

Summit Youth Baseball

2021 Majors Baseball Rule Book

Preface to all SYBS Majors Baseball Managers and Coaches

This Summit Youth Baseball (SYBS) Rule Book contains all rules that govern SYBS Majors baseball games for the summer season. SYBS rules are designed to ensure fair and consistent play throughout the season.

These rules govern all SYBS in-house game rules and several championship tournament playoff-specific SYBS rules. The Summit Youth Baseball rules are a combination normal baseball rules and several SYBS player development rules that allow managers and coaches greater opportunities to develop their players during the season.

Rule Book Overview

The Summit Youth Baseball rules have been developed to provide a fun and challenging game for our youth players, coaches, and parents. Fun and player development are the prevailing goals for all of our SYBS playing divisions.

As players progress through our five divisional levels of play -- from T-Ball to Machine Pitch to Minors, to Majors, to 16u baseball -- we expect that our players will also learn and grow in sportsmanship, teamwork, and self-discipline, while developing baseball or softball skills in a safe, fun, and enjoyable environment. The SYBS rules are designed to provide a gradually more challenging game as players get older and develop their understanding and skills of the game. These gradual rule changes also allow players and coaches a smoother transition into higher levels or age groups of organized baseball and softball play.

Table of Contents

	Section	Page
General SYBS Majors Game Rules	1.00	2
Starting, Playing & Ending an SYBS Game	2.00	8
Batting Rules	3.00	11
Base Running Rules	4.00	20
Pitching Rules	5.00	31
SYBS Majors Key Local Rules Recap	6.00	37
Playoff Championship Tournament	7.00	39
Umpire Responsibilities	8.00	40
Glossary of Terms		44
Safety Policy		52
Index of Key Rules		54

We encourage all SYBS managers and coaches to know all of these rules prior to your first game. The Index of Key Rules section allows you quick and easy access to specific SYBS rules during a game or while you are practicing with your team.

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General SYBS Majors Game Rules – Rules Section 1.00

Preface

There are several SYBS player development and youth safety rules included in this section that are different than major league baseball. These include, among others, the newly adopted Stealing/Advancing Suspension once a team gains a 5 or more run lead.

- 1.01 SYBS Majors baseball are games between two teams of nine or more players each under the direction of adult managers and coaches, played on a regulation SYBS field in accordance with these rules, under the direction of one or more umpires.
- 1.02 The objective of each team is to win by scoring more runs than their opponent.
- 1.03 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.
- 1.04 The SYBS regulation playing field contains two basic parts, the infield and the outfield. The infield basepath shall be 70 feet between bases; and the pitcher's mound, 50 feet from the point of home plate. For the outfield, one hundred seventy to two hundred-ninety feet is the recommended distances from home plate to the outfield fences.
 - (a) There will be batter's boxes drawn by chalk. Batters must hit the ball while within the batter's box. *Note:* If both batter's feet are in contact with the batter's box chalk line and the batter hits either a fair or foul ball, the batter is legal.
 - (b) Chalk-lined catcher's and coaches' boxes are seldom drawn on SYBS fields; therefore, catchers and base coaches are required to be in the general area of these boxes or chalk marked areas whenever play begins.
 - (c) On-deck circles are allowed for use in Majors baseball games. As these circles are generally not drawn, managers may designate a safe area for these circles.
 - (d) Foul lines are recommended to be drawn to the outfield fence; however, if these are not completely drawn past first and third bases, umpire judgment will be the sole determinate for foul balls in the outfield.
 - (e) The runner's lane, batter's box-to-first base, is generally not drawn with chalk on most SYBS fields. However, the runner's lane begins half way to first base from the plate, continues to first base, and is three feet wide (The foul line is the only part of the runner's lane that is fair. The remainder of the lane's three foot width is in foul territory parallel to the foul line). On a bunt or swinging bunt, where there is a play on the batter/runner, that batter/runner must run to first within the imaginary runner's lane.
 - (f) Safety bases are sometimes used on a given SYBS field, and if such base is dislodged during the course of play, players, coaches, and umpires will only recognize the original position of a base for continuing play until play is stopped. The umpire will then declare time and the base will then be returned to its original position.
 - (g) A double first base is allowed, but not frequently used. If used, the orange section of a double first base bag is reserved only for the batter/runner when initially running to first base. Likewise, during the batter-runner's initial advance to first base, the white portion of the double first base bag is reserved only for the defensive player. If after the batter-runner reaches this orange section safely, the batter-runner must then use only the white section of the base in order to be safely "on base".

General SYBS Majors Game Rules - Rules Section 1.00 continued

- 1.05 Baseballs used for games will be new balls, provided by SYBS umpires, or balls in good condition similar to that were provided SYBS. The umpire is the sole judge as to the condition of these balls, and the number of balls required for a given game.
- 1.06 Baseball bats provided by SYBS or bats that meet the annually reviewed standards of SYBS are only allowed to be used in any SYBS game. The full legal SYBS Majors bat criteria and standards are found in the Batting Rules section, rule 3.13.
- 1.07 Player safety equipment such as athletic supporters (for male players), batting helmets (with the NOCSAE label), and catcher protect equipment (chest protectors, masks, throat protectors, and shin guards) must be appropriately used. Umpires are the sole judge as to the useable condition and appropriate use of all safety equipment. A first aid kit (provided by SYBS) must be brought to every game and practice.
- 1.08 Players, managers, and/or coaches may use molded, plastic, or rubber cleats. Metal cleats are not allowed.
- 1.09 Uniforms shirts and hats as provided by SYBS shall be worn by all players for each game. As baseball pants and belts are not provided by SYBS, these are not required to be uniform in color, stripes or markings for any SYBS team. For players playing specific positions, the following additional rules prevail:
 - (a) Any part of the pitcher's undershirt or T-shirt exposed to view when on the mound shall be of a non-white solid color.
 - (b) A pitcher shall not wear any items on his/her hands, wrists, arms, or back pockets which may be distracting to the batter. *For example:* White long sleeve shirts, glass buttons, colored tape, polished metal, jewelry, reflective (non-prescription) sunglasses, sweatbands, batting gloves, or any other item deemed distracting by the umpires are not permitted.
 - (c) Pitchers' gloves may not be white, light gray or optic yellow (This color restriction excludes the piping of the glove).
 - (d) The catcher must use a regulation catcher's mitt.
 - (e) The first baseman must use a glove that does not exceed 14 inches long (from the base of the palm to the highest point of the glove), or does not have a pocket web that exceeds 5¼ inches.
 - (f) All other defensive players may use a glove that does not exceed 14 inches long.
- 1.10 Continuous Batting Orders are required to be used that includes all able and present rostered players in the batting line-up. Nine defensive players are allowed on defense. All rules concerning the use of and substitutions for continuous batting orders are found in rule 3.03.
- 1.11 All players are required to play a minimum of six consecutive defensive outs each game. Managers are responsible for being in compliance with this requirement.
 - (a) Any player not playing his six consecutive outs due to the mercy rule, weather or field issues must start defensively on the team's next game.
 - (b) A team remains in compliance with this six consecutive defensive outs rule if an injury or ejection prevents a player from completing his requirement.
- 1.12 A minimum of seven players may begin and end a game without incurring an automatic out when the eighth and ninth batting positions in the order comes up to bat.

The full text of this minimum number of players rule is found in rule 3.02.

General SYBS Majors Game Rules - Rules Section 1.00 continued

- 1.13 A time limit of two hours is imposed each game. The time limit is to be regulated by the plate umpire who will declare the last inning to both managers as early as reasonable, given the weather, daylight, and pitching availability for each team.
- (a) The plate umpire will announce the time of the first pitch at the top of the first inning. This announced time will be the official time by which the game starts. The game duration is then two hours from that point.
 - (b) There will be no new inning (top of the next inning) played if the game time has reached the two-hour time limit. However, the current inning will be played to completion.
 - (c) The declaration of the “last inning” will be made by the plate umpire as early and as reasonably as possible. *Note:* For SYBS weekend playoff games, there will be no time limits unless ordered by the league due to weather related or scheduling issues.
- 1.14 A mercy rule of a 10 or more run lead will conclude a game after 4 innings (if the visiting team has a 10 or more run lead), or after 3½ innings (if the home team has a 10 or more run lead).
- 1.15 Pitching eligibility restrictions are to be observed and adhered to by SYBS managers for their team. These pitching eligibility restrictions rules are governed by the number of pitches a pitcher delivers his last mound appearance (stint) which requires specific days rest depending on the pitcher’s league age and pitch count.
- The full text of the pitching eligibility restrictions rule and its related pitcher’s pitch count to number of days rest chart is found in the Pitching Rules section, rule 5.01.
- 1.16 Base-runners stealing or advancing a base on a pickoff error is suspended for a team, once that team has gained a 5 run or more run lead (5+ run lead). This Stealing/Advancing Suspension goes into effect immediately with the next batter after a team reaches a 5+ run lead. This suspension will remain in effect until the trailing team reduces that lead to less than 5 runs.
- The full text of this rule Stealing/Advancing Suspension is found in the Base Running Rules section, rule 4.15.
- 1.17 Base runners may lead-off a base to gain an advantage either to steal a base or to advance to the next base when the ball is in play. When doing so with the ball in play, base runners are at risk to be put out.
- 1.18 Collisions, in which one or more players clearly demonstrate intent to cause a collision, may be ruled as a Collision with Intent violation. The penalties of a Collision with Intent violation will be the penalty for either the interference or obstruction, plus it may also include either an ejection of the violator or one warning to the violating team. Adjudication of these penalties will be at the sole discretion of the umpires.
- The full text of the Collision with Intent rule is in the Base Running Rules section, rule 4.09.
- 1.19 A completed regulation game is six complete innings or five and a half innings, if the home team is winning at the end of the top of the sixth inning. The result of a completed regulation game is final and is officially entered in each teams’ won/lost record.
- (a) A game may be extended beyond six innings, into extra innings, to determine a winner, if the score is tied at the end of six innings and the time limit rule does not stop the game.

General SYBS Majors Game Rules - Rules Section 1.00 continued

- (b) A game may be shortened to less than six innings and still be a completed regulation game:
 - (1) If the home team needs none of its half of the sixth inning or only a fraction of the last inning to take or retain the lead. The game ends, and the home team wins the game.
 - (2) If any provision of the mercy rule stops the game and determines a winner.
 - (3) If the umpire-in-chief calls the game after three or more innings with the visiting team leading or two and a half or more innings with the home team leading, due to the time limit rule, bad weather, bad field conditions, or darkness. *Note:* This is commonly known as a “Called Game”.
- (c) A game will be declared a completed regulation tied game, if the teams have played three or more full innings with the score tied and either of the following occurs:
 - (1) The time-limit rule stops the game.
 - (2) Umpires have stopped the game due to bad weather, bad field conditions, and/or darkness, and the teams are unable to schedule a continuation game.

For the above, under rule 1.19(c), the game is a completed regulation tied game, and a continuation game will not be played at a later date.

- 1.20 Suspended games are games that have started but have not met the provisions of a completed regulation game. A started game is one in which the plate umpire announces “Play” in the top half of the first inning and the first pitch has been delivered. Suspended games will be continued at the point of stoppage either later that day or by playing a continuation game at a later date and time. The official scorebook (this is the home team’s scorebook) is the official record of the point of stoppage. Both managers are to review the official scorebook and agree on all records of a suspended game before leaving the field. At the point of stoppage, umpires are to report the score, the team and player that is batting, number of outs, the position of any runners, the elapsed game time, and the pitching record of all pitchers used for both teams. This umpire report is to be made to the SYBS U.I.C., directly after leaving the field for games that were not restarted and played to a completed regulation game. *Note:* This is commonly known as a “Called Game”.
- 1.21 Continuation games are the continuation of a suspended game that is played on a future date. Continuation games are started at the exact point at which a suspended game was called by the umpire as detailed by the official scorekeeper’s scorebook and the umpire’s suspended game report. Continuation games are scheduled by the SYBS administrator or the SYBS scheduling chair.
 - (a) Rules governing lineups, substitutions, eligible players, and the game time limit will be governed as though the suspended game combined with the continuation game was never stopped. Line-up flexibility will be allowed as participating players in the suspended game are not always the exact same participants in a continuation game. Team managers are to agree on continuation game line-ups where flexibility is necessary, prior to starting the continuation game.
 - (b) Pitching eligibility for continuation games is the only area where there will be no flexibility regardless of any managers’ agreement.
 - (1) Pitchers used and removed from the mound in the related suspended game are ineligible to pitch in the continuation game.
 - (2) Eligible pitchers are those players not disqualified by rule 1.21(b)(1), above. Additionally, these players’ must also meet the conditions of the Pitching Rules section, rule 5.01.

