of assignment will be based on the number of years each manager has previously managed in the Rookie, Minor, Major and Pony levels. Ties will be broken by including any additional years in which the manager was a coach in the program. If still tied, a coin flip will be used. The same format will be used for assigning one weekend practice field to be used throughout the whole season. Practices should end no later than 10pm.

**105.2.4 Practice Games.** Informal practice games may be conducted against other teams in our League. No additional games, played against teams outside of BBA, before, during or after the season shall be played unless specifically authorized by the League. Practice games should end no later than 10pm.

**105.2.5 Practice Prior to a Game.** Practice at another field immediately prior to a game will not be allowed during the regular season.

**105.2.6 Batting Practice Prior to the Game.** Batting practice, defined as “swinging a bat at an object,” will be allowed prior to the game under the following conditions: Batting practice can consist of hitting wiffle balls or swinging at a “hitting stick.” Only one boy will be allowed to be swinging at a time. A manager or coach must be supervising the activity at all times to ensure safety and will either be the one pitching the wiffle balls or holding the “hitting stick.” The hitting will be done in fair or foul territory in left field for the home team or in right field for the

visiting team. No other batting practice, or swinging practice, including but not limited to the use of official baseballs is allowed before or during the game. Teams found in violation shall be prohibited from taking batting practice the remainder of the season.

**105.2.7 Fielding Practice Prior to Game.** The home team shall be allowed 10 minutes of fielding practice 25 minutes before game time followed by 10 minutes of fielding by the visitors.

**105.2.8 Pony Players Practicing.** Thirteen (13) and new fourteen (14) year olds will not be allowed to practice with any Pony Level Team under supervision of Managers or Coaches until team selections have been completed. Returning players may not practice with their teams until after the players have been registered and have paid their fees for the upcoming season. Managers who disregard this rule shall be removed from the League.

**105.3 Preseason Games.** Preseason games will be scheduled by the League.

**105.3.1 Preseason Games Special Rules.** Special rules governing only the games played prior to the regular season can be found in *Section 508*.

**105.4 Regular Season Games.** The League will create a regular season schedule for each level with a balanced number of games for each team in that level between fourteen (14) and twenty-two (22) games. The games will begin in May and end in July, the exact beginning and ending dates will be determined on a year to year basis.

**105.4.1 Maximum Number of Games in a Week.** The maximum number of regularly scheduled games in a week shall be three.

**105.4.2 Schedule Balance.** The schedule will be arranged so that each team will play the other teams in its division an equal number of times. The remaining games will be arranged so that each team within a division will play a comparably difficult schedule when based on last year's won-loss records.

**105.4.2.1 Games outside BBA.** A balanced schedule for games played by a level against teams outside of BBA shall be attempted but not guaranteed.

**105.4.3 Division Champions.** Division Champions shall be based on won-lost percentage in which tie games are considered  $\frac{1}{2}$  game won and  $\frac{1}{2}$  game lost. Ties for a Division Championship will result in Co-Champions, but seeding of teams will be determined in accordance with the Playoff Seeding Rules *Section 105.6.1*.

**105.4.3.1 Awards for Division Champions.** Team and individual trophies will be awarded to division winners. Duplicate awards will be made if there is a tie for first place.

**105.4.3.2 Awards to Sponsors.** The Team trophy must be presented to the sponsor within two weeks of the completion of the playoffs.

**105.5 Postponed Games.** Games that are postponed will be rescheduled on available open dates, including Saturdays and Sundays, but scheduling a team more than three games per week will be avoided, if possible. It will be the responsibility of the managers to be aware of the make-up dates and to call the league if there is a doubt as to the make-up dates.

**105.5.1 Changing Games.** Changes to starting times or dates of rescheduled games may be made only upon a written request to the Board and only with their approval.

**105.5.2 Game Precedence.** If only one or a couple of games are rained out on a given night, re-scheduling of a later night's complete schedule may take precedent and cause the lower number of games to be moved again.

**105.5.3 Completing the Schedule.** The League will make every effort to reschedule all postponed games.

**105.5.4 Notification.** Official announcements on Preseason and Regular Season games will be made on the BBA web site. Unless otherwise notified, teams should report to their respective fields.

**105.5.5 Postponing At Field.** The decision to play the game will rest with the two managers and the umpire, with the majority to rule when deciding to postpone a game not specifically postponed by the League. If one team does not appear at the field and the decision is made to play, the absent team may be require to forfeit the game. See *Section 405.2* for additional information.

**105.6 Playoffs.** The playoffs for the Majors and Minors will consist of all teams playing a single elimination tournament. The playoffs at the Pony level will consist of the top eight (8) teams playing in a double elimination tournament. The bottom four (4) teams will first play in a single elimination "play-in" game, in a 10 team league format, to determine the final two spots.

**105.6.1 Seeding.** Teams will be seeded one thru the number of qualified teams based on the following criteria.

1. Won-Lost Percentage
2. Head-to-Head (best won-lost percentage in games among the teams)
3. Best won-lost Percentage in games played within the division
4. Best won-lost Percentage in common games (games played against the same opponents)
5. Won-Lost percentage of each team's opponents
6. Fewest runs allowed to opponents over the entire regular season
7. Coin flip

**105.6.2 Brackets.** The League shall create Playoff Brackets and provide them to the manager of each team at the Playoff Meeting held prior to the beginning of play. These will also be available on the website.

**105.6.3 Determining Home or Visitors.** The team with the best won-lost percentage shall elect to be the home team or the visiting team. When teams have identical records, the higher seeded team shall elect to be home team or the visiting team.

**105.6.4. Awards for Division Champions.** Team and individual trophies will be awarded to the overall champion and runner-up.

**105.6.5. Awards to Sponsors.** The Team trophy must be presented to the sponsor within two weeks of the completion of the playoffs.

**105.6.6. Playoff Rules.** Rule amendments used for the Playoffs can be found in *Section 509*.

**105.7 Double Headers.** Double Headers with the same team involved are not permissible except in the case where a game between two teams has been suspended. The suspended game can be completed preceding the next scheduled game between the same teams.

## CHAPTER 2 The Players

### SECTION 201 ELIGIBILITY

**201.1 Registration.** Players must register with the Player Agent no later than the date of the alternate evaluation to be included in the player draft for the Pony, Major and Minor League levels. Players can register at any time for the other levels and Fall Ball, but will be placed on teams at the discretion of the Board if joining after initial formulation of teams.

**201.1.1 Birth Certificate.** Proof of birth date in the form of a Birth Certificate shall be presented at time of registration for those boys entering the league for the first time. Those who are found to have falsified their application may be suspended from the program.

**201.1.2 Late Registration.** Players who do not register by the date of the alternate evaluation may only be placed on a team by Board approval. No players will be allowed to register after the start date of regular season games.

**201.1.2.1 Placement Procedures.** Once the Board has determine that a late registrant is eligible a lottery will be conducted by the Board of Directors to determine the order in which teams will have an opportunity to pick the player. All teams at that particular level will be in the lottery regardless of roster size and number of players at the age level. The draft will continue in the order of the lottery until the player is selected by a team or the list of teams is exhausted. This process will be repeated on a player by player basis for each player being added to the league after the alternate evaluation.

**201.1.3 Player Gender.** Both males and females will be allowed to participate in all Sessions and Levels of Boys Baseball of Aurora.

**201.2 Eligible Players.** Eligible players for the draft shall include the following: those who complete the evaluation process, those who were excused prior to the evaluation process, those who had a legitimate reason for not attending the evaluation process including but not limited to: illness, transportation problems, or other emergencies. Those who have no legitimate excuse will be eligible only after all others have been drafted or added to team, and will be drafted in accordance with the *Late Registration Placement Procedures 201.1.2.1*.

**201.3 Player Pool.** The President shall maintain a current, up to date list of pool players and make it available to managers who have lost players. The pool shall consist of boys who attended the evaluations but were not picked in the players draft and those boys who were unable to attend the player evaluations but who had an excused absence. Players that are late to register will not be eligible for the pool.

**201.4 Injuries.** Any injury to a player, manager, coach, bat boy or umpire during a League sanctioned event must be reported to the Player Agent and President no later than the day following the incident. This is a requirement for insurance purposes. Any injury occurring to a player outside of a League sanctioned event shall be reported to the Player Agent and the President if it is expected to cause the player to miss games for more than two (2) weeks.



## SECTION 202 SELECTION

**202.1 Returning Players.** Players returning to a team at the same level as the played at the previous year shall be automatically placed on that team's roster. Managers shall contact all returning players on their team and alert the league of any boy who is not planning to return.

**202.1.1 Returning Players on Disbanded Teams.** Players returning to the League from teams that have been disbanded, shall be required to tryout. These players shall be selected and placed on teams, they shall not be allowed to go into the Player Pool.

**202.1.2 Returning Players Who Previously Quit.** A player who quits a team one year and registers again the following year may, at the option of the manager, and with the approval of the Board, be placed on his original team without that team having to use a draft pick.

**202.1.3 Returning Players Wanting to Re-Enter Draft.** A player who wishes to re-enter the draft for the purpose of being placed on a different team must register and apply in writing to the Board, stating the reason for the desire to change teams. The manager of the original team will be required to give information regarding the situation, including his thoughts about the player returning to his team. A final decision will be made by the Board.

**202.2 Player Draft.** The League shall conduct a draft of all eligible and registered players for the Summer Sessions at the Pony, Major and Minor Levels.

**202.2.1 Pony Draft.** At the player selection draft meeting, each manager will select players pursuant to the player selection plan adopted by the League.

1. No team can take longer than five minutes to select a player. If they do, they lose the selection until all teams have picked for that round.
2. Notwithstanding player selection plan, during the last round of the draft all thirteen year olds shall be selected prior to any remaining fourteen year olds selected.
3. The night of the draft, only after the draft is completed, a team may choose on additional player at the team's option. All players chosen this round shall remain with their team for duration of their Pony Level career.
4. The selection of an additional option round as described above will be worst to best record previous year, no lottery draw.
5. All players not chosen at the player selection draft shall be placed in a pool. Players remaining in this pool shall be subject to an auxiliary draft one week prior to the start of the regular season.
6. No managers or coaches are allowed to talk of trades or possible trades in front of players of their own or rival teams. Trades will not be made unless approved by the Board and all trades must be by 11:59 pm on the night of the draft.

**202.2.2 Major Draft.** The League shall conduct a draft of eligible, registered players. The order of selection in the first round of each phase shall be by drawing. The order of selection in the second round will be the reverse of the first round. Thereafter each odd numbered round will be by drawing and each even numbered round will be the reverse of the previous round.

**202.2.2.1 Major Draft Phases.** Only 12-year olds will be eligible for the first phase of the draft with enough rounds to allow each team to reach the desired number of 12 year olds, subject to the minimum and maximum allowed. In the second phase, teams may

draft either 11 or 12 year olds, subject to the same limitations. A draft round shall only occur if the number of remaining players is greater than the number of teams still needing a player to reach their minimum number required. Otherwise, these boys will be placed in the Player Pool.

**202.2.3 Minor Draft.** The League shall conduct a draft of eligible, registered players. The order of selection in the first round of each phase shall be by drawing. The order of selection in the second round will be the reverse of the first round. Thereafter each odd numbered round will be by drawing and each even numbered round will be the reverse of the previous round.

**202.2.3.1 Minor Draft Phases.** The Minor Draft will be conducted in four phases: I - 10-year olds; II - 9-year olds; III - 8-year olds; IV - all ages. Two rounds will be conducted in each of the first three phases, during which each team may draft players up to the MAXIMUM allowed of each age group. Thereafter, in each of the three phases, additional rounds will be conducted only for those teams needing additional players to reach the MINIMUM number required for that age group.