General SYBS Majors Game Rules - Rules Section 1.00 continued

- (c) If team managers cannot agree on any issue in order to start a continuation game, the umpires will adjudicate the issue so that the continuation game can begin. If either manager is still not satisfied with the umpires' ruling, he must still start the continuation game, but he may file a protest on that continuation game. Failure to begin a continuation game will be cause for a forfeit which will pre-empt any manager's protest.
- 1.22 A make-up game is a game that is rescheduled to replace a postponed scheduled game that did not start due to poor weather, an unsafe field, or by mutual consent by both managers. Make-up games are rescheduled by the SYBS administrator or scheduling chair on a date and time mutually agreed upon by the team managers, and where the SYBS administrator or scheduling chair has access to an appropriate field.
- 1.23 A few doubleheaders will be scheduled for each SYBS Majors baseball team. All rules in this rule book (particularly as it pertains to the Pitching Rules section, rule 5.01, will apply to both a single game in a day and for doubleheader game days.
- 1.24 A game may be forfeited to the opposing team when a team:
 - (a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire-in-chief has called "Play" at the appointed time for beginning the game, unless such delayed appearance is, in the umpire-in-chief's judgment, unavoidable.
 - (b) Employs tactics palpably designed to delay or shorten the game.
 - (c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire-in-chief.
 - (d) Fails to resume play, after a suspension, within one minute after the umpire-in-chief has called "Play".
 - (e) After an umpire's warning, willfully and persistently violates any rule of the game.
 - (f) Fails to obey, within a reasonable time, the umpire's order for removal of a player, coach, or spectator from the game.
 - (g) Fails to appear for the second game of a doubleheader within twenty minutes after the close of the first game unless the umpire-in-chief of the first game extended the time of the intermission. A game shall be forfeited to the visiting team if, after it has been suspended, the order of the umpire to groundskeepers respecting preparation of the field for resumption of play are not complied with.
- 1.25 Judgment calls are not open for dispute by managers, coaches and/or players. Disputes on judgment calls such as balls and strike calls, fair or foul calls, safe or out calls, catch or drop calls will not be reversed. Prolonged arguments on judgment calls may lead to ejection. However, managers, coaches and/or players may request or discuss the rationale or interpretation of the rule covering a judgment call. Also, managers, coaches and/or players may request from the umpire making a call, that he "asks for help" from his umpiring partner, if he feels that the umpiring partner had a better view of the play. Umpires are not obligated to grant a request to "ask for help", but SYBS umpires will almost always oblige these requests.
- 1.26 Managers, coaches, and/or players are allowed to appeal a play. The most common appeal is whether a player properly tagged up on a fly ball. An appeal must be made prior to the next pitch, only when the ball is live, and only can be made once.

General SYBS Majors Game Rules - Rules Section 1.00 continued

Note 1: If the ball is dead after the play in question, the defensive team must re-instate a live ball before the next pitch in order to legally make its appeal.

Note 2: An improper appeal will result in the appeal to be denied and the call on the play to stand, as appeals can only be made once.

A full description of the appeal procedural steps is found in the Umpire Responsibilities section, rule 8.02(e).

1.27 Managers, coaches, players, and spectators are subject to ejection from the game by an umpire if any of the following, but not limited to any of the following, occurs:

- (a) Use of deliberate unsportsmanlike conduct (either physical or verbal) directed toward the opposing team, spectators, or umpire.
 - (b) Violation of any SYBS rule that carries ejection as a possible penalty (*e.g.* collision with intent).
 - (c) Call "Time," or employ any other word or phrase or commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit a balk or any player to fail to complete a play.
 - (d) Refusal to abide by an umpire's ruling.
 - (e) Repeated or persistent arguing or complaining of judgment calls.
 - (f) Making intentional contact with the umpire in any manner.
 - (g) Inciting, or trying to incite, by word or sign a demonstration by spectators.
- Umpires may give one warning to any team personnel or spectator in violation of any of the above actions, if he feels that a warning will effectively stop the violation. However, a warning is not required. If a person or persons are ejected, the offender(s) shall leave the playing area immediately and not be in sight nor be able to be heard by the either team or umpires. If the ejected offender(s) refuses to do so, the game will be stopped until the offender(s) comply. Further action may include forfeit of the game as ruled by the SYBS President or legal action as deemed necessary by the umpire.

1.28 A manager is able to protest a game if he feels that a rule (contained in this rule book) has been misinterpreted or if a penalty for a rules violation has been misapplied by an umpire.

Note: All judgment calls such as ball and strikes calls, safe or out calls, fair or foul ball calls, collision with intent determination, or intentionally pitching at or hitting a batter, are not grounds for a protest.

The full text of this manager's right to protest a game is detailed in the Umpire Responsibilities section, rule 8.02(g).

Summit Youth Baseball 2021 Majors Baseball Rule Book

Starting, Playing & Ending an SYBS Majors Game - Rules Section 2.00

- 2.01 Before the game begins, team managers shall:
- (a) Determine that the playing field is in playable condition.
 - (b) Take their team's on-field warm-ups for 5-10 minutes prior to the pre-game meeting, which starts 5 minutes before the scheduled game time. It is re-commended that the visiting team begins this on-field warm-up first, 25 minutes before the scheduled game time; and the home team, 15 minutes prior to the pre-game meeting, so that the pre-game meeting and the game start on time.
 - (c) Be prepared to exchange starting lineups with the opposing team's manager.
 - (d) Be prepared to declare his team's ineligible pitchers for that game.
 - (e) Have a scorekeeper for his team. *Note:* The official scorebook is the home team's book. Maintaining a scorebook is optional for the visiting team.
- 2.02 The umpires shall conduct a pre-game meeting with both team managers, five minutes prior to the game's scheduled start time. The pre-game will address the following:
- (a) Confirm with team managers that the field is in playable condition.
 - (b) Require strict observance of all playing rules and rules governing team personnel, implements of play and the equipment of players.
 - (c) Have both managers exchange line-ups that lists batting orders and starting defensive players' positions.
 - (d) Have both managers declare his team's ineligible pitchers for that game.
 - (e) Address ground rules that need to be discussed for the game and field.
- 2.03 The home and away teams are determined from the SYBS Team Snap schedule. The Team Snap schedule lists the visiting team first and the home team second. At the conclusion of the pre-game meeting the home team will take the field.
- 2.04 For each half inning, the defensive players will take their positions on the field and all defensive substitutes will remain in the dugout. The defensive team may have up to two coaches outside the dugout stationed directly in front of the dugout.
- 2.05 For each half inning, the offensive team may have a first and third base coach stationed at their traditional coaches' base box areas, an additional coach may be outside the dugout stationed directly in front of the dugout, and the batter stationed at the batting area.
- (a) All other players must remain in the dugout until it is their turn to bat, except for the on-deck batter who may be in the on-deck circle.
 - (b) Batting teams may use and leave items such as a "weighted donut" in the on-deck circle during their turns at bat providing that the plate umpire determines that such an item(s) will not interfere with normal play.
- 2.06 At the time set for beginning the game the umpire-in-chief will order the home team to take their defensive positions, shall order the first visiting team's batter to take his position in the batter's box, and then shall call "Play".
- 2.07 After the umpire calls "Play", the ball is live and in play and remains live until the umpire calls of "Time" suspending play or the ball becomes dead. While there is "Time" or the ball is dead, no player may be put out, no bases may be run, no appeals may be made, and no runs may be scored. *Exception:* Runners may advance one or more bases as the result of acts which occurred while the ball was live (such as, but not limited to a balk, an overthrow, interference, or a home run).

Starting, Playing & Ending an SYBS Majors Game - Rules Section 2.00 continued

- 2.08 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as he chooses.
- 2.09 The offensive's objective is to have its batter become a runner, and its runners advance.
- 2.10 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 2.11 When a batter becomes a runner and touches all bases legally, he shall score one run.
- 2.12 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team (*i.e.* the side is retired).
- 2.13 The ball becomes dead when an umpire calls "Time". Any manager, coach, or player may request time. However, "Time" is only in effect if the umpire grants that request. The umpires can also unilaterally call "Time".
- (a) When in his judgment weather, darkness or similar conditions make immediate further play impossible to continue safely.
 - (b) When light failure makes it difficult or impossible for the umpires to follow the play or makes further play impossible to continue safely.
 - (c) When an accident incapacitates a player or an umpire. *Note:* If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute, courtesy runner shall be permitted to complete the play.
 - (d) When a manager requests a time-out for a substitution or for a charged conference.
 - (e) When the umpire wishes to consult with either manager, or for any similar cause.
 - (f) When a fielder falls into a bench or stands, after catching a fly ball. As pertains to the runners, the provisions of 4.04(b) shall prevail. 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.
 - (g) When an umpire orders a player or any other person removed from the field.
 - (h) Except in the cases stated in items (a) through (c) of this rule, no umpire shall call "Time" while a play is in progress.
- 2.14 After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with the game ball in his possession and the plate umpire calls "Play."
- 2.15 Once the game has started, only the umpires may stop or suspend the game due to weather, field conditions or darkness. This is commonly known as a "Called Game". Further, only the umpires may subsequently restart the game.
- 2.16 Throughout the course of the game, managers, and/or their designated pitch count record keeper (often called pitch count keeper), are to maintain a record of his pitchers' pitch counts. At the conclusion of each pitcher's stint on the mound, the final pitch count is to be reported to the plate umpire so that the pitch count may be included in the official record of the game.
- Note 1:* Most managers' keep pitch counts not only for his team's pitchers, but also on his opposition's pitchers for competitive reasons. This is allowed and encouraged.
- Note 2:* The plate umpire will communicate to the opposing team each pitcher's final pitch count. If there is a discrepancy between the two team's pitch counts for a specific player, the plate umpire will make the final

determination of that player's pitch count for the official record of the game.

Starting, Playing & Ending an SYBS Majors Game - Rules Section 2.00 continued

- 2.17 The game is concluded when the game reaches the criteria for a completed regulation game, per rule 1.19.
- 2.18 Directly after the conclusion of the game, managers are to initial the umpire's official game card record that confirms:
 - (a) The final game score and winning team.
 - (b) Each of his pitchers' final pitch counts for that game.

Summit Youth Baseball

2021 Majors Baseball Rule Book

Batting Rules - Rules Section 3.00

Preface

There are several SYBS player development and youth safety rules included in this section that are different than major league baseball. These include a Continuous Batting Order requirement and the Dropped Third Strike will now be enforced. These are SYBS Player Development Rules and are found in this section.