1. Phase one: Only 10-year olds are eligible. Teams with one or more 10-year old Option Players will not draft in round 2.
2. Phase two: Only 9-year olds are eligible. Teams with one or more 9-year old Option Players will not draft in round 2.
3. Phase three: Only 8-year olds are eligible. Teams with one or more 8-year old Option Players will not draft in Round 3. Teams with two or more above named Option Players will not draft in rounds 2 or 3. Teams with one 8-year old Manager Option or Coaches Option Players will not draft in round 2. Teams with two or more above named Option Players will not draft in round 1 or round 2.
4. Phase four: Players of all age groups are eligible.

Enough rounds will be conducted to bring all rosters up to the minimum number required by the league, subject to the minimum and maximum allowed for any age group. A draft round shall only occur if the number of remaining players is greater than the number of teams still needing a player to reach their minimum number required. Otherwise, these boys will be placed in the Player Pool.

**202.3 Option Players.** Any boy enrolled in the player evaluations may qualify for one of the follow Option Picks.

**202.3.1 Brother Option.** A player who has a brother on a current roster shall be placed on his brother's team per the following conditions. For boys to be considered brothers, four of the five following criteria must be met: boys must share one common parent, boys must have the same last name, boys must live at the same address, boys must attend the same school, or boys must have the same contact phone number. Birth certificates will be required to consider Brother Options.

**202.3.1.1 Pony Level.** If a thirteen year old brother tries out and his fourteen year old brother is already on a team, then the Board shall determine which round the younger brother will be picked. If a fourteen year old brother tries out and his fourteen year old brother is already on a team, then the Board shall determine whether the brother trying out will be a first round pick or a fourteen year old draft pick. If the brothers are both thirteen years old, when the first brother is chosen then the other brother must be

chosen by that same team in the next round. If one brother is thirteen years old and the other is fourteen years old then the following conditions will apply.

1. If the thirteen year old is a first round pick, then the fourteen year old is that team's fourteen year old draft pick.
2. If the fourteen year old is a first round pick, then the thirteen year old is that team's second round pick.
3. If the fourteen year old is a fourteen year old round pick, then before the second round begins the Board will disclose which round the thirteen year old will be chosen.
4. If both brothers are still available at the last pick of the second to last round then that team shall automatically receive the brother options and its draft will be complete. If there is a team, however, which needs an extra player in the final round then that team shall automatically receive both brothers.

**202.3.1.1.1 Three or More Brothers.** In the event of three or more brothers a special meeting of the Board shall be convened.

**202.3.1.2 Major Level.** He shall be a 4th round pick in Phase 2. If a team is able to claim two Brother Options, they will use their 3rd and 4th round pick.

**202.3.1.3 Minor Level.** Placement will depend on age of Option Player and Phase of Draft. See *Section 202.2.3.1* for detailed placement information.

**202.3.2 Manager Option.** A player whose father is a Manager, shall be placed on his father's team per the following conditions.

**202.3.2.1 Pony Level.** The manager of a team takes his son in the round that corresponds to the number of consecutive years he has been in the league. The Board, however, has the right to adjust a manager's son to a later round, based on the player's ability.

**202.3.2.2 Major Level.** He shall be a 2nd round pick in Phase 2.

**202.3.2.3 Minor Level.** Placement will depend on age of Option Player and Phase of Draft. See *Section 202.2.3.1* for detailed placement information.

**202.3.3 Sponsor Option.** A player whose father is a Sponsor, shall be placed on his father's team per the following conditions.

**202.3.3.1 Pony Level.** The head of a sponsoring firm may have his son and or grandson placed on sponsored team in the round that corresponds to the number of consecutive years of sponsorship. Sponsors selection takes preference over Managers selection if both occur in the same round.

**202.3.3.2 Major Level.** He shall be placed on his father's team as a 5th round pick in Phase 2.

**202.3.3.3 Minor Level.** Placement will depend on age of Option Player and Phase of Draft. See *Section 202.2.3.1* for detailed placement information.

**202.3.4 Coach Option.** A player whose father is a Coach, shall be placed on his father's team per the following conditions. The player's father must have been coaching on the team to which he will be assigned for the four (4) previous seasons and is included as a coach in the current season. To qualify as a coach, one must be listed as such on the team roster sheet, have passed a background check performed by the League and be active in more than 50% of the games played by the team. In addition he must not be listed as a coach with any other team in the League.

**202.3.4.1 Pony Level.** The Coach of a team with three (3) consecutive completed years' affiliation with a BBA team takes his son in the second round. Four years of coaching results in a third round pick, etc. Consecutive completed years of service must be substantiated and approved by the Board.

**202.3.4.2 Major Level.** He shall be a 2nd round pick in Phase 2.

**202.3.4.3 Minor Level.** Placement will depend on age of Option Player and Phase of Draft. See *Section 202.2.3.1* for detailed placement information.

**202.3.5 Hardship Option.** A player who has a hardship requiring placement on a particular team will be considered on a case by case basis by the Board.

**202.3.6 Permission to Add Option Players.** Options shall be granted only after receipt of the Option Application Form and only after approval of the League. Approved applicants shall not participate in the tryouts.

**202.3.7 Moving Option Players in Draft.** The Board shall have discretionary power to move any Option Player up or down in the draft order.

**202.3.8 Maximum Number of Options.** A team will be limited to three (3) total option picks in every draft.

**202.3.9 Equal Application Based on Relationship.** Option player rules listed as father shall equally apply to mother, grandfather, grandmother, brother and sister. Option player rules listed as brother shall equally apply to sister.

**202.3.10 Requiring Moving Player from a Team.** A new manager will be allowed to remove his son from the roster of another team and add the son to his own roster. A team losing a player as a result of this action shall be allowed an extra pick of the same age group in that year's draft. The pick will be in the first round of that age group and the position of the pick in that round will be equal to the round in which the player was picked in the previous year's draft (i.e. If the player was picked in the 3<sup>rd</sup> round in the previous draft, the pick awarded to the team would be the 3<sup>rd</sup> pick in the 1<sup>st</sup> round of the corresponding age group).

**202.3.11 Late Option Requests in Pony.** Option requests must be submitted to the Board no later than 24 hours before the start of the draft. Once that time has passed no requests may be made. Any team that makes a verbal or written request for an option pick or any other request for a concession / consideration regarding a player trying out for the Pony Level after the time designated above shall automatically lose its 1<sup>st</sup> round pick in that year's draft, including any option for that round already approved. Any lost pick will be made up in a supplemental round at the end of the draft.

**202.4 Adding New Teams.** If the League adds new teams, the new teams shall draw for position in the first round of the draft and shall be allowed an additional pick at the end of the first round of the draft. They shall, beginning with the second round, be allowed two picks each time it becomes their turn to draft.

**202.4.1 Pony Level.** A new team qualifies one of its Coaches' son/s if they have notified the Board at least one week in advance of the first try-out date. A new team shall have the first seven (7) picks of the fourteen year old players and the first choice of the thirteen year old players. If more than one new teams comes into the Pony Level in the same year, the Managers of those teams will alternate picks among them to select their fourteen year olds and then first thirteen year old.

## CHAPTER 3 DEFINITION OF TERMS

### SECTION 301 TERMS

**301.1 List of Terms.** The following list of terms will be used as the operating definition of select words in the rulebook.

**ADJUDGED** – A judgment by an umpire.

**APPEAL** – The act of a fielder in claiming violation of the rules by the offensive team. An appeal must be made verbally.

**BALL** – A pitch which does not enter the strike zone in flight and is not struck at by the batter. If a pitch touches the ground and bounces through the strike zone it is a ball, if the batter is hit by this pitch he shall be awarded first base, if the batter hit such a pitch the ensuing action will be the same as if he hit the ball in flight.

**BALK** – An illegal motion by a pitcher. Only applicable at the Pony Level.

**BASE** – One of four points, usually denoted by canvas or rubber bags and a rubber plate, which must be touched by a runner in order to score a run.

**BASE COACH** – A team member in uniform with a helmet on, an adult coach, or manager who is stationed in the first or third base coach's box.

**BASE ON BALLS** – An award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone.

**BATTER** – An offensive player who takes a position in the batter's box.

**BATTER-RUNNER** – Identifies the offensive player who has just finished a time at bat until that player is put out or until the play on which that player becomes a runner end.

**BATTER'S BOX** – The area within which the batter must stand during a time at bat.

**BATTERY** – The combination of the pitcher and the catcher as one entity.

**BATTING ORDER** – The list of current players in the order in which they are to bat.

**BENCH** – The seating facilities reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field. Also referred to as the DUGOUT.

**BUNT** – A batted ball not swung at, but intentionally met with the bat and tapped slowly.

**CALLED GAME** – A game in which, for any reason, the umpire-in-chief terminates play.

**CATCH** – The act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is NOT a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is NOT a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by a defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. When tagging up runners may leave their bases the instant the first fielder touches the ball.

**CATCHER'S BOX** – The area within which the catcher shall stand until the pitcher delivers the ball.

**COACH** – An adult appointed to perform such duties as the manager may designate.

**DEAD BALL** – A ball out of play because of a legally created temporary suspension of play.

**DEFENSE (or DEFENSIVE)** – The team, or any player of the team, in the field.

**DOUBLE PLAY** – A play by the defense in which two (2) offensive players are put out as a result of continuous action, providing there is no error between putouts. (a) A force double play is one in which both putouts are force plays. (b) A reverse force double play is one in which the first out is made at any base and the second out is made by tagging a runner, who originally was forced, before the runner touches the base to which that runner was forced.

**DUGOUT** – See **BENCH**

**FAIR BALL** – A batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base or that, while on or over fair territory touches the person of an umpire or player, or that while over fair territory, passes out of the playing field in flight. A fair fly ball shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

**FAIR TERRITORY** – The part of the playing field within, and including the first base and third base lines from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines and foul poles are in fair territory.

**FIELDER** – Any defensive player.

**FIELDER'S CHOICE** – The act of a fielder who handles a fair grounder and, instead of throwing it to first base to put the batter-runner out, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference.

**FLY BALL** – A batted ball that goes high in the air in flight.

**FORCE PLAY** – A play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner. (Note: Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Runner on first, one out, ground ball hit sharply to first baseman, who touches the bag and the batter-runner is out. The force is removed at that moment and the runner advancing to second must be tagged. If there had been a runner at second or third, and either of these runners scored before the tag-out at second, the run(s) would count. Had the first baseman thrown to second and the ball had been returned to first, the play at second base would have been a force-out, making two outs, and the return throw to first would have made the third out. In that case, no run would score.

**FORFEIT** – A game declared ended by the umpire in favor of the offended team by the score of 6 to 0, for violation of the rules.

**FOUL BALL** – A batted ball that settles on foul territory between home and first base, or between home and third base or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first or between home and third base is a foul.

**FOUL TERRITORY** – The part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

**FOUL TIP** - A batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

**GROUND BALL** – A batted ball that rolls or bounces close to the ground.

**HOME TEAM** – The team that takes the field first at the start of the game. Adopted schedules will determine which team is home.

**ILLEGAL or ILLEGALLY** – Contrary to the rules.

**ILLEGAL PITCH** – A pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate. A pitch delivered with a foreign substance applied to the ball, though rosin can be applied to the hand. A quick return pitch. If any violation of the type listed in this section of the rules occurs, umpires must first be convinced that such a violation is intentional. If so convinced, the umpire shall advise the manager of the violation. If, after this warning, the pitcher continues to intentionally violate the rules, the umpire shall call a ball.

**ILLEGALLY BATTED BALL** – A ball hit by the batter with one or both feet on the ground entirely outside the batter's box.