- 3.01 Continuous Batting orders are required for all SYBS in-house Majors games. Batting orders are presented at the managers' pre-game meeting. Managers are to exchange batting line-up cards that include offensive batting orders and defensive positions. The plate umpire does not need a copy of either teams' line-up card.
Note: All rules governing continuous batting orders are found in rule 3.03, below.
- 3.02 Teams may start and complete a game with a minimum of seven (7) players. At any point, if a team only can bat and/or field six or less players, the game is forfeited by that team.
- (a) If starting with seven players, no automatic out will be assessed for the eighth and ninth batting positions.
 - (b) If starting with seven players and an additional player(s) arrives late, he is allowed to enter the game immediately as a starter, batting in the last available batting position and may play any defensive position.
 - (c) Team managers may agree to allow a team to "borrow" a player so that a complete regulation game can be played. The manager or the team "loaning" a player may choose any player(s) on his roster.
 - (1) If a "loaning" team has ten or more players, a "borrowed" player must be a rostered player of the "loaning" team and must play both offense and defense for the "borrowing" team as though he were a member of that team.
 - (2) If a "loaning" team has nine or less players, the "loaned" player(s) may be rotated to only play defense (at his manager's discretion) to the "borrowing" team. In this case, the "loaned" player will continue to bat only for his "loaning" team.
 - (3) Any "loaned" player may not pitch for the "borrowing" team.
- 3.03 For the use of a continuous batting order, following rules prevail:
- (a) The continuous batting order must contain all able and present players on a team's roster.
 - (b) All players will bat in the order listed on that line-up card, and all starting defensive players' positions will appear on the line-up card.
 - (c) If additional players arrive late, they are to be immediately added to the last positions of the continuous batting order.
 - (d) Defensive substitutions will be "free", which means that they can be made at any time for any defensive position, except for the pitcher. Pitching substitutions are governed by the Pitching Rules section, rule 5.01.
 - (e) All players must play defense for six consecutive outs as per rule 1.11.
- 3.04 On offensive ...
- (a) Each player of the offensive team shall bat in the order that his name appears in his team's batting order presented at the pre-game meeting.
 - (b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.

Batting Rules - Majors - Rules Section 3.00

- 3.05 The batter ...
- (a) The batter shall take his position in the batter's box promptly when it is his turn to bat.
 - (b) The batter shall not leave his position in the batter's box after the pitcher comes to set position or starts his windup.
- Note 1:* The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time" and "Time" is granted.
- Note 2:* The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception.
- Note 3:* Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position.
- Note 4:* Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched.
- Note 5:* If the pitcher delays once the batter is in his box and the umpire feels that the delay is not justified, he may allow the batter to step out of the box momentarily.
- (c) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall call an automatic strike on the batter. The ball is dead, and no runners may advance. After that penalty, the batter may take his proper position and the ball and strike count shall continue. If the batter does not take his proper position, subsequent strikes may be called. The batter shall be declared out after three strikes. *Note:* The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after each automatic called strike
 - (d) The batter shall keep at least one foot in the batter's box throughout the batter's time at bat, unless one of the following exceptions applies:
 - (1) The batter swings at a pitch.
 - (2) The batter is forced out of the batter's box by a pitch.
 - (3) A member of either team requests and is granted "Time".
 - (4) A defensive player attempts a play on a runner at any base.
 - (5) The batter feints a bunt.
 - (6) A wild pitch or passed ball occurs.
 - (7) The pitcher leaves the dirt area of the mound after receiving the ball.
 - (8) The catcher leaves the catcher's box to give defensive signals.
- Note 1:* The umpire has the discretion to issue a warning to a batter in lieu of calling an automatic strike for the batter's first violation in a game, so long as the batter's violation is judged to be brief and inadvertent.
- Note 2:* The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after the umpire has called an automatic strike and before the umpire calls a successive strike.
- Note 3:* The batter may leave the batter's box and the dirt area surrounding home plate when a time-out is called for the purpose of either making a substitution or a conference by either team.
- Note 4:* Umpires shall encourage the on-deck batter to take a position in the batter's box quickly after the previous batter reaches base or is put out.

Batting Rules - Majors - Rules Section 3.00

- 3.06 The batter's legal position shall be with both feet within the batter's box. *Note:* The chalk lines defining the box are considered within the batter's box.
- 3.07 A batter has legally completed his time at bat when he is put out or becomes a runner.
- 3.08 A batter is out when ...
- (a) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder.
Note: A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into an out-of-play area, in which case the ball is dead.
 - (b) A third strike is made by either a swing-and-a-miss or a called strike. *Note:* The "dropped third strike" rule is **not** enforced for all Minors baseball games, but at the Majors' division, this rule is in effect.
 - (c) He bunts foul on third strike.
 - (d) He attempts to hit a pitch that would have passed through the strike zone for the third strike, but the pitch touches him.
 - (e) His fair ball touches him before touching a fielder. If the batter is in a legal position in the batter's box, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball.
 - (f) Either umpire shall declare an Infield Fly if there is a fair fly ball or pop up (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, while first and second, or first, second and third bases are occupied, before two are out. The moment an infield fly is declared, the batter is out. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly, the Batter's Out" for the benefit of the runners. If the ball is popped up near the baseline, the umpire shall declare "Infield Fly, if Fair". The ball remains live during and after the umpire's declaration. Runners may advance at the risk of that ball being caught or retouch and advance after the ball is touched or hits the ground. This is the same as on any fly ball. If the batted ball becomes a foul ball, it is treated as any foul.
Note 1: A bunted ball that is popped-up shall not be declared an infield fly.
Note 2: If the infield fly is allowed to fall untouched to the ground and bounces foul and remains foul before passing first or third base, it is a foul ball.
Note 3: If a declared infield fly falls untouched to the ground, outside the baseline, and then bounces fair before passing first or third base, it is an infield fly.
 - (g) After hitting or bunting a fair ball, his dropped bat hits the ball a second time in fair territory. The ball is dead, batter is out, and no runners may advance. If the batter-runner drops his 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 live and in play. If the batter is in a legal position in the batter's box, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball.
Note 1: If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of a broken bat in foul territory, it is a foul ball.

Batting Rules - Majors - Rules Section 3.00

Note 2: If a whole bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.

Note 3: In cases where the batting helmet is accidentally hit with a batted ball on or over fair territory or a thrown ball, the ball remains in play the same as if it has not hit the helmet.

Note 4: If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

- (h) After hitting or bunting a ball that continues to move over foul territory, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.
- (i) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base.
- (j) In running the last half of the distance from home base to first base, while the ball is being fielded, the batter-runner runs outside (to the right of) the three-foot running lane, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder attempting to make a throw to first base, in which case the batter-runner is out and the ball is dead.

Note 1: He may run outside (to the right of) the three-foot running lane or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

Note 2: The three-foot running lane is generally not marked in chalk on an SYBS field. Umpires will adjudicate batter-runner interference as though a lane is marked. Players should always run to first base just to the right of the foul line to avoid the possibility of interference.

- (k) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead, the batter is safe, and runner(s) return to their original base or the next base if the batter being safe requires this award. *Note:* If an umpire calls the infield fly rule, the ruling for the infield fly rule prevails.
- (l) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play. *Note:* The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. This is an umpire's judgment call, which may also include Collision with Intent violation, rule 4.09, if the umpire feels that it is warranted.
- (m) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.
- (n) A member of his team (other than a runner) hinders a fielder's attempt to catch or field a batted ball.

Batting Rules - Majors - Rules Section 3.00

3.09 A batter is out for illegal action when ...

- (a) He hits a ball with one or both feet on the ground entirely outside the batter's box. *Note:* If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.
- (b) He steps from one batter's box to the other while the pitcher is in position ready to pitch.
- (c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. *Note:* A batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference. If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out—not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called. If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the backswing, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance.
- (d) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. A batter shall be deemed to have used or attempted to use an illegal bat if he brings such a bat into the batter's box.

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

- (a) Four "balls" have been called by the umpire. *Note:* A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.
- (b) He is touched by a pitched ball which he is not attempting to hit unless
 - (1) The ball is in the strike zone when it touches the batter, or
 - (2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.

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

Batting Rules - Majors - Rules Section 3.00

- (c) 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 that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference. Note: If catcher's interference is called with a play in progress the umpire will allow the play to continue because the manager may elect to take the play. If the batter-runner missed first base, or a runner misses his next base, he shall be considered as having reached the base.
Examples of Catcher's Interference options the manager might elect to take:
 - 1. Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.
 - 2. Runner on second base. Catcher interferes with batter as he bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first. If a runner is trying to score by a steal or squeeze from third base. If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the catcher under rule 3.10(c). In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch".
 - (d) A fair ball touches an umpire or a runner on 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.
- 3.11 The batter becomes a batter-runner when ...
- (a) He hits a fair ball.
 - (b) 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 on fair territory;
 - (c) A fair ball passes over a fence or into the stands. Such hit entitles the batter to a home run after he has touched all bases legally.
 - (d) 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 the runners shall be entitled to advance two bases
 - (e) 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 scoreboard, in which case the batter and the runners shall be entitled to two bases.
 - (f) 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 advance two bases.
 - (g) 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.

Batting Rules - Majors - Rules Section 3.00

- (h) On a third strike (called or by a swing and a miss), when the catcher does not catch the pitch and first base is not occupied and there are less than two outs, the batter becomes a batter-runner. The ball is live and all runners may advance. Also, if there are two outs and a runner on first base, this rule is still in effect. If the defense is able to retrieve the ball, it may attempt a putout play on any runner(s). This is called the Dropped Third Strike rule.

3.12 If a batter bats out of order (or out of turn) ...

- (a) A proper batter shall be called out, on appeal, when he fails to bat in his proper turn, and another (improper) batter completes a time at bat in his place. The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- (b) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter.
- (c) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:
- (1) Declare the proper batter out; and
 - (2) Nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.
- Note:* If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.
- (d) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.
- (e) 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.

Note: The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams.

There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and re-establishes the order that is to follow.

Approved Ruling Examples

To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows:
Abel-Baker-Charles-Dan-Edward-Frank-George-Hooker-Irwin.

Play 1. Baker bats in Abel's turn. After Baker gets a count of 2 balls and 1 strike,

- (a) the offensive team discovers the error, or
- (b) the defensive team appeals.

Rulings by case:

In either case, Abel replaces Baker, with the count on him 2 balls and 1 strike.

Batting Rules - Majors - Rules Section 3.00

Play 2. Baker bats in Abel's turn and doubles. The defensive team appeals

- (a) immediately, or
- (b) after a pitch to Charles.

Rulings by case:

- (a) Abel is called out and Baker is the proper batter with a new count.
- (b) Baker stays on second and Charles is the proper batter.

Play 3. Abel walks. Baker walks. Charles forces Baker. Edward bats in Dan's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third.

- (a) the defensive team appeals immediately, or
- (b) the defensive team appeals after a pitch to Daniel.

Rulings by case:

- (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third Edward is the proper batter resulted from the improper batter batting a ball. Dan is called out.
- (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

Play 4. With the bases full and two out. Hooker bats in Frank's turn, and triples, scoring three runs.

- (a) the defensive team appeals immediately, or
- (b) the defensive team appeals after a pitch to George

Rulings by case:

- (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning;
- (b) Hooker stays on third and three runs score. Irwin is the proper batter.

Play 5. After *Play 4b* above, George continues at bat.

- (a) Hooker is picked off third base for the third out, or
- (b) George flies out, and no appeal is made.

Who is the proper leadoff batter in the second inning?

Rulings by case:

- (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Hooker's triple;
- (b) Hooker. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.

Play 6. Dan walks and Abel comes to bat. Dan was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Dan is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Dan's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Dan is the proper batter, but he is on second base. Who is the proper batter?

Ruling:

The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter

Batting Rules - Majors - Rules Section 3.00

- 3.13 Only SYBS approved baseball bats are allowed to be used in SYBS games. All bats that have been provided by SYBS in the managers' equipment bag and all wooden game bats are approved, legal bats.

For all other bats or player's personal bats made of aluminum or other metals, fiberglass, graphite or composite materials, SYBS approved bats must be in compliance with the following criteria:

- (a) The bat's barrel is greater than or equal to 2¼ inches but no more than 2¾ inches in diameter.
- (b) The bat may be of any length.
- (c) The bat may be made of aluminum or other materials such as fiberglass, graphite or other composite materials.
- (d) The bat's grip shall be not less than 10 inches long, nor extend to touch the taper or barrel of the bat.
- (e) All SYBS approved, legal player-owned bats must have a BPF 1.15 certification stamp permanently printed on the bat.

Note: Any bat that has been altered, or modified, may not be used. Altered bats include, but are not limited to, bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc.

The use of any illegal bat carries in-game penalties:

1st Offense: If the batter uses an illegal bat and is discovered before the next legal pitch, the batter is declared out, no advancement on the bases will be allowed, and any out or outs made during that play shall stand. The defensive manager will also have the option to take of the result of play instead of the above penalties.

2nd Offense: If a team is found in violation of this rule a second time in a game, then the first offense penalties (above) shall be imposed, plus the offensive team manager will be ejected.

Note 1: The legal bat criteria for Majors is the same as it has been for SYBS Majors and Minors since 2014.

Note 2: Legal bat criteria for SYBS 16u, American Legion, and Colorado High Schools are substantially different after the SYBS Minors and Majors baseball levels. If you need these criteria, please contact:

Steve Misch: misch80443@yahoo.com or 970-389-5770.

Summit Youth Baseball 2021 Majors Baseball Rule Book

Base Running Rules - Rules Section 4.00

Preface

At the Majors baseball divisional level, Head-First Sliding, Stealing/Advancing with a 5 or more run lead are restricted. These are SYBS Player Development Rules and are found in this section.

- 4.01 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base. *Note:* If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.
- 4.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead. In such cases, the runner may go directly to his original base
- 4.03 When there are two runners on the same base ...
- (a) Two runners may not occupy a base, but if, while the ball is live, two runners are touching a base, the following (or trailing) runner shall be out when tagged and the preceding runner is entitled to the base, unless rule 4.03 (b), below, applies.
 - (b) If a runner is forced to advance by reason of the batter becoming a runner and two runners are touching a base to which the following runner is forced, the following runner is entitled to the base and the preceding runner shall be out when tagged or when a fielder possesses the ball and touches the base to which such preceding runner is forced.
- 4.04 Runners, other than the batter, may advance one base without liability to be put out, when
- (a) The batter's advance without liability to be put out forces the runner to vacate his 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. *Note:* A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.
 - (b) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. *Note:* If a fielder, after having made a legal catch, should fall into a stand, among spectators, into the dugout, or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dugout after making a legal catch, the ball is dead and each runner shall advance one base, without liability to be put out, from his last legally touched base at the time the fielder fell into, or in, such out-of-play area.
 - (c) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder. *Note:* 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 the base to which he is entitled, and the runner fails to touch the base to which he is entitled before

Base Running Rules - Majors - Rules Section 4.00

attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.

- (d) A fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

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

- (a) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched 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 his glove, cap, or any article of his apparel.
- (b) Three bases, if a fielder deliberately touches an outbound, fair, batted ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril.
- (c) Three bases, if a fielder deliberately throws his glove at and touches an outbound, fair, batted ball. The ball is in play and the batter may advance to home base at his peril.
- (d) Two bases, if a fielder deliberately touches an inbound thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play.
- (e) Two bases, if a fielder deliberately throws his glove at and touches an inbound thrown ball. The ball is in play.

Note: In applying rules 4.05(b-e), the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under rules 4.05(c)(e), this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.

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

Note 1: 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.

Note 2: In certain circumstances it is impossible to award a runner two bases. *Example:* Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand. The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first base the award is two bases at the time the pitch was made for all runners.

Base Running Rules - Majors - Rules Section 4.00

The decision as to whether the batter-runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. For the purpose of rule 4.05(g), a catcher is considered an infielder.

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

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

- (a) A pitched ball touches a batter, or his clothing, while in his legal batting position (hit by pitch); runners advance, if forced by the hit by pitch batter.
- (b) The plate umpire interferes with the catcher's act of throwing (when the throw is in an attempt to retire a runner), runners return. *Note:* If the catcher's throw retires a runner, the out stands, the ball remains live, and there is no interference. Umpire interference may also occur when an umpire interferes with a catcher returning the ball to the pitcher.
- (c) A ball is illegally batted; all runners return.
- (d) A foul ball is not caught; in which case, runners return to their bases. The umpire-in-chief shall not put the ball in play until all runners have retouched their bases.
- (e) A fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher. Runners will advance, if forced.

Note 1: If a fair ball goes through, or by, an infielder, no other infielder has a chance to make a play on the ball and the ball touches a runner immediately behind the infielder that the ball went through, or by, the ball is in play and the umpire shall not declare the runner out.

Note 2: If a fair ball touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out.

Note 3: If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball.

Note 4: If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder, it shall not be a catch, but the ball shall remain in play.

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

Note 1: If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.

Note 2: If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first base, or touched with the ball for the out.

Note 3: If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

Base Running Rules - Majors - Rules Section 4.00

- (g) If a legal pitch touches a runner stealing home, attempting to score; the ball is dead and runners advance.

4.07 Any runner is out when ...

- (a) He runs more than three feet away from his base path to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball. A runner's base path is established when the tag attempt occurs and is a straight line from the runner to the base he is attempting to reach safely.
- (b) After touching first base, he leaves the base path, obviously abandoning his effort to touch the next base.
- (c) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball.

Note 1: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out. If, in a run-down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).

Note 2: These actions by a runner may also be considered Collision with Intent, rule 4.09, by an umpire, which may lead to additional penalties.

- (d) He is tagged, when the ball is live, while off his base. *Exception:* A batter-runner cannot be tagged out after overrunning or over-sliding first base if
 - (1) He returns immediately to the base, and
 - (2) He does not display any intent to advance to second base.

Note: The batter-runner is not required to turn into foul territory or remain in foul territory in order to remain not liable of being tagged out. The umpire is the sole judge of any intent of the batter-runner to advance to second base.

Approved Rulings:

- (1) 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 he had reached the base safely.
- (2) 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, he touches or occupies the point marked by the dislodged bag.
- (e) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play. *Note:* Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul where runners then return to their bases.

Base Running Rules - Majors - Rules Section 4.00

- (f) He or the next base is tagged before he touches the next base, after he 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 he is forced to advance, and if he over-slides or overruns 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 he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced
- (g) He is 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, nor runners advance, except runners forced to advance. *Exception:* If a runner is touching his base when touched by an infield fly, he is not out, although the batter is out. *Note:* If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead. If runner is touched by an infield fly when he is not touching his base, both runner and batter are out.
- (h) He attempts to score on a play in which the batter interferes with the play at home plate before two are out. With two out, the interference puts the batter out and no runs score.
- (i) He passes a preceding runner before such runner is out.
- (j) After he has acquired legal possession of a base, he 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. *Note:* If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.
- (k) He fails to return at once to first base after overrunning or over-sliding that base. If he attempts to run to second, he is out when tagged. If, after overrunning or over-sliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged. *Note:* Runner who touches first base in overrunning and is declared safe by the umpire, and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in rule 4.07(d).
- (l) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision. *Note:* This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.
- (m) A play on him is being made and a member of his team (other than a runner) hinders a fielder's attempt to field a thrown ball. The runner is out for interference.

Base Running Rules - Majors - Rules Section 4.00

4.08 Any runner shall be called out, on appeal, when ...

- (a) After a fly ball is caught or initially touched, he fails to tag up or retouch his original base before he or his original base is tagged.

Note 1: "Tag up or Retouch," in this rule, means to start from contact with the base after the ball is caught or first touched and then caught.

Note 2: A runner is not permitted to take a "flying start" from a position not in contact with the base, in back of his base.

- (b) With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before that runner, or the missed base, is tagged.

Approved Ruling:

- (1) No runner may return to touch a missed base after a following runner has scored.
- (2) When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.

Ruling Examples:

- (a) Batter hits a ball out of park or a ground rule double and misses first base (ball is dead)—he may return to first base to correct his mistake before he touches second but if he touches second he may not return to first and if defensive team appeals, he is declared out at first.
- (b) Batter hits a ball to shortstop who throws wild into stand (ball is dead)—batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base.
- (c) A runner overruns or over-slides first base and fails to return to the base immediately, and he or the base is tagged
- (d) A runner fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed. Appeal plays may require an umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on their way to the bench.

Note 1: If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner scored and being the third out. The second runner's run shall not count.

Base Running Rules - Majors - Rules Section 4.00

Note 2: If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.

Note 3: 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, upon appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

- 4.09 Avoidable collisions between a base runner and a fielder, may be considered a Collision with Intent violation which will be determined solely by umpire judgment and may carry additional penalties. SYBS understands that collisions between two or more opposing players are sometimes unavoidable, and unintentional collisions are generally ruled as either interference or obstruction. Collision with Intent may be considered by an umpire when either a defender or a base runner intentionally causes a collision such as:

- (a) A base runner dropping his shoulder in an attempt to dislodge the ball from a defender.
- (b) A base runner who runs out or slides outside the basepath and makes physical contact to disrupt the defender's throw or to impede the defender's ability to field the ball.
- (c) A defender who purposely impedes a base runner's advancement by tripping or blocking out the base runner with contact.
- (d) A defender who blocks a base or the plate without the ball or without the ball directly and imminently in flight to that defender.
- (e) A defender, with the ball, who completely blocks the base or plate; thereby, not providing a lane for the base runner to reach the base or plate.

For any collision deemed to be Collision with Intent by an umpire, that umpire will immediately call "Time", declare his ruling, and adjudicate. The penalties of a Collision with Intent violation will be the penalty for either the interference or obstruction, plus it may also include either an ejection of the violator or one warning to the violating team for the duration of that game. Adjudicated of these penalties will be at the sole discretion of the umpires and an ejection may also be extended to the manager or a coach, depending on the umpire's determination of the level of intent and severity of the collision and the managers or coach's role in the collision.

- 4.10 It is obstruction by the defensive team when a fielder illegally impedes the batter or runner from reaching a base safely. Illegal actions are described below. When obstruction occurs, the umpire shall call or signal "Obstruction". *Note:* Within a play where there is obstruction, a player may also be in violation the SYBS Collision with Intent rule. If Collision with Intent is ruled by the umpire, the penalties for obstruction within this section are enforced and the penalties as provided by the Collision with Intent rule, rule 4.09, may be additionally be enforced.

- (a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches 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 he had last legally touched before the obstruction.

Base Running Rules - Majors - Rules Section 4.00

Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. *Note:* When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.

- (b) 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 his judgment will nullify the act of obstruction. *Note:* When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is an umpire's judgment call.
- 4.11 If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the obstruction and the ball is dead.
- 4.12 It is interference by the offensive team when a batter or runner illegally impedes the defensive from making a defensive play. Illegal actions are described below. *Note:* Within a play where there is interference, a player may also be in violation the SYBS Collision with Intent rule. If Collision with Intent is ruled by the umpire, the penalties for interference within this section are enforced and the penalties as provided by the Collision with Intent rule, rule 4.09, may be additionally be enforced.
- (a) After a third strike he clearly hinders the catcher in his attempt to field the ball. Such batter-runner is out, the ball is dead, and all other runners return to the bases they occupied at the time of the pitch. *Note:* If the pitched ball deflects off the catcher or umpire and subsequently touches the batter-runner, it is not considered interference unless, in the judgment of the umpire, the batter-runner clearly hinders the catcher in his attempt to field the ball.
 - (b) He intentionally deflects the course of a foul ball in any manner; the runner is out.
 - (c) 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.
 - (d) 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 declared out because of his teammate's interference.
 - (e) Any batter or runner who has just been put out, or any runner who has just scored, hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate. *Note:* If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.