**INFIELDER** – A fielder who occupies a position in the INFIELD.

**INFIELD FLY** – A fair fly ball (not including a line drive nor an attempted bunt) that can be caught by an infielder with ordinary effort, when 1<sup>st</sup> and 2<sup>nd</sup>, or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases are occupied before two are out. The pitcher, catcher and any outfielder stationed in the infield shall be considered infielders for this purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baseline, the umpire shall declare "Infield Fly if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul and remains foul before passing 1<sup>st</sup> or 3<sup>rd</sup> base, it is a foul ball. If declared an Infield Fly falls untouched to the ground, outside the baseline, and bounces fair before passing 1<sup>st</sup> or 3<sup>rd</sup> base, it is an Infield Fly. On the Infield Fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder, not by some arbitrary limitation such as the grass, or the base lines. The umpire must also rule that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern and the decision should be made immediately.

**IN FLIGHT** – A batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.

**IN JEOPARDY** – A term indicating that the ball is in play and an offensive player may be put out.

**INNING** – The portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

**INTENTIONAL WALK** – A pitcher must throw all four balls to intentionally walk a player. All defensive players with the exception of the catcher must be in fair territory during the intentional walk. A player may be intentionally walked once during a game. Teams playing with fewer than nine (9) players and thus subject to the automatic out, cannot have the game end with an intentional walk.

**INTERFERENCE** – (a) Offensive interference is an act by the team at bat that interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. (b) Defensive interference is an act by a fielder that hinders or prevents a batter from hitting a pitch. (c) Umpire's interference occurs when an umpire hinders, impedes or prevents a



catcher's throw attempting to prevent a stolen base, or when a fair ball touches an umpire on fair territory before passing a fielder. (d) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, or reaches over a fence, and touches a live ball. (e) On any interference the ball is dead.

**LINE DRIVE** – A batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

**LIVE BALL** – A ball that is in play.

**MANAGER** – A person appointed by the Board of Directors to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. (a) The manager shall always be responsible for the team's conduct, observance of the official rules and deference to the umpire. (b) If a manager leaves the field, that manager shall designate the coach as substitute and such substitute manager shall have the duties, rights and responsibilities of the manager.

**OBSTRUCTION** – The act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the field so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed it, he can no longer be in the "act of fielding" the ball.

**OFFENSE** – The team, or any player of the team, at bat.

**OFFICIAL RULES** – The rules contained in this book.

**OFFICIAL SCORER** – The person whose scorebook governs the results of the game including but not limited to inning, outs, baserunners, and score.

**OUT** – One of the three required retirements of an offensive team during its time at bat.

**OUTFIELDER** – A fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

**OVERSLIDE (OVERSLIDING)** – The act of an offensive player when the slide to a base, other than when advancing from home base to first base, is with such momentum that the player loses contact with the base.

**PENALTY** – The application of these rules following an illegal act.

**PERSON** – Any part of a player, umpire or coach's body, clothing or equipment.

**PITCH** – A ball delivered to the batter by the pitcher.

**PITCHER** – The fielder designated to deliver the pitch to the batter.

**PLAY** – The umpire's order to start the game or to resume action following any dead ball.

**QUICK RETURN** – A pitch made with obvious intent to catch a batter off balance.

**REGULATION GAME** – A game completed in accordance with the rules specified in *Section 501.9*.

**RETOUCH** – The act of a runner returning to a base as legally required.

**RUN or SCORE** – The score made by an offensive player who advances from batter to runner and touches 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and home bases in that order.

**RUNDOWN** – The act of the defense in an attempt to put out a runner between bases.

**RUNNER** – An offensive player who is advancing toward, or touching, or returning to any base.

**SAFE** – A declaration by the umpire that a runner is entitled to the base for which that runner was trying.

**STRIKE** – A legal pitch that meets any of these conditions: (a) is struck at by the batter and missed, (b) is not struck at, if any part of the ball passes through any part of the strike zone, (c) is fouled by the batter

when there is less than two strikes, (d) is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike), (e) touches the batter's person as the batter strikes at it (dead ball), (f) touches the batter in flight in the strike zone, or (g) becomes a foul tip (ball is live and in play).

**STRIKE ZONE** – That space over home plate that is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

**SUSPENDED GAME** – A called game which is to be completed at a later date.

**TAG** – The action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove securely and firmly in the hand or glove.

**THROW** – The act of propelling the ball with the hand and arm to a given objective and is to be distinguished always from the pitch.

**TIE GAME** – A regulation game that is called when each team has the same number of runs.

**TIME** – The announcement by the umpire of a legal interruption of play, during which the ball is dead.

**TOUCH** – The act of coming in contact with a player, umpire or coach's body, clothing or equipment.

**TRIPLE PLAY** – A play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

**WILD PITCH** – One so high, or low, or wide of the plate that it cannot be handled with ordinary effort by the catcher.

## **CHAPTER 4**

### **GAME OBJECTIVES AND GAME PRELIMINARIES**

#### **SECTION 401**

##### **OBJECTIVES**

**401.1 Defining the Game.** Boys Baseball of Aurora games are between two teams with nine players each on the field at one time, under the direction of a manager, played on a regulation field in accordance with these rules, under the jurisdiction of one or more umpires.

**401.2 Game Objective.** The objective of each team is to win by scoring more runs than the opponent. The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

401.2.1 Offensive Objective. The offensive team's objective is to have its batter become a runner, and its runner to advance and score.

401.2.2 Defensive Objective. The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases to score.

#### **SECTION 402**

##### **FIELD REQUIREMENTS**

**402.1 Playing Field.** The playing field shall be laid out according to the instructions below for each level.

**402.1.1 Pony.** The field shall be 80 foot square. The outfield shall be the area between the two foul lines formed by extending the two opposite sides of the square that are the first and third base lines all the way to the outfield fence. A distance of 250 feet or more along the foul lines and to center field is recommended. The space within and including these boundaries are fair territory and all other area is foul territory. The distance from home to second base shall be 113 feet and 2 inches. From home and second measure 80 feet and the intersecting points on either side shall establish first base and third base respectively. The pitchers plate shall be set in the ground so that the distance between the front side of the pitcher's plate and home base (the rear portion of home plate) shall be 54 feet apart. The pitching mound shall be elevated 6 inches above the elevation of home plate.

**402.1.2 Major.** The field shall be 65 foot square. The outfield shall be the area between the two foul lines formed by extending the two opposite sides of the square that are the first and third base lines all the way to the outfield fence. A distance of 200 feet or more along the foul lines and to center field is recommended. The space within and including these boundaries are fair territory and all other area is foul territory. The distance from home to second base shall be 91 feet and 11 inches. From home and second measure 65 feet and the intersecting points on either side shall establish first base and third base respectively. The pitchers plate shall be set in the ground so that the distance between the front side of the pitcher's plate and home base (the rear portion of home plate) shall be 48 feet apart. The pitching mound shall not be elevated more than 6 inches above the elevation of home plate.

**402.1.3 Minor.** The field shall be 60 foot square. The outfield shall be the area between the two foul lines formed by extending the two opposite sides of the square that are the first and third base lines all the way to the outfield fence. A distance of 200 feet or more along the foul

lines and to center field is recommended. The space within and including these boundaries are fair territory and all other area is foul territory. The distance from home to second base shall be 84 feet and 10 inches. From home and second measure 60 feet and the intersecting points on either side shall establish first base and third base respectively. The pitcher's plate shall be set in the ground so that the distance between the front side of the pitcher's plate and home base (the rear portion of home plate) shall be 46 feet apart. The pitching mound shall not be elevated.

**402.2 Batter's Box.** The Batter's Box shall be rectangular, 6 feet by 3 feet. The inside line, if used, shall be parallel to and 4 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.

**402.3 Catcher's Box.** The Catcher's Box shall extend approximately 6 feet, 4 inches to the rear of home plate. It is determined by extending each foul line 9 feet beyond the back point of home plate.

**402.4 Coach's Box.** The Coaches' Boxes shall be 4 feet by 8 feet and shall not be closer than 6 feet from the foul lines.

**402.5 Foul Lines.** The foul lines and all other playing lines shall be marked with chalk or other white material. If doing a 3 foot double base line it shall be placed 3 feet to the foul side of the first base line, starting 30 feet from home plate and running parallel to the first base line to a point three feet past first base.

**402.6 Home Plate.** Home base shall be marked by a five sided slab of whitened rubber, 17 inches wide. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home plate.

**402.7 Bases.** First, Second and Third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground. The first and third bases shall be entirely within the infield. The second base bag shall be centered on second base. The base bags shall not be less than 14 nor more than 15 inches square. The outer edges shall not be more than 2-1/4 inches thick and filled with soft material. Bases designed to disengage their anchor systems for safety purposes are permitted.

**402.7.1 Disengaged Bases.** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached base safely. If there is continual action involving a subsequent runner, the base plate becomes the actual base for rendering of the umpire's decision.

**402.8 Pitching Rubber.** The pitcher's plate shall be a rectangular slab of whitened rubber 18 inches by 4 inches.

## **SECTION 403 EQUIPMENT REQUIREMENTS**

**403.1 Baseballs.** The ball used must meet Little League specifications and standards. It shall weight not less than 5 ounces nor more than 5-1/2 ounces (142-149 grams). It shall measure not less than 9 inches nor more than 9-1/4 inches in circumference (22.9-23.5 cm).

**403.1.1 League Provided.** The League shall provide sufficient baseballs to each team based on the number of games for the season and their Level. Should a team need additional baseballs

the manager should request them from their Representative Board Member, who will then get approval from the Treasurer.

**403.1.2 Pony League Baseballs.** Baseballs for this level must be leather covered and bear the emblem of "Pony Baseball" stamped on the cover by the manufacturer.

**403.2 Bats.** Bats used by participants in the League must conform to the following standards for their Level.

**403.2.1. Pony Bat Specifications.** Wooden or metal bats which are round, not more than two and three-fourths inches (7.0 cm) in diameter at the thickest part and not more than 42 inches (106.7 cm) in length, are acceptable. Any bat which is 31 inches or longer must be BBCOR approved, and so stamped on the bat. Any bat which is shorter than 31 inches may be composed of any material, including composite.

**403.2.2 Major, Minor and Rookie Bat Specifications.** The bat must meet Little League specifications and standards. It shall be a smooth, rounded stick and made of wood or of material tested and proved acceptable to Little League standards. It shall not be more than 33 inches in length, not more than 2-1/4 inches in diameter, and if wood, not less than 15/16 inches in diameter (7/8 inches for bats less than 30") at its smallest part. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. No laminated bat shall be used.

**403.2.3 Donuts and other Resistance Devices.** Any device designed to remain part of the bat, including but not limited to donuts and wind resistant devices, are legal for use in practice or while warming up on deck.

**403.2.4 Illegal Bats.** The first violation of the season for a team shall result in the batter being called out and the manager being given a warning. The second violation of the season for a team shall result in the batter being called out, the batter ejected from the game if it is also the players second violation and the manager being ejected from the game. A team with additional violations will endure additional consequences including but not limited to suspensions and forfeiture of games and will have to appear before the Manager Review Committee.

**403.3 Uniforms.** All of a team's players must wear numbered uniforms of identical color, trim and style.

**403.3.1 Undershirts.** Any part of an undershirt exposed to view shall be of a uniform solid color (not white) for all players on a team.

**403.3.2 Uniform Condition.** No player shall wear ragged, frayed or slit sleeves.

**403.3.3 Uniform Attachments.** No player shall attach to a uniform tape or other material of a different color than the uniform.

**403.3.4 Jewelry.** Players must not wear watches, rings, pins, jewelry or other metallic items.

**403.3.5 Casts.** Players may not participate while wearing a plaster cast.

**403.4 Shoes.** Players may wear shoes with molded plastic or rubber cleats. Metal cleats or spikes are only allowed at the Pony Level.