Base Running Rules - Majors - Rules Section 4.00

- (f) If, in the judgment of the umpire, a base runner 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 runner out for interference and also call out the batter-runner because of the action of his team-mate. In no event may bases be run or runs scored because of such action by a runner, and the base runner may be also charged with Collision with Intent, rule 4.09, with this rule's additional penalties.
- (g) 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 had advanced 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.
Note: Within a play where there is interference as described in rules 4.12(f-g), a player may also be in violation the SYBS Collision with Intent rule. If Collision with Intent is ruled by the umpire, the penalties for interference within this section are enforced and the penalties as provided by the Collision with Intent rule, rule 4.09, will additionally be enforced.
- (h) In the judgment of the umpire, the base coach at third base, or first base, touches, holds up, or physically assists the runner in any way in returning to or leaving a base; the runner is out.
- (i) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder.
- (j) He 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. *Note:* When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in flagrant and violent cases because the rules give him the right of way, but such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.
- (k) A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, 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 fielder, 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 has missed a play, then the runner shall be called out for interference. *Note:* The penalty for interference is that the runner is out and the ball is dead

Base Running Rules - Majors - Rules Section 4.00

- 4.13 Players, coaches or any member of a team at bat shall vacate any space (including both dugouts or bullpens) needed by a fielder who is attempting to field a batted or thrown ball. If a member of the team at bat (other than a runner) hinders a fielder's attempt to catch or field a batted ball, the ball is dead, the batter is declared out and all runners return to the bases occupied at the time of the pitch. If a member of the team at bat (other than a runner) hinders a fielder's attempt to field a thrown ball, the ball is dead, the runner on whom the play is being made shall be declared out and all runners return to the last legally occupied base at the time of the interference.
- 4.14 Base-runners may lead-off a base either to steal a preceding base or in order to gain an advantage when advancing on a hit ball. Base-runners who lead off do so at their own risk of being picked off or tagged out.
- 4.15 Base-runners stealing or advancing a base on a pickoff error is suspended for a team, once that team has gained a 5 run or more run lead (5+ run lead). This Stealing/Advancing Suspension goes into effect immediately with the next batter after a team reaches a 5+ run lead. This suspension will remain in effect until the trailing team reduces that lead to less than 5 runs.

If an illegal steal or an advancement is attempted by the team under this stealing/advance suspension and the defense attempts ...

- (a) and succeeds in completing a putout, the putout stands, and all other runners must return to their original base(s).
- (b) and fails to complete a putout or ignores the illegal attempt, the umpire(s) will then call "time" and return all runners to their original base.

Umpires will notify both teams whenever this stealing suspension goes into or is no longer in effect.

- 4.16 Head-first sliding for base runners advancing to a preceding base is highly discouraged, but not prohibited. Unnecessary head-first slides will be noted by the umpires and communicated to managers. However, there are no penalties for any head-first slide. There are also no penalties for head-first sliding when returning to a base. *Example:* Diving back, head-first, to a base on a pickoff attempt.
- 4.17 A runner may score on a play in which the third out of the inning was recorded neither by a third out catch or a force play, and the scoring runner tagged home plate before the third out play was made. This is commonly called a timing play, and is based on umpire judgment.

The two most common examples of a timing play are:

1. With two outs, runners on second and third, the batter hits a single for left, and both runners attempt to advance. The left fielder throws the runner second out at third, and before the runner from third touched the plate. The run does not score; the side is retired.
2. With one out, runners on first and third, the batter takes a called strike three as both runners attempt to steal. The catcher throws out the runner from first base, but the tag was applied after the runner from third touched the plate. The run scores; the side is retired.

Base Running Rules - Majors - Rules Section 4.00

- 4.18 Courtesy runners are only allowed for an injured player, injured while running the bases. This will be allowed only once per injured player per game. If a courtesy runner is employed for an injured player, and that injured player cannot continue, he is to be removed from the batting order and no automatic outs will be charged. The eligible courtesy runner may only be the last player that made an out that inning, or if there are no outs that inning, the last batter of the previous inning.
- (a) If the injured player is removed from the game and the team still has at least seven players in the batting order, the game may continue, the injured player's batting position will be skipped and no automatic outs will be recorded when that injured player's batting position comes up. *Note:* If the batting order is reduced to six or less, the game is forfeited.
 - (b) If the injured player is the current pitcher, and a courtesy runner is used for him, he is allowed to return to the mound the very next inning. If he is not able to pitch that very next inning, he shall be considered removed from the mound and cannot pitch again that game.
 - (c) If the injured player is removed and in subsequent innings is able to return to bat and run the bases, that player may return in his original batting position, but he will no longer be allowed to use a courtesy runner.
- 4.19 Pinch runners are not allowed, since with the SYBS required use of a continuous batting order, there are no eligible players to pinch run.

Summit Youth Baseball 2021 Majors Baseball Rule Book

Pitching Rules - Rules Section 5.00

Preface concerning Pitching Eligibility and Balks

Each Majors baseball pitcher is restricted as to the number of pitches he delivers in a game and balk violations will be enforced after one warning per pitcher throughout the season.

- 5.01 Pitching Eligibility Rules. For all SYBS baseball games regardless if the game is in-house or not, baseball pitching eligibility rules are to be observed and adhered to by SYBS managers. A pitcher's eligibility is determined by the individual player's league age and pitch count from his previous appearance (or stint) on the mound. Managers or their designated pitch count keepers are responsible for keeping pitch count records. The pitching chart below details a pitcher's last stint number of pitches and the related number of required days rest by a pitcher's league age:

Pitch Count Criteria	Leag. Age: 9-10	League Age: 11-12	Leag. Age: 13-16
Maximum Pitch Count	75	85	95
# Pitches = 4 days rest	66-75	66-85	66-95
# Pitches = 3 days rest	51-65	51-65	51-65
# Pitches = 2 days rest	36-50	36-50	36-50
# Pitches = 1 day rest	21-35	21-35	21-35
# Pitches = 0 days rest	1-20	1-20	1-20

- (a) If a pitcher's reaches his/her maximum limit while facing a batter, the pitcher may continue to pitch to that batter, without penalty, until one of the following occurs:
 1. That batter reaches base.
 2. That batter is put out.
 3. The third out is made to complete the half inning.
- (b) No pitcher, if removed from the mound, may pitch again that game.
- (c) A pitchers' pitch count limit is determined by day. Thus, if a team is playing a doubleheader, a league age 12 pitcher may pitch up to his 85 pitch limit over both games of a doubleheader, providing all rules and notations above are adhered to.
- (d) At the pre-game meeting of each game, managers are to declare those players who are ineligible to pitch that game under the conditions of the pitching limitations rules above.
- (e) Each pitcher's final pitch count for a game is to be reported to the umpire at the conclusion of that pitcher's stint on the mound.

Penalty: A team discovered using an ineligible pitcher is liable to a protest; and the team's manager is liable to SYBS Board action.

5.02 Balks by Majors pitchers will be enforced after one warning, per pitcher, per game, throughout the season. On a pitcher's second balk in a game, all rules concerning balks will be enforced.

Note 1: A pitcher's first illegal balk action results in balk warning. Any second balk action, by that same pitcher, will result in an enforced balk, regard-less if the second illegal action was the same illegal actions the first illegal action or not.

Note 2: Managers are encouraged to instruct their pitchers as to the proper ways to deliver a pitch as per rule 5.03, and are also encouraged to instruct their pitchers as to the proper ways to hold base runners on. Illegal balk action rules are found under rule 5.07.

Note 3: With a runner on third, after a balk warning, another balk scores that runner.

Note 4: Umpires will explain each balk violation to the pitcher and manager.

Pitching Rules Majors - Rules Section 5.00 continued

5.03 Legal pitching deliveries. There are two legal pitching positions, the Windup position and the Set position, and either position may be used at any time. Pitchers shall take signs from the catcher while in contact with the pitcher's plate. *Note:* Pitchers may disengage the rubber after taking their signs but may not step quickly back onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides.

(a) The Windup Position. The pitcher shall stand facing the batter, his pivot foot in contact with the pitcher's plate and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backwards, and one step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his pivot foot in contact with the pitcher's plate and his other foot free, he will be considered in the Windup Position. *Note:* In the Windup Position, a pitcher is permitted to have his "free" foot on the rubber, in front of the rubber, behind the rubber or off the side of the rubber. From the Windup Position, the pitcher may:

- (1) Deliver the ball to the batter.
- (2) Step and throw to a base in an attempt to pick-off a runner.
- (3) Disengage the rubber (if he does, he must drop his hand to his sides). In disengaging the rubber, the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position — if he does, it is a balk.

(b) The Set Position. The Set Position shall be indicated by the pitcher when he stands facing the batter with his pivot foot in contact with, and his other foot in front of, the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined without interruption and in one continuous motion. The pitcher, following his stretch, must

- (1) Hold the ball in both hands in front of his body
- (2) Come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete stop called for in the rules, the umpire should immediately call a "Balk."

Note: With no runners on base, the pitcher is not required to come to a complete stop when using the Set Position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch, for which the penalty is a ball.

(c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. *Note:* The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.

Pitching Rules Majors - Rules Section 5.00 continued

- (d) 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. *Note:* A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base.
- (e) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. *Note:* The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.
- (f) A pitcher must indicate visually to the umpire-in-chief, the batter and any runners the hand with which he intends to pitch, which may be done by wearing his glove on the other hand while touching the pitcher's plate. The pitcher is not permitted to pitch with the other hand until the batter is retired, the batter becomes a runner, the inning ends, the batter is substituted for by a pinch-hitter or the pitcher incurs an injury. In the event a pitcher switches pitching hands during an at-bat because he has suffered an injury, the pitcher may not, for the remainder of the game, pitch with the hand from which he has switched. The pitcher shall not be given the opportunity to throw any preparatory pitches after switching pitching hands. Any change of pitching hands must be indicated clearly to the umpire-in-chief.

5.04 The pitcher shall not ...

- (a) While in the 18-foot circle surrounding the pitcher's plate, touch the ball after touching his mouth or lips, or touch his mouth or lips while he is in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of his pitching hand dry before touching the ball or the pitcher's plate. *Exception:* Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand. *Penalty:* For violation of this part of this rule the umpires shall immediately remove the ball from play and issue a warning to the pitcher. Any subsequent violation shall be called a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
- (b) Expectorate on the ball, either hand or his glove.
- (c) Rub the ball on his glove, person or clothing.
- (d) Apply a foreign substance of any kind to the ball.
- (e) Deface the ball in any manner.
- (f) Deliver a ball altered in a manner prescribed by rules 5.04(b-e) or what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher is allowed to rub the ball between his bare hands.

Penalty: For violation of any part of rules 5.04(b-e):

- (1) The pitcher shall be ejected immediately from the game and a possible suspension will be considered by the SYBS President.
- (2) If a play follows the violation called by the umpire, the manager of the team at bat may advise the umpire-in-chief that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

Pitching Rules Majors - Rules Section 5.00 continued

- (3) Even though the team at bat elects to take the play, the violation shall be recognized and the penalties in subsection (1) above will still be in effect.
- (4) If the manager of the team at bat does not elect to accept the play, the umpire-in-chief shall call an automatic ball and, if there are any runners on base, a balk.
- (5) The umpire shall be sole judge on whether any portion of this rule has been violated. *Note:* If a pitcher violates rules 5.04(b-e) and, in the judgment of the umpire, the pitcher did not intend, by his act, to alter the characteristics of a pitched ball, then the umpire may, in his discretion, warn the pitcher in lieu of applying the penalty set forth for violations of rules 5.04(b-f). If the pitcher persists in violating either of those rules, however, the umpire should then apply the penalty.
- (g) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner. *Penalty:* If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.
- (h) Intentionally pitch at the batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:
 - (1) Expel the pitcher, or the manager and the pitcher, from the game.
 - (2) May warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager. If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game. The SYBS President may take additional action under authority provided in rule 1.27.

Note: Team personnel may not come onto the playing surface to argue or dispute an issued warning. If a manager, coach or player leaves the dugout or his position to dispute an "intentionally hitting the batter" warning, he should be warned to stop. If he continues, he is subject to ejection. To pitch at a batter is unsportsmanlike and highly dangerous. It should be - and is - condemned by everybody. Umpires should act without hesitation in enforcement of this rule.