**403.4.1 Shoe Attachments.** No players shall attach anything to the heel or toe of the shoe other than a toe plate.

**403.5 Gloves.** The following rules will govern gloves worn by all defensive players.

**403.5.1 Fielder's Gloves.** Each fielder, other than the first baseman and the catcher, may wear a glove not more than 12 inches long nor more than 7-3/4 inches wide, measured from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight.

**403.5.2 First Baseman's Gloves.** The first baseman may wear a glove or mitt not more than 12 inches long from top to bottom and not more than eight inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight. A first baseman may also wear a normal fielder's glove.

**403.5.3 Pitcher's Gloves.** The pitcher's glove shall be of uniform color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray. No pitcher shall attach to the glove any foreign material of a color different from the glove. No pitcher shall wear sweatbands on his wrists.

**403.5.4 Catcher's Gloves.** The catcher must wear a catcher's mitt (not a first baseman's glove or fielder's glove) of any shape, size or weight consistent with protecting the hand.

**403.6 Catching Equipment.** Catchers must wear long model chest protectors, a mask that fully protects top and back of head with throat guard and shin guards when catching in a game.

**403.6.1 Catching Helmet.** Any non-adults serving as a catcher to warm up or practice with a pitcher shall wear a mask whether the pitcher is performing such activities in the bullpen, the mound or any other location.

**403.7 Batting Helmets.** Each team shall have five (5) protective helmets. Use of helmet by the batter, on-deck batter, base runners and player service as base coach is mandatory. The helmet shall provide protection to the head, temples, ears and base of skull.

**403.7.1 Helmet with Face Mask.** The League shall provide one (1) helmet with a protective face mask to each team. Use of the helmet by a batter is elective.

**403.8 Athletic Supporter.** Managers shall make every effort to encourage all players to wear an athletic supporter. Catchers must wear the metal, fiber or plastic type cup supporter.

**403.9 Equipment on the Field.** Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. Members of the defensive team shall carry all bats, helmets and other equipment off the field and to the dugout while their team is in the field. No equipment shall be left lying on the field, either in fair or foul territory.

## **SECTION 404 WARMUPS**

**404.1 Pregame Warmups.** Prior to the start of a game each team will be provided the opportunity to warm up on the field in accordance with *Sections 105.2.5 through 105.2.7*.

**404.1.1 Unprepared.** Team failing to be ready to start games on time will not be permitted additional time for warmups. See *Section 405.6.2* for additional rules regarding starting the game.

## **SECTION 405 STARTING THE GAME**

**405.1 The Umpire.** The League shall appoint one or more umpires to officiate at each league game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game. Each umpire is the representative of the League and is authorized and required to enforce all of these rules. Each umpire has the authority to order a player, coach or manager to refrain from doing anything that affects the administration of these rules and to enforce the prescribed penalties.

**405.1.2 Umpire Equipment.** Plate umpire must wear mask, shin guards, chest protector and protective cup. The umpire shall not wear metal spikes or cleats.

**405.1.3 Rules not Covered BBA Rulebook.** Each umpire has authority to rule on any point not specifically covered in these rules.

**405.1.4 Disqualifications.** Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and to reject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take place until no further action is possible on that play.

**405.1.5 Ejections.** Each umpire shall have authority at their discretion to eject from the playing field any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, etc. and any spectator or other person not authorized to be on the playing field.

**405.1.6 Judgment Calls.** Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

**405.1.7 Appealing.** If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

**405.1.7.1 Consulting.** If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless asked to do so by the umpire making it.

**405.1.8 Replacement.** No umpire shall be replaced during a game unless injured or ill.

**405.1.9 Failure to Report.** If the assigned umpire fails to appear, the game may be umpired by others, provided both managers agree on the substitute umpire. Both managers must sign the official scorebook declaring they agree on the substitute umpire prior to the start of play. Attempts should also be made to contact the Umpire in Chief to provide a substitute umpire.

**405.1.10 Number of Umpires.** At least one umpire is required at each game, but multiple may be used.

**405.1.10.1 One Umpire.** Where there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field that will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are any runners).

**405.1.10.2 Multiple Umpires.** If there are two or more umpires, one shall be designated as plate umpire and the others as field umpires.

**405.1.10.2.1 Plate Umpire.** The plate umpire shall stand behind the catcher and the full duties shall be to: (a) take full charge of and be responsible for the proper conduct of the game, (b) call and count balls and strikes, (c) call and declare fair balls and fouls except those commonly called by field umpires, (d) make all decisions on the batter, (e) make all decisions except those commonly reserved for the field umpires, (f) decide when a game shall be forfeited, (g) announce any special ground rules.

**405.1.10.2.2 Field Umpire.** A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to: (a) make all decision on the bases except those specifically reserved to the plate umpire, (b) take concurrent jurisdiction with the plate umpire in calling "Time", illegal pitches, or defacement or discoloration of the ball by any player, (c) aid the umpire-in-chief in every manner in enforcing the rules, excepting the power to forfeit the game, (d) shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

**405.1.10.3 Different Decisions.** If different decisions should be made on one play by different umpires, the plate umpire shall call all the umpires into consultation, with no manager or player present. After consultation, the plate umpire (unless another umpire may have been designated by the league president) shall determine which decision was most likely correct. Play shall proceed as if only the final decision has been made.

**405.1.11 Violation Reporting.** The umpire shall report to the league umpire-in-chief within 24 hours after the end of the game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore. After receiving the umpire's report, the umpire-in-chief shall report to the league president. If such reported incident includes any disqualification, the league president shall require such manager, coach or player to appear before at least three member of the Board of Directors to explain his conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.

**405.1.12 Official Start Time.** The Umpire shall be the official time keeper and will announce the start time of each game to both teams.



**405.1.13 Rules Observance.** Before the game begins the umpire shall require strict observance of all rules governing team personnel, implements of play and equipment of players.

**405.2 Field Fitness.** The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the president or a duly delegated representative, usually the umpire, shall make the determination.

**405.3 Active Rosters.** A roster sheet, listing starting players, available substitutes, status of missing players, and number of innings pitched by each pitcher in prior games which might have an effect on eligibility for that game, shall be given to the opposing manager ten (10) minutes before the start of the game.

**405.3.1 Changes to Lineup.** Changes to the lineup handed to the opposing team may be changed at any time prior to the first pitch.

**405.4 Official Scorekeeper.** The official scorekeeper shall be that of the home team, unless an official scorer has been assigned by the League.

**405.4.1 Official Scorekeeper Duties.** The Official Scorekeeper shall record at bats, hits, run, errors, strikeouts, base on balls, innings pitched in by each pitcher and actual starting time of the game. These records must be made available to any Board Member, the Umpire, or opposing Manger upon request.

**405.5 Baseballs.** The umpire shall receive from each team one new baseball in the Major, Minor and Rookie Levels and two new baseballs in the Pony Level. The umpire shall be the sole judge as to the fitness of the ball to be used in the game. The umpire can replenish his supply of baseballs by choosing from among the used baseballs available both before and during the game as needed.

**405.5.1 Discoloring or Damaging Baseballs.** No player shall intentionally discolor or damage the ball by rubbing it with any foreign substance. The umpire shall remove the ball and the offender, if known, from the game.

**405.6 Game Start.** At the time set for beginning the game the umpire shall order the home team to take its defensive positions and the first batter off the visiting team to take position in the batter's box. As soon as all players are in position the umpire shall call "Play."

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

**405.6.2 Unprepared.** Team failing to be ready to start games on time will have 15 minutes from the official start time to take the field or that game will be declared a forfeit by the Umpire. If there is a second game for that location it may start anytime thereafter, but no sooner than the officially scheduled game time.

**405.7 Field Lights.** The umpire shall order the playing field lights turned on whenever in such umpire's opinion darkness makes further play in daylight hazardous.

## CHAPTER 5 PLAYING RULES

### SECTION 501 GENERAL

**501.1 Playing Time.** Each boy in attendance must bat at least once and must play a minimum number of innings based on the number of players in attendance and the number of innings played in that game, as shown in *Chart 501.1*.

Level	Pony			Major			Minor	
Innings Played	7	6	5	7	6	5	6	5
Then each boy must play innings as follows:								
If 10 boys or less:	2	2	1	6	5	4	5	4
If 11 boys:	2	2	1	5	4	3	4	3
If 12 boys:	2	2	1	4	3	2	3	2
If 13 boys or more:	2	2	1	3	2	2	2	2

**Chart 501.1**

**501.1.1 Minor Level Minimum At-Bats Adjustment.** If a team in the Minors has 11 or fewer players to start the game each boy in attendance must bat at least twice in the game. Should the team not receive at least 27 plate appearances in the game, or if a 12<sup>th</sup> player appears after the start of the game and the manager chooses to play and bat the player, then the minimum number of at-bats per player in attendance shall be at least one per player.

**501.1.2 Reduction in Playing Time.** Managers may at their discretion, and with prior Board approval, reduce playing time to at least one inning and one at-bat per game for boys who have missed a number of games, have had disciplinary problems on the team, etc. Reducing a boy's playing time below the regular minimum should only be done when necessary as a last resort and only with Board approval.

**501.1.3 Failure to Play Appropriate Amount.** Any player who is not given the required number of innings or at-bats must start the next game he attends and may not be substituted for the entire game either in the field or batting order. It will also result in the forfeiture of the game in which it occurred. In addition the manager shall be punished according to the following rules.

**501.1.2.1 First Offense.** Manager will be asked to show cause for failure to fulfill minimum requirements.

**501.1.2.2 Additional Offenses.** Manager will be suspended for the next scheduled game.

**501.1.2.3 Intentional Violation.** If the violation appears to be intentional, a more severe penalty may be assessed by the President of the Board of Directors.

**501.1.4 Player Arriving Late.** There will be no requirement to play a player who has arrived at the field following the first pitch of the second inning. Managers at their discretion, may play the late arriving players one or more innings or not at all and need not have him bat even if he plays in the field. Manager must report late arrivals to the opposing team.

**501.2 Pony League Rules.** The official playing rules for the Pony Level shall be the Illinois High School Association Rules (including those for fake tags and offensive interference), except where specific exceptions and variations are contained in the Boys Baseball of Aurora Rulebook. See Addendum at the end of this rulebook for a complete copy of those rules as currently published.

**501.3 Ground Rules.** Ground rules will be established by the League as required.

**501.4 Persons on the Field.** No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, umpires, and news photographers authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference. Should a ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

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

**501.4.1 Team Member Locations.** Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, manager and coaches shall occupy the bench or dugout. Managers are encouraged to use players, who are not in the game, as batboys. Other batboys and or batgirls are not permitted.

**501.4.3 Offensive Team Coaching Positions.** The offensive team shall station two coaches on the field during its time at bat, one near first base and one near third base. Coaches shall be adult coaches who should wear the caps furnished by the League, remain within the area of the coaches' boxes while play is in progress and talk to their own team only. An offending coach shall be removed from the coach's box.

**501.4.3.1 Pony League Players.** Only players in uniform may be used as base coaches when adult coaches are not used. These players must wear a helmet.

**501.5 Team Conduct During Play.** No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere perform the following actions. The offender shall be removed from the game.

1. Incite, or try to incite, by word or sign, a demonstration by spectators.
2. Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators.
3. Make any move calculated to cause the pitcher to commit an illegal pitch.
4. Take a position in the batter's line of vision, with deliberate intent to distract the batter.

**501.5.1 Removed from the Game.** When a manager, coach or player is removed from the game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.

**501.5.2 Decorum with Umpire.** When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues the umpire shall order the offender out of the game and

away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

**501.6 Umpire Starting and Suspending Play.** When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.

**501.7 Scoring a Run.** When a batter becomes a runner and touches all the bases legally, one run shall be scored for the offensive team. When the winning run is scored in the last half inning of a game, as a result of a base on balls, hit batter or any other play with the bases full which forces the runner to advance, the umpire shall not declare the game ended until runners forced to advance have touched the bases to which they are forced.

**501.7.1 Game Actions that Negate a Run.** A run is not scored if the runner advances to home base during a play in which the third out is made: by the batter-runner before touching first base, by any runner being force out, by a preceding runner who is declared out because that runner failed to touch one of the bases.

**501.7.2 Runner on Third – Minor League.** A runner on third base at the time of the pitch may score only as a result of a batted ball or when forced to as a result of a bases loaded walk or hit batter. Only a runner on third base at the time of the pitch is affected by this rule. This runner is still in jeopardy of being thrown out. If the player should reach home base safely, however, when he is not entitled to score, the ball is dead, the player shall be returned to third base, and all other runners shall be returned to their previous base.

**501.8 Ending a Half Inning.** When three offensive players are legally put out by the defensive team, the offensive team take the field and the opposing team become the offensive team.

**501.9 Regulation Game.** A regulation game shall consist of seven (7) innings at the Pony Level and Major Level, and six (6) innings at the Minor Level. It may be extended in the case of a tie score until a decision is reached or the time limit. It can be shortened for the following reasons.

1. The home team needs none of its half of the last inning or only a fraction of it.
2. The umpire calls the game.
3. The time limit.
4. Darkness.
5. The "mercy" rule. The game shall end when one team is behind 10 or more runs after their half of the fifth inning in Pony. The game shall end when one team is behind 15 or more runs after their half of the fifth inning or 10 or more runs after their half of the sixth inning in Majors and Minors. The mercy rule applies to both the regular season and playoffs.

**501.9.1 Continuing Play.** If the score is tied after the regulation number of innings play shall continue until one of these conditions is met.

1. The visiting team has scored more total runs than the home team at the end of a completed inning.
2. The home team scores the winning run in an uncompleted inning.
3. The time limit prevents further play.

**501.9.2 Called Game as a Regulation Game.** A called game is considered a regulation game under the following conditions.

1. If five innings have been completed for Pony, or four innings for Majors and Minors.
2. If the home team has scored more runs in the innings or inning and fraction of innings than the visiting team has scored in their half innings.
3. If the score is tied after the regulation number of innings.
4. If the time limit prevents further play.
5. If the game is called due to darkness.
6. If the game is called because of the “mercy” rule.
7. If the home team has or takes the lead in an incomplete inning.

**501.9.2.1 Terminating Play.** A called game ends at the moment the umpire terminates play except in the following situations. If the game is called while an inning is in progress and before it is completed, the game becomes a suspended game.

1. The visiting team has scored one or more runs to tie the score and the home team has not scored.
2. The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead in their half of the inning.

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

1. The game ends when the visiting team completes its half of the last regulation inning if the home team is ahead.
2. The game ends when the final inning is completed and the visiting team is ahead.
3. If the home team scores the winning run in its half of the last regulation inning, or its half of an extra inning after a tie, the game ends immediately when the winning run is scored.
4. If the last batter in a game hits a home run out of the playing field, the batter-runners on bases are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate. If the batter is called out for passing a preceding runner then the game ends immediately when the winning run is scored.

**501.10 Suspended Game.** If a game is called before it has become a regulation game for any of the previous reasons or a game is terminated by light failure, then it shall be declared a suspended game. A suspended game shall be resumed from the exact point that play was halted. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitutions. Any player may be replaced by a player who was not in the game prior to halting the original game.

**501.10.1 Continuing Pitching.** When a suspended game is halted, pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher meets all qualifications of *Section 504*.

**501.11 Time Limit.** Games will be limited to two hours. An inning in progress may be completed but no inning shall start after that time. An inning shall be considered started immediately after the third out of the previous inning has been completed. The umpire shall advise both teams as to the time at the start of the game and shall make sure the official scorer is responsible for the official time.

**501.12 Tie Game.** If in a regulation game, each team has the same number of runs when the game ends, the game shall be declared a tie and each team will get one-half game won and one-half game lost in the standings.

**501.13 Inning Run Limit.** This rule applies only to the Minors and limits a team to scoring 7 runs in each of the first four (4) innings. Starting in the fifth inning, a team may score an unlimited number of runs each inning.

**501.14 Forfeiting a Game.** A game may be forfeited by the umpire of the game in progress to the opposing team when a team performs one of the following actions.

1. Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgement, is unavoidable.
2. Refuses to continue play unless game was terminated by the umpire.
3. Fails to resume play, after game was halted by the umpire, within one minute after the umpire has called "Play."
4. Fails to obey within a reasonable time the umpire's order to remove a player from the game.
5. After warning by the umpire, willfully and persistently violates any rules of the game.
6. Employs tactics designed to delay or shorten the game.

**501.14.1 Less than Eight Players.** If a game cannot be played because of the inability of either team to place eight players on the field at the time the game is to begin, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

**501.14.1.1 A Game in Progress.** A game in progress shall be forfeited to the opposing team when either team is unable or refuses to place eight players on the field.

**501.15 Protesting a Game.** Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment that does not meet specifications must be removed from the game and shall not be the basis for a protest. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). Protests shall be made as follows, but managers are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender shall be notified immediately so that he can take steps to correct the situation.

1. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. Every effort should be made to resolve any dispute over playing rules at the time of the play in question. It shall be the responsibility of both managers and the umpire to review the rule in question and to make a proper ruling.
2. If the parties are unable to agree, the protesting manager shall ask the umpire and opposing manager to sign his scorebook, paying particular attention to note such items as: the exact position of base runners, number of outs at the time, and the count on the batter.

**501.15.1 Protest for Pitching.** Protest made due to use of ineligible pitcher may be considered only if made within 48 hours. Protests of other ineligible players must be made to the umpire before the final out of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.

**501.15.2 Submission of Protest.** Any protest for any reason what-so-ever must be submitted by the manager first to the umpire on the field of play and then in writing to the President or League Representative within 48 hours. Protesting manager must identify the specific rule in question. The umpire should submit a report to the umpire-in-chief of the league immediately.

**501.15.3 Protest Committee.** A committee appointed by the President shall hear and resolve any such protest as above.

**501.15.4 Protest Allowed.** If protest is allowed, the game will be resumed from the exact point when the infraction occurred. The game, however, will be resumed only if the outcome may have an effect on which teams will receive a bye in the playoffs or in determining division winners.

**501.15.5 Protest Fee in Pony.** A team, when filing a protest, must put up a \$50 deposit as security when the protest is submitted. If protest is upheld, the money is refunded. If the protest is rejected, the money reverts to the league treasury.

## **SECTION 502**

### **BATTING**

**502.1 Batting Order.** Boys Baseball of Aurora will use a continuous batting order at all levels of play. Each player on the offensive team shall bat in the order that their name appears in the team's batting order. It is mandatory that each team bat at least the number of batters as the other team. If one team has more than the other it may opt to bat all of its players on only the same amount as the other team (Example: Team A has 10 players and Team B has 12 players. Team B may elect to bat only 10 players and use the other 2 players on the bench as substitutes or they may bat all 12 players).

**502.1.1 Players Removed from the Order.** If a player is thrown out of a game and a team has no player to replace him, the player's spot in the order becomes an automatic out (Example: Team A has 12 players and has all of them in the batting order, Player 8 gets ejected from the game and Team A has no available players on the bench to go into Player 8's position. If Team A only has 11 of 12 players in the batting order when Player 8 gets ejected, they can place their substitute into Player 8's position in the lineup). If a player leaves the game for any other reason and no substitute player is available on the team's bench then that spot in the batting order shall be skipped with no out recorded. If a player is available then that spot shall be taken by said player.

**502.1.2 Re-entering the Order.** If a player is removed from the batting order the player may not re-enter the line-up until his spot in the order reappears. The player may then re-enter in the original spot or anytime thereafter. The player may not re-enter the lineup in the same half inning in which he was removed, either as a batter or a runner.

**502.1.3 Team's Last Time At-Bat.** If in a team's last at-bat, any player who has not yet batted must be placed in one of the three leadoff positions in the batting order in that half inning, replacing a player who shall then be removed from the game and who may not re-enter the batting order until the half-inning has been completed. If the player being moved into one of the three leadoff positions for the final inning left vacant a later spot in the batting order, that spot may be filled by an eligible substitute. If no eligible substitute is available, an automatic out will be recorded when that vacant spot is due to bat.

**502.1.4 Substitutions.** The manager shall notify the opponents of any substitution in the batting order and their place in the batting order. Failure to comply, unless intentional, shall not affect the eligibility of the substitute nor shall it be the basis for the protest of a game.

**502.1.4.1 Failure to Notify.** If the manager fails to notify the opponents of a substitute, the substitute shall be considered to have entered the game when, whether a pitcher, batter, fielder or runner, he assumes his place in the game and one pitch has been made.

**502.1.5 Maintaining Batting Order.** The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order.

**502.1.5.1 First Batter of the Inning.** The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning. In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

**502.1.6 Batting Out of Order.** A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter.

1. The proper batter may take position 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.
2. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall declare the proper batter out; and nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, error, a base on balls, a hit batter or otherwise. 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.
3. When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat become legal.
4. When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

**502.2 Batting.** The batter shall take position in the batter's box promptly when it is said batter's time at bat in accordance with the Batting Order. The pitcher shall then deliver the pitch to the batter who may elect to strike at the ball, or who may not offer at it, as such batter chooses.

**502.2.1 Taking Position in the Batter's Box.** The batter's legal position shall be both feet within the batter's box. The lines defining the box are within the batter's box.

**502.2.2 Refusing to Take Position in the Batter's Box.** If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call



“Strike” on each such pitch no matter its location, and the regular ball and strike count shall continue. If the batter does not take proper position before three strikes are called, that batter shall be declared out.

**502.2.3 Batter Leaving Position in the Batter’s Box.** The batter shall not leave that position in the batter’s box after the pitcher comes to Set Position, or starts a windup. If the pitcher pitches, the umpire shall call “Ball” or “Strike” as the case may be.

**502.2.4 Completing a Time at Bat.** A batter has officially completed a time at bat when put out or becomes a runner.

**502.2.5 Visiting a Batter.** A manager or coach may make only two visits to any one batter in the same at-bat. A third visit to the same batter will not be allowed.

**502.2.5.1 Pony League Visits.** Teams will not be permitted more than one offensive time out in each half inning to allow a manager or coach to talk with a batter or runner.

**502.3 A Batter Becomes Out.** A batter shall be called out for the following reasons.

1. A fair or foul fly ball (other than a foul tip) is legally caught by a fielder.
2. A third strike is legally caught by the catcher.
3. A third strike is caught or not caught by the catcher (failure to catch only still results in an out at the Major, Minor and Rookie Levels).
4. Bunting foul on a third strike.
5. An Infield Fly is declared.
6. The batter attempts to hit a third strike and is touched by the ball.
7. A fair ball touches said batter before touching a fielder.
8. After hitting or bunting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is declared dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and in the umpire’s judgement there was no intention to interfere with the course of the ball, the ball is alive and in play.
9. After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runner may advance.
10. After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base.
11. In running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire’s judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field the batted ball.
12. An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases. In this situation the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.
13. A preceding runner shall, in the umpire’s judgement, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.
14. Hitting a ball with one or both feet on the ground entirely outside the batter’s box.
15. Stepping from one batter’s box to the other while the pitcher is in position ready to pitch.

16. Interfering with the catcher's field or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. Batter is not out if any runner attempting to advance is put out, or if the runner trying to score is called out for batter interference.