- 5.05 When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. An umpire may limit the number of preparatory pitches to less than eight preparatory pitches, particularly after the pitcher has taken preparatory pitches in a previous inning. Such preparatory 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-in-chief shall allow him as many pitches as the umpire deems necessary.
- 5.06 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 12 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The 12-second timing starts when the pitcher is in possession of the ball and the batter is in the box, alert to the pitcher. The timing stops when the pitcher releases the 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 his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.

Pitching Rules Majors - Rules Section 5.00 continued

5.07 If there is a runner, or runners on base, it is a balk when ...

- (a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery. *Note:* If a left handed or right handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off play.
- (b) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw.
- (c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base.

Note: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.

- (d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play.
- (e) The pitcher makes an illegal pitch. *Note:* A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
- (f) The pitcher delivers the ball to the batter while he is not facing the batter.
- (g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate.
- (h) The pitcher unnecessarily delays the game. *Note:* A warning will be given prior to calling a balk. After one balk is called and if the pitcher continues to delay the game, the pitcher is subject to ejection.
- (i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch.
- (j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base.
- (k) The pitcher, while touching his plate, accidentally or intentionally has the ball slip or fall out of his hand or glove.
- (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.
- (m) The pitcher delivers the pitch from Set Position without coming to a stop. *Penalty:* The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

Approved Rulings:

In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk. A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

Pitching Rules Majors - Rules Section 5.00 continued

Note: Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:

- (1) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
- (2) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.

5.08 A manager or coach may request "Time" during a stoppage of play to confer with one or more of his players. If "Time" is granted, this may be a charged conference unless such a conference request is to exclusively check on the physical condition of a player. Charged conferences are limited for each team based on the number of defensive and offensive conferences requested.

- (a) On defense, a manager's request for a conference impacts the eligibility of his current pitcher as follows:
 - (1) A manager is limited to a total of four charged conferences in a game. On each subsequent conference to the mound, after the fourth charged conference, the current pitcher must be removed from the mound. The removed pitcher may remain in the game in another defensive position.
Note: If a game goes into extra innings, one additional defensive charged conference is allowed for each extra inning played.
 - (2) A manager is also limited to two charged conference per pitcher in an inning. On the third visit in the same inning, that same pitcher must be removed from the mound. The removed pitcher may remain in the game in another defensive position.
- (b) On offense, a manager's request for a conference with any one of his players is limited to one offensive conference per inning. During any defensive conference, the offensive manager may confer with his player(s) on the field of play and will not be given a charged conference, providing that he immediately ends his conference when the defensive manager ends his conference.

Note 1: A requested conference that results in the removal of the pitcher from the mound will not be considered a charged conference.

Note 2: Once a manager changes pitchers, he is allowed the same number of charged conferences per inning – two per inning – for the new pitcher. However, the total number of charged conferences of four per game remains in effect over all pitchers for that game. Thus, once a manager uses all four of his available charged conferences in a game, any subsequent, requested, defensive conference will result in the removal of the current pitcher.

Note 3: If a manager uses his defensive conference to visit with any player and not the pitcher, this conference is still considered a charged conference and will be recorded as such.

Note 4: If a manager requests "Time" to check on the condition of an injured or ill player, a time out will be granted, and this time out will not be considered a charged conference, providing that the manager requesting "Time" confines his discussion, with that injured or ill player, exclusively on his physical condition. Umpires will monitor this conference

Summit Youth Baseball 2021 Majors Baseball Rule Book

SYBS Majors Key Local Rules Recap - Rules Section 6.00

SYBS Objective: Major's baseball is more competitive than Minors baseball, but it is still instructional baseball. Players have the opportunity to learn and further develop basic baseball skills while also learning the importance of sportsmanship and team-work on the ball field.

1. All players shall be placed in a Continuous Batting Order (rules 3.01 and 3.03).
2. Players should play equally, play at least three defensive positions as safely as possible, and play at least six (6) consecutive defensive outs per game (rule 1.11).
3. Games may be played with seven (7) or more players, with no automatic out penalty (rule 3.02).
4. Base runners may steal bases and lead off a base (Minors Div. rule lifted in Majors).
5. There is no maximum runs per inning limit (Minors Div. rule lifted in Majors).
6. Base-runners stealing or advancing a base on a pickoff error is suspended for a team, once that team has gained a 5 run or more run lead (5+ run lead). This Stealing/Advancing Suspension goes into effect immediately with the next batter after a team reaches a 5+ run lead. This suspension will remain in effect until the trailing team reduces that lead to less than 5 runs. The full text of this rule is found under rule 4.15.
7. Head-first sliding is allowed while advancing, but this is discouraged (rule 4.16).
8. The mercy rule is in effect with a 10-run lead after 4 innings (rule 1.14).
9. For all SYBS baseball games baseball pitching eligibility is to be observed and adhered to by managers (rule 5.01). The SYBS Pitching Eligibility Rule is determined by the individual player's league age and pitch count from each pitcher's previous pitching appearance (or stint) on the mound. SYBS pitching limitations are as follows:

Pitch Count Criteria	Leag. Age: 9-10	League Age: 11-12	Leag. Age: 13-16
Maximum Pitch Count	75	85	95
# Pitches = 4 days rest	66-75	66-85	66-95
# Pitches = 3 days rest	51-65	51-65	51-65
# Pitches = 2 days rest	36-50	36-50	36-50
# Pitches = 1 day rest	21-35	21-35	21-35
# Pitches = 0 days rest	1-20	1-20	1-20

- (a) If a pitcher's reaches his/her maximum limit while facing a batter, the pitcher may continue to pitch to that batter, without penalty, until one of the following occurs:
 1. That batter reaches base.
 2. That batter is put out.
 3. The third out is made to complete the half inning.
- (b) No pitcher, if removed from the mound, may pitch again that game.
- (c) A pitchers' pitch count limit is determined by day. Thus, if a team is playing a doubleheader, a league age 12 pitcher may pitch up to his 85 pitch limit over both games of a doubleheader, providing all rules and notations above are adhered to.

- (d) At the pre-game meeting of each game, managers are to declare those players who are ineligible to pitch that game under the conditions of the pitching limitations rules above.

SYBS Majors Key Local Rules Recap - Rules Section 6.00 continued

- (e) Each pitcher's final pitch count for a game is to be reported to the umpire at the conclusion of that pitcher's stint on the mound.
10. One balk warning will be given per pitcher per game throughout the season (rule 5.02).
 11. While on defense, managers are allowed two charged conferences per inning per pitcher and a maximum of four total charged conferences per game before the current pitcher must be replaced or removed as a pitcher. While on offense, managers are allowed one charged conference per inning (rule 5.08(b)).
 12. Games are played for six innings, a two hour time limit, the game is "Called", or if the mercy rule takes effect -- whichever occurs first. *Note:* For SYBS playoff tournament games only, all games will be played until a winner is determined with no time limit.
 13. If a game is rained out or cancelled, please email the SYBS Administrator, at **SYBSadmin@gmail.com**. This is important so that we can track our field expense.

SYBS Player Development Rules Progression Chart

All youth baseball organizations adopt player development rules to safely allow players to develop their skills gradually. Below is the progression chart of the SYBS usage of Player Development Rules:

SYBS Player Development Rules	Machine-Pitch Ages: 7-8	Minors Baseball Ages: 9-10	Majors Baseball Ages: 11-12	H.S. Baseball Ages: 13-18
Infield Dimensions	Bases path = 60' Mound = 35'	Bases path = 65' Mound = 46'	Base path = 70' Mound = 50'	Base path = 90' Mound = 60.5'
Innings/Game	Min: 2 innings	6 innings	6 innings	7 innings
Batting Order	Continuous Required	Continuous Required	Continuous Required	Straight 9, DH, EH
Defensive Playing Time	All innings. All players required	6 defensive outs required	6 defensive outs required	No requirement
Defensive Players Allowed	All players	Ten with a 4 th outfielder	Nine	Nine
Max Pitches per Game	15 pitches per game	75 pitches, then 4 days rest	85 pitches, then 4 days rest	105 pitches, then 4 days rest.
Balks	Not enforced	Not enforced	Enforced, with 1 warning/pitcher	Enforced, no warnings
Dropped 3rd Strike	Not enforced	Not enforced	Enforced	Enforced
Head-first Sliding when Advancing	Prohibited	Prohibited, w/ 1 team warning. Allowed when returning to base.	Discouraged, but no penalty	Allowed
Leading-off Base	Prohibited	Prohibited	Allowed	Allowed

Five-run Scoring Limit/Inning	No score keeping	In effect until last inning	No restrictions	No restrictions
Base Running/ Competitive Main-tenance (Jungle Ball)	Voluntary, Recommended	No Stealing Home or Scoring on a Pass Ball or on an Errant Pickoff Attempt	Allowed: Stealing/ Advancing Home. Suspended: once a team has a 5+ Run Lead	No restrictions

Summit Youth Baseball

2021 Majors Baseball Rule Book

Majors Playoff Championship Tournament Rules - Rules Section 7.00

Preface

All SYBS playoff tournament games will be governed by the regular summer season rules except for the following three exceptions/clarifications:

- (a) **Time Limits**
- (b) **California Tie-Breakers**
- (c) **Pitchers' Pitch Count Limitations** (clarification)

a. **Time Limits**

- There will not be time limits for any weekend tournament playoff games. These games will be played to conclusion, either by going six innings or by being stopped by the Mercy Rule or being concluded by a California Tie-Breaker (as described below).
- (1) If the umpires feel the game is threatened by weather or darkness, the umpires have the additional, sole authority to declare the "last inning" to both Managers. The umpires may make this declaration at any time as they feel necessary to ensure the safety of play. At the conclusion of this declared "last inning", if the game is then tied, the California Tie Breaker format will be used to determine a winner.

b. **California Tie-Breaker**

All SYBS playoff tournament games will use a California Tie-Breaker to play all extra innings in the event of a tie game after six full innings or if the umpire has declared the "last inning" at a weekday playoff tournament game that remains tied after the declared "last inning" has been completed.

The California Tie-Breaker format is as follows:

- (1) The visiting team places the next batter in the batting order at bat. The batter before him (in the batting order) is placed on second base. One out is declared. Then play commences. Then the visiting is allowed to score as much as it can get. All runs scored in that inning are recorded.
- (2) At the conclusion of the top half of this extra inning, the home team then bats with the same format: next batter up, runner on second base, one out is declared. The home team is allowed to score as many runs as needed to win

If the score remains tied after the first extra inning, the above extra inning format's items (1) and (2) are repeated until a winner is determined. Note: Both teams must have an equal number of innings at bat.

c. **Pitchers' Pitch Count Eligibility** - clarification

All SYBS Majors pitchers will be limited as to their availability to pitch in any tournament playoff game, regardless if a pitcher's last pitching appearance was in a regular summer season scheduled game, a regular summer season make-up or continuation game, or a previous playoff game

Note that a pitcher's eligibility is determined by pitch count per day. Thus, if an eligible 12 year old pitcher pitched 50 pitches in a previous playoff game that day, that pitcher is still eligible to pitch 35 pitches in a subsequent playoff game that day.

Summit Youth Baseball

2021 Majors Baseball Rule Book

Umpire Responsibilities- Rules Section 8.00

8.01 Umpires' appointed duties.

- (a) The league president shall appoint one or more umpires to officiate at each league in-house game. The umpires 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.
- (b) Each umpire is the representative of the SYBS league and of baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
- (c) Each umpire has authority to rule on any point not specifically covered in these rules.
- (d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- (e) Each umpire also has authority at his discretion to eject from the playing field:
 - (1) Any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and
 - (2) Any spectator or other person not authorized to be on the playing field.