17. Faking a bunt and then swinging at a pitched ball.

**502.4 A Batter Entitled to First Base.** The batter becomes a runner and is entitled to first base without liability to be put out, provided said runner advances to and touches first base, for the following reasons.

1. Four "Balls" have been called by the umpire.
2. The batter is touched by a pitched ball which the batter is not attempting to hit unless the ball is in the strike zone when it touches the batter, or the batter makes no attempt to avoid being touched by the ball. If the ball is in the strike zone when it touches the batter it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if that batter makes no attempt to avoid being touched. When the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance.
3. The catcher or any fielder interferes with the batter. If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to interference.
4. A fair ball touches an umpire or a runner in fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

**502.5 A Batter Becomes a Runner.** The batter shall become a runner for the following reasons.

1. A fair ball is hit.
2. A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory;
3. A fair fly ball passes over the outfield fence. Such hit entitles the batter to a home run when all bases have been legally touched.
4. A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence, in which case the batter and runners shall be entitled to advance two bases.
5. Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery or vines on the fence or which sticks in a fence or score-board in which case the batter and the runners shall be entitled to two bases.
6. Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to two bases;
7. Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run; however, if deflection occurs off fielder's glove below the top of the fence that batter shall only be entitled to two bases.

**502.6 Less than Nine Batters.** If only eight players are available at the start of the game, the ninth spot in the batting order will be declared an automatic out each time it becomes that player's turn to bat. If, after the game has started, a team's roster is reduced to eight players, a team may continue to play and an out will be recorded each time the missing player is due to bat.

## **SECTION 503 RUNNING**

**503.1 A Runner.** Any batter that becomes a runner under the previously stated conditions shall remain a runner until such time as they are put out, three outs are made resulting in the end of the half inning, or the runner scores.

**503.1.1 A Runner's Right to Unoccupied Base.** A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

**503.1.2 Advancing as a Runner.** In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of *Section 505.5*. In such cases, the runner may go directly to the original base. The umpire may rule a runner out for missing a base, without an appeal by the opposing team.

**503.1.3 Two Runner's Occupying a Base.** Two runners may occupy a base, but if, while the ball is alive, two runners are touching the same base the following runner shall be out when tagged. The preceding runner is entitled to the base.

**503.2 Runners Advancing Without Liability for a Put Out.** Each runner, other than the batter, may, without liability to be put out advance one base under the following conditions.

1. The batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance.
2. A fielder, after catching a fly ball, falls into a bench or stand.
3. If a ball, pitched to the batter, or thrown by the pitcher from the position of 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.
4. If a ball pitched to the batter goes to the vicinity of the backstop at Jericho Fields past a line drawn by the umpire behind home plate then the ball is dead. This rule applies to the Minor Level only.

**503.2.1 Forfeiture of Exemption.** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner was entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

**503.3 Runners, Including Batter-Runners, Advancing Without Liability for a Put Out.** Each runner, including the batter-runner, may without liability to be put out advance one or more bases under the

following conditions. If all runners, including the batter-runner have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

1. To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel.
2. Three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril.
3. Three bases, if a fielder deliberately throws a glove at and touches a fair ball. The ball is in play and batter may advance to home plate at that batter's own peril.
4. Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play.
5. Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play.
6. Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks on such fence, score-board, shrubbery or vines.
7. Two bases when 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 remains in the meshes of 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.
8. One base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

**503.3.1 Batter to a Batter-Runner on a Wild Pitch.** If the batter becomes a runner on a wild pitch that entitles the runners to advance one base, the batter-runner shall be entitled to first base only. All runners can advance beyond their one base at their own risk if the ball stays in play.

**503.4 Obstructing a Runner.** When the obstruction occurs, the umpire shall call or signal "obstruction" in accordance with the conditions of the play.

**503.4.1 Play Being Made on Obstructed Runner.** If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;

**503.4.2 No Play Being Made on Obstructed Runner.** If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction.

**503.5 A Runner is Out.** A runner is out in any of the following situations.

1. Running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball, or after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base, or the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
2. Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball.
3. The runner is tagged, when the ball is alive, while off a base.
4. Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. A base runner can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul ball is caught.
5. Failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if over-sliding or overrunning the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced.
6. Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance.
7. Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts.
8. Passes a preceding runner before such runner is out.
9. After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out.
10. Failing to return at once to first base after overrunning or over-sliding that base. If attempting to run to second the runner is out when tagged. If after overrunning or over-sliding first base, the runner shall return immediately. If a runner who misses any base including home plate desires to return to touch the base, he must do so immediately. If the ball becomes dead and the runner is on or beyond a succeeding base, he cannot return to the missed base, and therefore, is declared out.
11. With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged. No runner may return to touch a missed base after a following runner has scored. When the ball is dead no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.
12. The runner fails to touch home base and makes no attempt to return to that base, and home plate is tagged.

**503.5.1 Batter-Runner Exemption.** A batter-runner cannot be tagged out after overrunning or over-sliding first base if said batter-runner returns immediately to the base.

**503.6 Dislodging the Base.** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely. If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or

occupying the base if, in the umpire's judgment, that runner touches or occupies the point marked by the dislodged base.

**503.7 Runner Interference.** The following situations constituted interference by the runner or batter.

1. After a third strike the batter hinders the catcher in an attempt to field the ball.
2. After hitting or bunting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
3. The batter intentionally deflects the course of a foul ball in any manner.
4. Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out.
5. Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be called out for the interference of teammate or teammates.
6. Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate.
7. If, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The umpire shall call the batter-runner out for interference and shall also call out the runner who advanced the closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.
8. If, in the judgment of the umpire, the base coach, by touching or holding the runner, physically assists that runner in returning to or leaving a base.
9. With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder.
10. In running the last half of the distance from home base to first base while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball.
11. The runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball.
12. A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder had missed a play, then the runner shall be called out for interference.

**503.8 Substitute or Pinch Runners.** A substitute runner may be put in place of a runner on a base. A player who was in the previous half-inning's defensive lineup may not become a substitute runner for another member of the team. The substitute may also only be put in if there is no chance that the player's position in the order would come up prior to the player scoring a run (i.e. If a player is fourth in

order to bat and the player's team has two other open bases and no outs, the player's position to bat could come up prior to scoring a run, as such the player is not a legal substitute for running).

**503.8.1 Courtesy Runners.** After two outs have been recorded, the boy designated to catch the following inning may be removed for a "temporary" pinch runner to allow the catcher time to don the catching gear. Such pinch runner shall be a player not in the defensive lineup the previous half-inning and the players shall meet the previous conditions of *Section 503.8*. The player's appearance shall not count for or against the player's minimum playing time.

**503.8.2 Pinch Runners the Following Half-Inning.** All pinch runners, other than courtesy runners for the catcher, must play the next defensive inning.

**503.9 Avoiding a Collision.** All base runners should attempt to avoid a collision when approaching the next base. A base runner does NOT have to slide at any base or home plate. He will NOT be called out if he doesn't slide as long as he attempts to avoid a collision. Jumping, hurdling and diving over the defensive player are NOT legal attempts to avoid a collision and will result in the runner being called out. The penalty for interference shall be the runner is called out and the ball is dead.

**503.10 Following Runner Affected by Preceding.** Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

**503.11 Leadoffs and Leaving Early.** Leadoffs are only allowed at the Pony Level. At all other levels when a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. The violation by one base runner shall affect all other base runners in accordance with the following rules.

1. When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results. After having been warned once, if the same runner leads off base too soon again in the same game he shall be declared out.
2. When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire shall determine the base value of the hit ball.
3. When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored. If at the conclusion of the play there is an open base, the preceding two rules shall apply.

**503.12 Double Bases.** When a play is being made on the batter-runner, he shall use the orange portion of first base, and the defense shall use the white portion of first base. The defense may use the orange portion and the batter-runner the white portion when the ball is thrown or the base is being tagged

from the foul side of the first base line, or an error or missed throw pulls the defensive player into foul ground. If there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white portion of the base, interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base occupied at the time of interference. A batter-runner is never called out for touching the white portion of the base rather than the orange portion of the base if there is no collision. Once the batter-runner reaches first base, the runner shall then use only the white portion of the base.

## **SECTION 504 PITCHING**

**504.1 Pitchers.** Any team member may pitch, subject to the other restrictions of the pitching rules.

**504.1.1 Replacing a Pitcher.** Once replaced as a pitcher, the player replaced may not pitch again in the same game. If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness, which in the umpire's judgement, incapacitates the pitcher from further play as a pitcher.

**504.1.2 Hitting Batters.** A pitcher who hits three batters in one inning or five batters in one game shall be removed as the pitcher from that game.

**504.1.3 Initial Lineup.** The pitcher, as named in the batting order at the start of the game, shall pitch to the first batter or any substitute batter until such batter or substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgement of the umpire, incapacitates the pitcher from further play as a pitcher.

**504.2 Pitching Innings.** Pitchers at all levels of play will be limited to a certain amount of pitching innings per week. The delivery of a single pitch or a single warm-up pitch constitutes having pitched in one inning. A week shall start on Monday and run through Sunday. Innings pitched in games that are not completed, shall still be charged against that pitcher's eligibility for that week. For any partially completed games that are completed in another week the pitching for the week in which the game is resumed shall limit the pitcher's total amount of innings available, but the pitcher may also not exceed the maximum allowed in the game from both the initial postponed game and the resumed portion of the game. The following rules should be applied to the designated level when determining availability for pitchers.

**504.2.1 Pony Level.** Pony Level pitchers shall not pitch more than seven (7) innings in one calendar day. They also shall be to pitch in no more than ten (10) innings in any week.

**504.2.1.1 Pitching Rest.** A pitcher pitching in four (4) or more innings on the same calendar day, must have forty (40) hours rest before pitching again. The forty (40) hours rest rule is computed from the starting time of the game in which the pitching occurred.

**504.2.2 Major Level.** Major Level pitchers may pitch in a maximum of seven (7) innings in a week. They may also only pitch in a maximum of four (4) innings per game in both the regular season and playoffs.

**504.2.2.1 Pitching Rest.** Any pitcher may pitch in a maximum of seven (7) innings in any three (3) day period. Thus, if a pitcher pitches in four (4) innings on Saturday, the pitcher may pitch in only three (3) innings on Monday.



**504.2.2.2 Team Pitching.** A maximum of 14 innings per week of 12 year old pitching shall be allowed per week, including rain out games. If two or more 12 year olds pitch in the same inning, it shall count as only one inning of 12 year old pitching. If a team plays more than twenty-one (21) innings in a week, a pitcher of any age group may pitch the additional innings, provided said pitcher does not exceed his maximum innings allowed per week.

**504.2.3 Minor Level.** Minor Level pitchers may pitch in a maximum of six (6) innings in a week. They may also only pitch in a maximum of four (4) innings per game for 10 year olds, three (3) innings per game for 9 year olds and two (2) innings per game for 8 year olds.

**504.2.3.1 Pitching Rest.** Any pitcher may pitch in a maximum of six (6) innings in any three (3) day period. Thus, if the player pitches in four innings on Saturday, the pitcher may pitch in only two (2) innings on Monday.

**504.2.2.2 Team Pitching.** A maximum of 12 innings of 10 year old pitching shall be allowed per week, including rain out games. If two or more 10 year olds pitch in the same inning, it shall count as only one inning of 10 year old pitching. If a team plays more than eighteen (18) innings in a week, a pitcher of any age group may pitch the additional innings, provided said pitcher does not exceed his maximum innings allowed per week.

**504.2.3.3 Maximum Batters Faced.** Minor Level pitchers may face no more than thirty-six (36) batters in any one game.

**504.3 Breaking Pitches.** Breaking pitches shall only be allowed at the Pony Level. Intentionally throwing a breaking pitch at any other level is prohibited. When an umpire witnesses a breaking pitch thrown, he shall declare the first offense as “No Pitch” and verbally warn the manager. Subsequently, breaking balls thrown by the same pitcher shall be called “Ball.” Properly taught “change of speeds/change-up pitches” are not considered breaking pitches. Any manager or coach who teaches or encourages pitchers to throw such a pitch shall be relieved of his association with that team and the league.

**504.3.1 Knuckleball.** In the Minor League only this pitch shall not be allowed and shall be considered a Breaking Pitch.

**504.4 Violation of Pitching Rules.** Violation of any section of the *Section 504 – Pitching* shall result in the forfeit of the game in which it occurs. It shall also result in the suspension of the manager for the next game. Protests can be filed for pitching rules violations.

**504.5 Pitching Delivery.** There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

**504.5.1 The Windup Position.** The pitcher shall stand facing the batter, the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot. When a pitcher assumes such stance and holds the ball with both hands in front of the body, that pitcher will be considered in a Windup Position.

**504.5.2 The Set Position.** Set position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any preliminary motion such as that known as "the stretch". But if the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to that batter. The pitcher need not come to a complete stop.

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

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

**504.5.5 Delivering the Pitch.** The pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "ball". The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take position on the rubber promptly.

**504.6 Illegal Actions by the Pitcher.** The pitcher shall not perform any of the following actions. If the pitcher does perform any of the following actions a penalty will be assessed by the umpire in accordance with the violation.

**504.6.1 Intentionally Delaying the Game.** Intentional delay of the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner. PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher can be removed from the game.

**504.5.2 Intentionally Throwing at a Batter.** Intentionally pitching at the batter if, in the umpire's judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such pitch is repeated, the umpire shall eject the pitcher from the game.

**504.7 Warm-up Pitches.** When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight warm-up pitches to the catcher during which play shall be suspended. Such warm-up pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow the pitcher as many pitches as the umpire deems necessary. Warm-up pitches will be counted no matter who is catching the pitcher.

**504.8 Pitching Violations.** Any of the following are violations by a pitcher.

1. While touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.
2. While touching the plate, feints a throw to first base and fails to complete the throw.
3. While touching the plate, fails to step directly toward a base before throwing to that base.

4. While touching the plate; throws, or feints a throw to an unoccupied base, except for the purpose of making a play.
5. Makes an illegal pitch.
6. Delivers the ball to the batter while not facing the batter.
7. Makes any motion naturally associated with the pitch while not touching the pitcher's plate.
8. Unnecessarily delays the game.
9. Without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch.
10. While touching the plate, accidentally or intentionally drops the ball.
11. While giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
12. Defaces or applies any foreign substance to the ball.
13. Delivers a "quick" return pitch.

For violation of any part of this rule, the umpire must first be convinced that such violation is intentional. If so convinced, the umpire shall advise the manager of the violation. If, after this warning, the pitcher continues to intentionally violate the rules, the umpire may call a ball each time the violation occurs, unless the offensive team elects to take the play instead of the called "ball".

**504.9 Mound Visits.** A manager or coach may make only one visit to any one pitcher in the same inning. When a manager or coach takes his 2nd charged conference in an inning, he must remove the pitcher. Also, after a manager takes his 4th charged conference to the same pitcher in a game, he must remove the pitcher.

**504.9.1 Pony Level Defensive Visits.** Each team will be granted not more than three charged conferences during a seven inning game to permit a coach or his representative to confer with any defensive players including the pitcher. On the fourth conference and every conference thereafter, the pitcher must be removed as a pitcher for the duration of the game. In any extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty.

## **SECTION 505 FIELDING**

**505.1 Playing in the Field.** The players must play in the field the appropriate amount of innings for their age group and the number of innings played per *Section 501.1*. Players on defense must be on the field for all three putouts in that half-inning and may not be removed from the field for a substitute during the half-inning that such team is on defense, except for a reason deemed necessary by the manager, i.e. injury, illness, etc. An exception can be made for the pitcher only. A pitcher may be removed from the game or inserted into the game at any time during an inning; however, that player must still be on the field for the number of defensive outs determined by the innings minimum (i.e. 9 defensive outs if three innings are required). Once the player is no longer in the pitching role, he may not be removed from the field during a half-inning.

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

**505.2.1 Catcher's Position.** The catcher shall be stationed directly back of the plate. The catcher may leave that position at any time to catch a pitch or make a play except that when the

batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

**505.2.2 Pitcher's Position.** The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

**505.2.3 Other Positions.** Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.

**505.2.4 Offensive Players.** Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

**505.3 Offensive Team Interference.** The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

**505.4 Thrown Ball.** If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. If the coach intentionally interferes with a thrown ball, however, the runner is out.

**505.5 Dead Ball.** The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out under the following conditions.

1. A pitched ball touches a batter, or the batter's clothing, while in a legal batting position; runners, if forced, advance.
2. The plate umpire interferes with the catcher's throw attempting to prevent a stolen base; runners return. If catcher's throw gets the runner out, the out stands. No umpire interference.
3. A ball is illegally batted either fair or foul; runners return.
4. A foul ball is not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases.
5. A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runner hit by a fairly batted ball is out. If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball.
6. A pitched ball lodges in the catcher's or umpire's mask or paraphernalia; runners advance.

**505.5.1 Umpire Calls Time.** The ball becomes dead when an umpire calls "Time." The umpire shall call "Time" under the following conditions, except in the cases three (3) and four (4) of this rule, no umpire shall call "Time" while play is in progress.

1. When, in said umpire's judgment, weather, darkness or similar conditions make immediate further play impossible.
2. When light failure makes it difficult or impossible for the umpire to follow the play.
3. When an accident incapacitates a player or an umpire (If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play).

4. When a manager requests "Time" for a substitution, or for a conference with one of the players.
5. When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
6. When a fielder, after catching a fly ball falls into a bench or stand. Runners advance one base, ball is dead. If a fielder, after making a catch, steps into a bench but does not fall, the ball is in play and runners may advance at their own peril.

**505.5.2 Play Resume After a Dead Ball.** After the ball is dead, play shall be resumed when the pitcher takes position on the pitcher's plate with a ball in his possession and the plate umpire calls "Play".

## **SECTION 506 STOPPING THE GAME**

**506.1 Deciding to Suspend Play.** The umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. The umpire may continue suspension as long as there is any chance to resume play.

**506.1.1 Lightning.** If either manager or the umpire considers lightning to be a threat to the safety of the players, he may suspend play until, in his judgment, it is safe to play again. A game which is terminated for that reason, shall be considered a suspended game. See *Section XXX.X* for additional information on resuming suspended games.

## **SECTION 507 FINISHING THE GAME**

**507.1 Score Reporting.** Both managers shall report the final score of the game, the number of players missing for each team, the names of those players, the pitchers for each team, the names of those pitchers, the number of innings they pitched and any incident information to the League website by 11 pm the night of the game. If unable to access or having troubles an email must be sent to the Board Member chairing the Technology Committee. The scores as published on the Boys Baseball of Aurora website ([www.boysbaseballofaurora.com](http://www.boysbaseballofaurora.com)) will be official and may be used to break ties for playoff positions. If the scores and standings as published are incorrect, the League must be notified within three (3) days after posting.

**507.2 Game Summaries.** Upon completion of the game, managers shall enter the pitching summaries for both teams into their scorebooks and keep these available for the League at all times. Managers shall retain opponent's and their own records throughout the end of the season for possible League review. These records shall be consulted for review in case of protest and if not complete the records shall not be utilized as information in rendering a decision.

## **SECTION 508 PRESEASON**

**508.1 General.** The following rules are meant as an addendum to existing regular season rules for Boys Baseball of Aurora. For any situation not covered by these rules assume that the regular playing rules are in effect. All rules stated below supersede any rules in the rule book.

**508.2 Hitting.** Every team will establish a continuous batting order for each game. There will be no substitutions to the order besides players leaving or arriving to the game. All players arriving late to the game will be placed at the bottom of the order. If a player leaves early every batter in the order moves up a spot. There will be no automatic outs unless order drops to eight (8) batters.

**508.3 Maximum Runs per Inning.** There shall be a maximum of 5 runs per inning.

**508.4 Pitching.** There shall be a set maximum number of available pitching innings for every boy during the whole preseason.

**508.4.1 Pony Level.** There will be no limit for this Level.

**508.4.2 Major Level.** Every boy will be limited to eight (8) total innings. 12 year olds can pitch no more than a combined 5 innings per game. 11 year olds must pitch at least one inning by the end of the third.

**508.4.3 Minor Level.** Every boy will be limited to six (6) total innings. 10 year olds can pitch no more than a combined 3 innings per game. 8 or 9 year olds must pitch at least one inning by the end of the third.

**508.4.4 Limit Per Game.** Besides the Pony Level every pitcher is limited to two innings of pitching per game.

**508.5 Game Time Limits.** Games are complete at an hour and thirty minutes (1:30) unless tied, but the inning should be completed: if visitors are batting and are losing after three outs the game is over, the home team gets an at bat if behind at start of inning even if over time limit, if home team scores the go ahead run the game is over. At two hour (2:00) mark a hard cap is on and the game is over.

## **SECTION 509 PLAYOFFS**

**509.1 Time Limit.** The time limit shall be waived for all games.

**509.2 Inclement Weather.** Any game halted by inclement weather, prior to completion, will be continued at a later date from that point at which play was suspended.

**509.3 Pitching Innings.** Pitching innings for the playoffs shall be adjusted from the regular season rules in accordance with the following items by level. Team and individual pitching eligibility will not be affected by games played prior to the playoffs.

**509.3.1 Pony Level.** Each player will have fourteen (14) pitching innings available for the entire playoffs. A pitcher may throw more than seven (7) innings in one day, but not in one game.

**509.3.1.1 Rainout Day Off.** A rain out day does not count as a day off and is not considered time off in regard to the forty (40) hour pitching rule.

**509.3.1.2 Forty (40) Hour Rule Application.** The forty (40) hour pitching rule applies to games one and two of the championship games. As an example if a player pitches three (3) innings in game one they may then pitch seven (7) innings in game two, but if a player pitches four (4) innings in game one they may not pitch at all in game two.

**509.3.2 Major Level.** Each player will be limited to the number of innings in a game as per *Section 504.2* and their total number of innings for the previous game and the current game combined cannot exceed the total of seven (7) for the week.

**509.3.3 Minor Level.** Each player will be limited to the number of innings in a game as per *Section 504.2* and their total number of innings for the previous game and the current game combined cannot exceed the total of six (6) for the week.

**509.4 Ineligible Pitcher or Failure to Play Players.** The use of an ineligible pitcher or failure to play all players the minimum required innings will result in the forfeiture of the game in which it occurred. If deemed intentional, such action may jeopardize the manager's future in the program.

**509.5 Potential Protests.** All protests must be resolved at the time of the incident and will not be considered following the next pitch.

## CHAPTER 6 ROOKIE LEVEL

### SECTION 601 GENERAL RULES ADJUSTMENTS

**601.1 Rules Governance.** This area of the Boys Baseball of Aurora Rule Book shall govern the Rookie Level and the rules contained herein will govern over all other rules in this book when applied to this level.

**601.2 Game Length.** Games will be 6 innings in length but also have a time limit at one hour and thirty minutes with no new innings starting after this time.

**601.3 Umpires.** No umpire will be provided, coaches will umpire the games. The coach shall umpire from the pitching mound either as he is pitching (see *Section 601.5*) or while a player is pitching. The defensive team shall provide a coach behind the plate to help retrieve wild pitches, but this coach shall not function as an umpire.