8.02 Umpire decisions and calls on plays.

- (a) 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, whether a runner is safe or out, or whether a runner scored on a timing play -- is final. No player, manager, or coach shall object to any such judgment decisions. *Note:* Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on balls and strikes will not be permitted, and those choosing to argue judgment calls are liable to be ejected from the game.
- (b) A manager or coach is permitted to ask the umpires for an explanation of a play call or rules interpretation.
- (c) A manager or coach is also permitted to request that an umpire to "ask for help", if that manager or coach feels that the umpire's partner may have had a better angle or position to see the play. Such a request should be asked of the umpire making the call. Umpires are not obligated grant any "ask for help" requests; however, SYBS umpires will almost always oblige these requests. If such a request is granted, the umpires will confer and the subsequent call will be final. If a call is overturned, Umpires then have the authority to take all steps that they may deem necessary, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call.
- (d) Similarly, "asking for help" from the field umpire to determine whether a check swing should be a swing-and-a-miss strike or ball will almost always be granted, if the pitch was initially called a ball. Any defensive player in addition to a manager or coach may make this request.

Umpire Responsibilities - Rules Section 8.00 continued

- (e) Certain play calls are made only by appeal. Typically, the most common play only determined by an appeal are tag-up plays on fly balls that require runner(s), attempting to tag-up, to be in contact with his base until the ball is first touched by a fielder. *Remember:* Appeals can only be made once and when the ball is in play (or live). Managers must be certain that the ball is in play before making an appeal, because appealing incorrectly (which most commonly occurs when appealing while the ball is dead) invalidates all subsequent appeals on a specific play.

Procedure: If the ball is dead (i.e. "Time" has been called), the proper procedural way to re-instate a live ball to make an appeal is as follows:

- (1) Prior to the next pitch, the ball is to be put in play by having the ball in the hands of the pitcher who will then stand on the mound's rubber.
- (2) The plate umpire will then put the ball in play by calling "Play".
- (3) The manager, any coach, and/or any player then must verbally inform the plate umpire that their team wants to appeal a specific play.
- (4) Once the plate umpire acknowledges this intent, the pitcher will then step off the rubber (make sure the pitcher uses his non-pivot is used to step back) and throw the ball to the fielder covering the base in question.
- (5) The fielder, with the ball, will then step on the base.
- (6) Either the plate or field umpire will then make the call on the appeal.

Note 1: If the ball is already "live" and in play, then start with step 3, but it is best to have the catcher or pitcher ask the plate umpire if the ball is "live" prior to beginning step 3.

Note 2: If the pitcher balks during step 4, the appeal is invalid and the original call stands regardless of the validity of the appeal, and regardless if the pitcher's once per game balk warning has not been used.

- (f) No manager, team personnel, or spectator may use any video replay, photo, or audio electronic devices to support a claim of an incorrect umpire call.
- (g) A manager is able to protest a game if he feels that a rule (contained in this SYBS rule book) has been misinterpreted or if a penalty for a rules violation has been misapplied by an umpire. *Note:* All judgment calls such as ball and strikes calls, safe or out calls, fair or foul ball calls, collision with intent, or intentionally pitching at or hitting a batter, are not grounds for a protest.

The procedure for a protest is as follows:

- (1) A manager must call "Time" prior to the next pitch, play or attempted play and discuss his issue with the plate umpire.
- (2) If the manager's issue is not satisfied, the manager may request that the game be "played under protest".
- (3) The plate umpire will then immediately and formally declare to both managers that the game is being "played under protest", detail the grounds of the protest to the opposing manager, and have the scorekeeper note in the official scorebook the point in the game when and why the protest was declared.
- (4) The game will then continue as a game being "played under protest".
- (5) After the game is concluded, the protesting manager will then communicate, in writing, to the SYBS President, his protest issue and rationale for the protest by noon the next day. The plate umpire will then communicate, by email to the U.I.C., the protest issue, situation, and the umpire's action taken by midnight that same day. *Note:* A manager is allowed to withdraw his protest any time prior to the umpires leaving the field at the end of the game.
- (6) The SYBS President, U.I.C., and any other impartial person(s) deemed necessary by the president, will form a protest committee and that will then determine the validity of the protest and the next course of action.

Umpire Responsibilities - Rules Section 8.00 continued

For all games “played under protested”, the decision of the SYBS President and his committee shall be final. *Note:* Even if the protest grounds are valid, no replay of the game or possible forfeit of the game will be ordered unless in the opinion of the SYBS President and his committee, the protest grounds directly and adversely affected the pro-testing team’s chances of winning the game.

8.03 Umpire game assignments.

- (a) For all regular season games:
 - (1) For Majors baseball, one or two umpires are normally assigned to officiate a game.
 - (2) The U.I.C. will notify by email managers and the SYBS Administrator as to the umpire(s) assigned for their game, the morning of their game.
- (b) The SYBS U.I.C. or Chief Umpire Trainer has the authority to add additional umpires for training purposes. The plate umpire will advise both teams if a game is an umpire training game at the pre-game meeting.
 - (1) In an umpire training game, the plate umpire may be changed at any point in the game, but umpire trainers and trainees are instructed to attempt to make such switches at the beginning of the top on an inning. This is not always possible; thus, the U.I.C. requests managers’ tolerance.
 - (2) If one umpire is a designated umpire trainer, performing his training duties and umpiring the game, he will be the umpire-in-chief throughout the game even if he were the field umpire. Otherwise, the plate umpire is the umpire-in-chief throughout the game.
- (c) For all SYBS playoff or tournament games, two or more umpires will be assigned to officiate. Umpire training will not be conducted during these games.

8.04 Primary Umpire responsibilities.

- (a) The game’s umpire-in-chief shall stand behind the catcher. (He usually is called the plate umpire). His duties shall be to:
 - (1) Take full charge of, and be responsible for, the proper conduct of the game.
 - (2) Call and track balls and strike.
 - (3) Call and declare fair or foul balls.
 - (4) Make all decisions on the batter.
 - (5) Make all decisions except those commonly reserved for the field umpires.
 - (6) Decide if or when a game shall be suspended, re-started, or forfeited.
 - (7) If a game is governed by a time limit, announce the start time and the declared last inning.
 - (8) Maintain the official pitch count record for all pitchers.
 - (9) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request.
 - (10) Announce any special ground rules, at his discretion.
 - (11) Aid the field umpire in every manner in enforcing the rules and shall have equal authority with the field umpire in enforcing the rules and maintaining discipline.
- (b) A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:
 - (1) Make all decisions on the bases except those specifically reserved to the plate umpire.
 - (2) Take concurrent jurisdiction with the plate umpire in calling “Time”, balks, illegal pitches, or defacement or discoloration of the ball by any player.

- (3) Aid the plate umpire in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the plate umpire in enforcing the rules and maintaining discipline.

Umpire Responsibilities - Rules Section 8.00 continued

- 8.05 Umpire Post-Game Reporting. Umpires shall report before midnight the day of the game to the SYBS Umpire-in-Chief the following:
- (a) Game results by email, text, or voice message. Game results include the winning team, score, game issues, and all pitchers' pitch counts for all SYBS pitchers.
 - (b) Ejections in writing/email. The report for ejections includes the person ejected, situation, action of the person ejected, and action of the umpire(s). This report will be reviewed by the U.I.C and the SYBS President and further action will be taken, if warranted.
 - (c) Forfeits in writing/email. The report for forfeits includes the situation, rationale, and action of the umpire(s). This report will be reviewed by the U.I.C and the SYBS President and further action will be taken, if warranted.
 - (d) Protests in writing by email. The report for protests includes the cause, situation, ruling by the umpire(s), and procedures taken by the teams. This report will be reviewed by the U.I.C and the SYBS President. The SYBS President will then make his ruling as described in rule 8.02(g).
- 8.06 Umpire Performance Feedback. Individual umpire performance, skills, and conduct development is a continuous SYBS priority. The SYBS Umpire-in-Chief gladly welcomes and encourages the receipt of any negative or positive feedback about any SYBS umpire throughout the season.

If managers, coaches, and/or parents have any feedback or questions on any or all of these rules contained in this rule book, please do not hesitate to contact:

Barre Lee
SYBS Umpire-in-Chief
FMSLee@aol.com
970-406-1000 (cell)

Summit Youth Baseball

2021 Majors Baseball Rule Book

Glossary of Terms - (listed alphabetically)

- **Adjudged** is a judgment decision on a play or interpretation of a rule by an umpire.
- An **Appeal** is a claim by a team to the umpire that a violation of the rules was made by the opposing team. An appeal must be made prior to the next pitch and may be made only once per incident. After an appeal is properly made, the umpire will make his call. Procedures for appealing a play are found under rule 8.02 (e).
- A **Backstop** is the barrier erected behind the catcher in order to allow the catch to retrieve passed balls easily.
- A **Balk** is an illegal act by the pitcher with a runner or runners on base entitling all runners to advance one base. For Majors baseball games, all balks will not be enforced after one warning per pitcher.
- A **Ball** is a pitch which does not enter the strike zone in flight and is not struck at or swung at by the batter. *Note:* If the pitch touches the ground in front of the plate and bounces through the strike zone, it is a "Ball". If such a pitch touches the batter, the batter shall be awarded first base. If the batter swings at such a pitch and misses, it is a strike.
- A **Base Coach** is an adult manager and/or a coach or a team member who is stationed in the base coach's box at first and/or third base to direct the batter and runners. *Note:* If any of the base coaches is an SYBS player, that player(s) must wear a batting helmet.
- A **Base on Balls** (or Walk) is an award of first base granted to batter who, during his time at bat, receives four pitches outside the strike zone.
- A **Batter** is an offensive player who takes a position in the batter's box.
- **Batter-Runner** is a term that identifies the offensive player who has just finished a time at bat. The batter-runner either is put out or becomes a base runner at the end of the play.
- The **Batter's Box** is the area within which the batter must stand during a time at bat.
- The **Battery** is the term that comprises the current pitcher and catcher.
- The **Batting Order** is the list of offensive players and their related assigned defensive positions listed in the order in which they are to bat.
- **Bench or Dugout** is the seating facilities reserved for all players, all substitutes, a manager, and coaches. A maximum of four managers and coaches are allowed in the dugout during a game.
- A **Bunt** is a batted ball not swung at, but intentionally met with the bat and tapped slowly.
- The **California Tie-Breaker** is an extra inning game format that speeds up the conclusion of a tied game. This is employed only for playoff games. The conditions and criteria of this format is found on the Playoff Championship Rules section, page 42.
- A **Called Game** is a game in which, for any reason, the umpire-in-chief terminates play.
- A **Catch** is 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.
- The **Catcher** is the fielder who takes the position back of the home base.

Glossary of Terms - (listed alphabetically, continued)

- The **Catcher's Box** is that area within which the catcher shall crouch, kneel, or stand until the pitcher delivers the ball.
- A **Coach** is an adult appointed to perform such duties as the manager may designate.
- A **Collision with Intent** is where two or more players from opposing teams make violent contact while in the act of making a play and where one or more of these players intentionally make violent contact to disrupt the opposing team's opportunity to make a play. Players that create collisions with intent may be subject to ejection. Umpires are the sole adjudicators as to whether a collision is considered a collision with intent, interference, or obstruction. The SYBS rule governing collisions with intent are found under rule 4.09.
- A **Continuation Game** is a game that continues a suspended game that was not considered a regulation game. Continuation games continue play at the point of suspension as determined by the official scorebook. Continuation games are scheduled by the league's administrator or scheduling chair.
- A **Continuous Batting Order** is a batting order that contains all able players on a team's roster that are participating in a given game in the order in which they will bat. The continuous batting order will also assign nine of these players their related defensive positions. All players in the continuous batting order will bat in the listed order, regardless of an assigned defensive position.
- A **Courtesy Runner** is a player who replaces a teammate on base only as his base runner in a specific inning. The Courtesy Runner is not considered officially entered into the game, and the replaced runner, for whom the Courtesy Runner runs, is not considered replaced in the batting order or on defense.
- A **Dead Ball** (opposite of live ball) is the game ball not in play because of a legally created temporary suspension of play either by the umpire calling "Time" or if the ball has left the field into a designated dead ball area.
- The **Declaration of Ineligible Pitchers** is the manager's declaration of players not eligible to pitch in a game under the conditions of the pitching limitation rules, rule 5.01(d), during the pre-game meeting.
- The umpire has the sole authority to **Declare "last Inning"** if the conclusion of the game is threatened by weather, darkness, or other circumstances deemed valid to the umpire. All rules concerning a completed regulation game or a suspended game, remain in force. At the conclusion of the declared "last inning", if the game is tied, that game's result is to be recorded as a tie.
- A **Defensive Lineup** is commonly found on the batting order list that contains the defensive position each player is assigned at the start of a game. Players not assigned a defensive position are defensive substitutes.
- A **Designated Hitter** (or **DH**) is a player in the batting order that is eligible to bat for a defensive player throughout a game. SYBS's requirement of a continuous batting order eliminates the use of a DH.
- A **Double Header** is two regularly scheduled or rescheduled games played by the same team on the same day.