**601.3.1 Calling Automatic Strikes.** If a coach is doing the pitching and the batter does not offer at one of the first three pitches which are over the plate the coach will start calling strikes on the batter.

**601.3.2 Walks.** There will be no walks.

**601.4 Playing Time.** Every effort shall be made to have players on the field and equal number of innings.

**601.4.1 Playing Positions.** Each player must play a minimum of two innings in the infield and one inning in the outfield each game. There will be 10 fielders at a time (pitcher, catcher, 4 infielders and 4 outfielders). Outfielders should be positioned about 20 feet back from the baselines with infielders in normal positions.

**601.4.1.1 Playing Ability.** Players playing ability shall have no bearing on or limit the positions they play.

**601.4.2 Coaching Assistance.** Up to two coaches may be positioned in the outfield to assist their team.

**601.5 Pitching.** Pitching can be done either by a coach or by a player. Coaches will pitch to their own teams while players will pitch to the opposing teams. All pitches must be made overhand to the batters and the pitching distance should be 35 feet, but may be varied (28 foot minimum) depending on skills of players.

**601.5.1 Player Pitching.** 7 or 8 year olds will be allowed to pitch. While it is encouraged that the players should try pitching it is not a requirement, but each team should have at least two players attempt to pitch during a game. Pitchers will be limited to 4 pitches per batter, after which time the coach will take over pitching. The count on the batter will remain the same and a strikeout would be called after a total of 3 swings and misses.



**601.6 Running the Bases.** Once a ball has been thrown into the infield from the outfield, runners may advance, at their own risk, only to the base to which they were headed at the time the ball was thrown in. When all runners have safely reached the base to which they are entitled, the coaches shall call time and no further advancement shall be allowed.

**601.6.1 Base Distance.** The bases shall be configured similar to all other levels but with 50 foot base paths.

**601.7 Inning Run Limit.** A team shall be limited to scoring 6 runs per inning and play for that half inning will be stopped once the limit is reached. Tracking of runs should only happen for this purpose.

## CHAPTER 7

### FALL BALL

#### SECTION 701

##### GENERAL RULES ADJUSTMENTS

**701.1 Rules Governance.** This area of the Boys Baseball of Aurora Rule Book shall govern the Fall Ball Session and the rules contained herein will govern over all other rules in this book when applied to this session. Where not addressed in this Chapter the rules from the rest of the book shall govern.

**701.2 Emphasis.** The emphasis for Fall Ball shall be to develop the skills of each player in a recreational, yet instructive, type of environment. There shall be no emphasis on winning and no end of season play off or awards.

**701.3 Schedules.** All games will be held on Saturday and Sunday at 1:00pm and 3:00pm. Practices are limited to one per week.

**701.4 Rainouts.** Rainouts will be rescheduled as weather permits by the League.

**701.5 Run Limit.** There is a 7 run per inning maximum for all Levels (Pony, Major and Minor).

**701.6 Starting and Ending a Game.** Games for the Pony level shall be seven (7) innings in length unless tied. Games for the Major and Minor levels shall be six (6) innings in length unless tied. All games shall have a time limit of 1 hour and 45 minutes in Minors and Majors and 2 hours in Pony with no new inning starting after the time limit.

#### SECTION 702

##### THE PLAYERS

**702.1 Player Selection.** Players will be assigned to teams by representatives of the Board. The Pony Level shall be for players who were 12 and 13 years of age during the Summer Session, the Major Level shall be for players who were 10 and 11 years of age during the Summer Session, and the Minor Level shall be for players who were 7 to 9 years of age during the Summer Session.

**702.1 Borrowing Players.** If a team is short a player on the day of a game, that team may contact another team for a player to "borrow." The borrowed player must wear the team uniform of his normal team, so as to be identifiable as a borrowed player. The borrowed players may not pitch and must bat last in the batting order. Only Fall Ball Session players may be borrowed and a team may only borrow the same player once.

**702.1 Playing Time.** Each player must play a minimum of 3 innings on defense and every effort should be made to make the playing time of all players equal.

#### SECTION 703

##### PITCHING

**703.1 Age Level Limits.** In the Pony Level, 13 year old pitching may not exceed 5 innings maximum per game (15 outs). In the Major Level, 11 year old pitching may not exceed 4 innings maximum per game (12 outs). In the Minor Level, 9 year old pitching may not exceed 4 innings maximum per game (12

outs). The younger age group in each Level must pitch their two innings (6 outs) prior to the sixth inning. If the game goes extra innings, the older age group may pitch one additional inning (3 outs).

**703.2 Innings Limits.** No individual pitcher is allowed more than two (2) innings per game regardless of age.

## CHAPTER 8

### ADAPTIVE RECREATIONAL BASEBALL LEAGUE (ARBL)

#### SECTION 801 LEAGUE RULES

**801.1 League Players.** This is a program for youth with cognitive and physical challenges that prevent them from participating in a traditional program.

**801.2 General Rules.** Every player receives a cap that is to be worn during games and are welcome to bring baseball gloves, though not required. The league will provide bats and balls for teams to use. Players can wear any type of shoes or spikes, as long as they are not metal. Uniforms will be provided by the League as well. Teams will be formed each day based on the number of athletes available that day.

**801.3 Game Rules.** A game will consist of two innings with each team playing two innings in the field and two innings batting. Each player will get to bat in each inning, as outs will be disregarded. The final batter of each inning will hit a home run. There will be a time limit of 1 hour and 15 minutes for each game. Games will be cancelled in the event of inclement weather or unplayable field conditions. Soft-core baseball with synthetic cover or wiffel balls will be used during games. Athletes can either be pitched to or hit off a tee, whatever they are comfortable with at the time. They will be allowed their choice of a wiffle ball bat, firm foam bat or lightweight aluminum bat.

**801.4 Volunteers.** All athletes are assigned a volunteer buddy to assist them with the game to whatever extent necessary. This includes helping the athlete hit the ball, run the bases, and go after the ball in the field. Buddies have three major responsibilities: keeping the athlete safe from hard hit balls, protecting and assisting the player, and offering encouragement and a positive experience.

## **CHAPTER 9 ALL STARS**

### **SECTION 901 GENERAL REQUIREMENTS AND PLAYER SELECTION**

**901.1 All Star Games.** Each year the League will host an All Star game for the Pony, Major, Minor and ARBL Levels. The specifics of the location, date and time of the events will be determined by the League and incorporated into the schedule prior to the start of the Session.

**901.2 All Star Managers and Coaches.** The returning managers from last year's division champions will serve as manager of this season's All Star Teams. If the returning champion's manager has not returned to the team or is unable to manage the All Star Manager will be that manager with the best Won-Lost percentage the previous season. A coach may not serve as an All Star Manager every team shall have at least one manager or coach available to assist at the game.

**901.3 Player Selection.** Players will be selected by a vote of their teammates, manager and two coaches, who will consider such things as playing ability, hustle, desire, attitude, good sportsmanship, attendance, and ability to get along with his teammates. Only players in the highest age group for their Level are eligible.

**901.4 Number of Participants.** The number of players on an All Star team will be determined by the League and may vary depending on a variety of factors including but not limited to Level, number of teams, number of players, etc. The following sections lay out general guidelines that will be used on a yearly basis.

**901.4.1 Pony Level Participants.** The team shall be limited to fourteen (14) All-Stars per division. The first place team will be awarded four (4) spots, the second and third place teams will be awarded three (3) spots and the fourth and fifth place teams will be awarded two (2) spots. The date for establishing the place of the teams will be either the conclusion of the regular season or another date adopted and communicated by the League.

**901.4.2 Major Level Participants.** The team shall be limited to eighteen (18) All-Stars per division. Each team in the division will be awarded three (3) spots.

**901.4.3 Minor Level Participants.** The team shall be limited to eighteen (18) All-Stars per division. Each team in the division will be awarded two (2) spots.

**901.4.4 Replacement Player.** The Board shall have the discretion to add a replacement player from the team of a player who is unable to serve his All-Star role.

### **SECTION 902 ADJUSTMENTS TO REGULAR PLAYING RULES**

**902.1 Regular Playing Rules.** The regular season playing rules for the associated Level will be followed in the All Star Games except for those changes listed in this Section.

**902.2 Playing Time.** Each player must play in a minimum of three innings and no player may play in every inning.

**902.3 Batting Order.** Players will bat in a continuous batting order with one player from each team batting in each 1/X, where X equals the number of teams in the division, of the order.

**902.4 Free Substitutions.** For the defensive portion of the game free substitutions will be allowed.

**902.5 Pitching.** A Manager may use any eligible player to pitch, but no player may pitch more than two innings and once removed from pitching a player may not return to pitch.

## CHAPTER 10 STARZ PROGRAM

### SECTION 1001 GENERAL RULES

**1001.1 Tryouts.** Each year, every boy (returning or new) shall be required to tryout for the upcoming season. There will be two tryout dates each year. Each boy will be encouraged to attend both dates, but it will not be mandatory. A minimum of four evaluators will judge the tryouts using a uniform rating system. Final roster selections will be made by the Starz Committee. Selections will be based primarily on the tryout results. The committee may use previous year's performance (for returning players), and team-specific needs (ie pitching, catching, etc.) to make final selections. Roster sizes will be set at 12 or 13 players at the discretion of the Starz Committee.

**1001.2 Managers.** Managers will be named for the upcoming season prior to tryouts if possible. The managers will serve at the behest of the Starz Committee, but will have relative autonomy on the structure of their practice.

**1001.3 Practices.** Winter (January-March) practices will typically occur once or twice a week indoors. Times and location will be provided prior to this time period. Summer (April-July) practice will be held Sunday evenings starting at 2:00 pm or later. Specific times and locations will be provided prior to start of period in coordination with in-house BBA practice schedule. Extra practices or practice games may occur upon approval of the Starz Committee and will not take precedence over in-house activities for players.

**1001.4 In-House Priority.** In-House team activities will always take priority except on Sundays after 2:00pm and on weekends of tournaments once the in-house drafts have been completed. If a player can make both a Starz and In-House practice they are required to attend both, this assumes timing and distance allow for this occurrence.

**1001.5 Pitching.** All teams will follow tournament specific pitching rules and guidelines except the following items.

**1001.5.1 In-House Games Followed by a Tournament Game.** A player who has pitched in an in-house game on the day prior to a tournament game(s) will be limited to a maximum of seven (7) innings of pitching in that two-day period, regardless of whether the tournament rules would allow that number to be exceeded. Starz managers are responsible for knowing which of their players have pitched the day prior to a tournament game.

**1001.5.2 Tournament Games Followed by an In-House Game.** A player whose in-house team has a game the next day after a tournament game (i.e. the tournament team plays on Sunday and the player has an in-house game on Monday) will be limited to a daily maximum of four (4) innings of pitching for the tournament team on the day prior to the player's in-house game. It will be the tournament team manager's responsibility to look ahead at each of his potential pitchers' in-house schedules to be able to monitor pitching usage. Starz managers must then contact the in-house league manager of any boy that pitches on the day before his team is scheduled to play and inform them of how many innings the boy pitched.

**1001.5.3 Practice Games.** In the event of a practice game, no pitcher shall be allowed to pitch in the practice game if he has an in-house game the next day. If he pitched 3 or less innings in an

in-house game the previous day, he may pitch one (1) inning in the practice games, if he pitched four (4) or more innings in an in-house game he may not pitch in the practice game. Maximum innings a pitcher may pitch in a practice game is two (2).

**1001.6 Playing Time.** Each player shall play a minimum of three (3) defensive innings in a six (6) inning game, or four (4) defensive innings in a seven (7) inning game. If a player's minimum number of inning is reduced by 1 (i.e. his last defensive inning would have been the last inning, but the opponent is the home team and is winning), the manager should make an effort to ensure that player gets at least his minimum number of innings the next game.



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