Glossary of Terms - (listed alphabetically, continued)

- A **Double Play** is a play by the defense in which two offensive player are put out as a result of continuous action, providing there is no error between putouts.
- A **Dropped Third Strike** is when a batter has two strikes and he swings and misses at a pitch or takes a called third strike and the catcher does not catch that pitch, the batter remains not out unless the defense makes a putout on the batter. For Majors baseball, all Dropped Third Strikes will be enforced. The criteria and conditions of this rule is detailed in rule 3.11h.
- **Dugout or Bench** is the seating facilities reserved for all players, all substitutes, a manager, and coaches. A maximum of four managers and coaches are allowed in the dugout during a game.
- **Ejection** is where a player, coach, manager or spectator is removed from the game or from viewing the game for blatant violation of the rules, unsportsmanlike conduct, etc. An ejected person will be asked to leave the field and not be seen or heard from by any participant of the game. Procedures governing ejections are found under rule 1.27.
- **Extra Hitter** (or **EH**) is a player in the batting order that is eligible to bat without being assigned a defensive position throughout the game. The use of an Extra Hitter creates a batting order of ten players. SYBS's requirement of a continuous batting order eliminates the use of a EH.
- A **Fair Ball** is 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. *Note:* A fair fly 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** is that 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 upward. Home plate, first base and third base and all foul lines are in fair territory.
- A **Fielder** is any defensive player.
- **Fielder's choice** is the act of a fielder who handles a fair grounder and, instead of throwing it to first base to put out the batter-runner, 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 (undefended steal).
- A **Five-run/Inning Scoring Limit** is employed only for Minors baseball games. This rule limits the number of runs scored in an inning to five. A **Fly Ball** is a batted ball that goes high in the air in flight.
- A **Force Play** is a play in which a runner legally loses the right to occupy a preceding base when the batter becoming a runner, because the defensive team was able to tag that preceding base before the runner.
- A **Forfeited Game** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6-0 for violation of the rules. Conditions and criteria for this rule are found under rule 1.24.
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Glossary of Terms - (listed alphabetically, continued)

- A **Foul Ball** is 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 an umpire or player, or object foreign to the natural ground.
- **Foul Territory** is that part of the playing field outside the first and third base lines extended to the fence a perpendicular upwards.
- A **Foul Tip** is a batted ball that goes sharp and direct from the bat to the catcher's mitt or hands and is legally caught. A legally caught foul tip is a strike, and the ball remains in play. Such a batted ball is not foul tip if it is caught on a rebound or hits the ground in foul territory, which then makes it a normal foul ball. Such a batted ball is a legally caught foul tip, if the ball has first rebounded from the catcher's glove or hand and is then caught by the catcher.
- A **Ground Ball** is a batted ball that rolls or bounces close to the ground before a
- A **Head-first Slide** is the act of a base runner that attempts to secure a base by attempting to tag the base with his hands or upper part of his body. This slide is one of two types of slides: head-first or feet-first. For Majors baseball, repeated head-first sliding, while advancing to the preceding base, is discouraged.
- The **Home Team** is the team which takes the field first at the start of the game. SYBS lists the second team as the home team on all published schedules.
- **Illegal** (or Illegally) is contrary to these rules.
- An **Illegally Batted Ball** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.
- **Ineligible Pitcher** -- Applies to players that may not pitch in a specific game as required by the SYBS Pitching Rules, rule 5.01.
- **Ineligible Player** – Applies to regular season violations or regulations regarding league age, residence and participation of the proper team with the SYBS league.
- The **Infield** is that portion of the field in fair territory, which includes areas normally covered by infielders.
- An **Infield Fly** is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. Once such fly ball is declared an infield fly by an umpire, the batter is out, regardless if the ball is caught or not. Ideally, an umpire should call an infield fly at the apex of the flight of the fly ball or pop up. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule. If the ball is near the baseline, the umpire shall declare "Infield Fly, if Fair". The ball remains live during and after an infield fly declaration, and runner may advance at their own risk and may as on any fly ball.
- **In Flight** describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder. If the pitch touches the ground and bounces through the strike zone, without being struck at by the batter, it is a "Ball". If such a pitch touches the batter, that batter shall be awarded first base.
- **In Jeopardy** is a term indicating that the ball is in play and an offensive player may be put out.
- **Interference** – There are four types of interference – (1) Offensive, (2) Defensive, (3) Umpire, and (4) Spectator.

Glossary of Terms - (listed alphabetically, continued)

- (1) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder at 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.
 - (2) Defensive interference is an act by a fielder who interferes with, obstructs, impedes, hinders or confuses any base runner attempting to reach a base.
 - (3) Umpire 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.
 - (4) Spectator interference occurs when a spectator reaches out of the stands (or spectator area) or goes on the playing field, and touches a live ball.
- **Leading-off** (or Lead off) is the act of a base runner leaving a base prior to the pitcher delivering a pitch for the purpose of stealing the next base or to gain an advantage in advancing to the next base when the batter puts the ball in play.
 - A **League** is a group of teams who play each other in a pre-arranged schedule under conventional baseball or softball rules for the league's championship.
 - **Legal** (or Legally) is an action or play that is in accordance with these rules.
 - A **Legal Pitch** is a pitch delivered either from the wind-up or set positions that adhere to all of the provisions of rule 5.03. An illegal pitch with runners on base is a balk; with no runners on, it is a ball.
 - A **Line Drive** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.
 - A **Live Ball** (or Ball is Alive) is the opposite of a Dead Ball. It is when the game ball that remains in play and all offensive players remain in jeopardy.
 - A **Make-up Game** is a game that replaces a regularly scheduled game that was postponed due weather, field conditions, or by manager agreement. Make-up games are scheduled by the league's administrator or scheduling chair.
 - The **Manager** is an adult appointed by the president of the league to be responsible for the team's actions on the field, and to represent the team in communication with the umpire and the opposing team. The manager is often called the Head Coach.
 - The **Mercy Rule** stops and concludes a game if one team trails its opponent by a specified margin at the conclusion of a specified inning.
 - **Obstruction** is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. On any obstruction, the play remains live, so that projected runner's progress can be adjudicated after the ball is dead.
 - Note 1:* Obstruction shall be called on a defensive player who blocks off a base, baseline or home plate from a base runner while not in possession of the ball or if the ball is not in direct flight to the defender who is blocking the runner.
 - Note 2:* A fake tag is also considered obstruction.
 - **Offense** is the team, or any player of the team, at bat.
 - **Official Rules** are all the rules contained in this book.
 - The **Official Scorebook** is required in the event of a suspended game in order to resume play with a make-up game, and it is also required when there is a dispute between teams. This record of the game is normally kept by the home team by a scorekeeper. Unless there is an impartial party who assumes the role of keeping the Official Scorebook.
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Glossary of Terms - (listed alphabetically, continued)

- The **Outfield** is that position of the field in fair territory which is normally covered by the outfielders.
- An **Outfielder** is a fielder who occupies a portion in the outfield, which is the area of the playing field most distant from home base.
- **Over-running** is the act of the batter-runner, while attempting to reach first base before the defense completes a putout at first base, to run past first base thereby maintaining his speed and reaching first base as quickly as possible.
- **Over-slide** (or Over-sliding) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.
- A **Pass Ball** is a pitch that is not struck by the batter and is not caught by the catcher when the pitch is considered reasonably easy to catch.
- A **Pickoff** is the act of any defensive player attempting to catch a runner off a base with a throw to another defensive player at or near that base in order to tag out that runner. A pickoff attempt can only be successful if the ball is live.
- A **Pinch Hitter** is a player that bats for another player on the same team who has not yet entered the game. The use of a Pinch Hitter is an act of substitution that removes the player that is being hit for by the Pinch Hitter.
- A **Pinch Runner** is a player on the same team (not yet entered the game) that runs the bases for another player who has already safely reached base. The use of a Pinch Runner is an act of substitution that removes the player that is being run for by the Pinch Runner.
- A **Pitch** is a ball delivered to the batter by the pitcher
- A **Pitcher** is the fielder designated to deliver the pitch to the batter.
- **Pitcher's Pitch Count** is the number of pitches a pitcher has delivered in a game. Managers or their assigned Pitcher Count Keepers are to keep a record of each pitcher's pitch count and report this to the plate umpire at the conclusion of his stint on the mound.
- The **Pitching Eligibility Rule** is the SYBS development and safety rule that determines the pitching eligibility of all players to pitch in a game. The key determining factors are: the player league age, the number of days rest, and the number of pitches that pitcher threw on his previous appearance on the mound. Conditions and criteria for this rule are found under rule 5.01.
- The **Pitcher's Pivot Foot** is that pitcher's foot that is in contact with the pitcher's plate as the pitch is delivered.
- "Play" is the umpire's order to start the game or to resume action following any dead ball.
- **Player Development Rules** are rules adapted by SYBS to foster player development. These rules are specific to each SYBS divisional level. These include: Balk enforcement, Continuous Batting Order requirement, Defensive Playing Time requirements, Defensive players (number of), Drop Third Strike enforcement, Five-Run/Inning scoring limit, Head-first Sliding restrictions, Infield Dimensions, Innings/game, Leading-off restrictions, Pitching Limitations, and Stealing Home or Scoring on a Pass Ball.
- A **Protest** is a formal complaint by a team's manager (or coach if the manager is not participating in the game) for what he believes is an incorrect interpretation of the rules by either an umpire and/or by the opposing team's manager. Games played under protest will be noted at the point of protest in the official scorebook, and both managers are to be advised immediately that the game is being played under protest. The game will then continue. Procedures to protest a game are found under rules 1.28 and 8.02(g).
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Glossary of Terms - (listed alphabetically, continued)

- A **Quick Pitch** or **Quick Return** is a pitch made with obvious intent by the pitcher to catch a batter off balance or before he is ready to bat. This is a safety issue and an illegal pitch.
- A **Regulation Game** is a game that has completed three or two-and-a half innings where one team has the lead. If the home team is leading and three-and-a half innings have been completed, that game is a regulation game. If the visiting team is leading and three innings have been completed, that game is a regulation game. In the event of bad weather or darkness, suspended games that have fulfilled the regulation game requirements are completed games, the outcome is final, and the game will not be continued at a later date.
- **Requesting an Umpire to Ask for Help** is allowed whenever two or more umpires are officiating a game. A manager or coach must make such a request directly to the umpire who made the call and only prior to the next pitch. Umpires are not required to honor a request, but in general SYBS umpires will oblige. If the umpire honors the request and after conferring with another umpire the resulting ruling is final.
- A **Retouch** is the act of a runner returning to a base as legally required while tagging up.
- A **Run** is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.
- A **Rundown** is the act of the defense in an attempt to put out a runner between bases.
- A **Runner** is an offensive player who is advancing toward, or touching, or returning to any base.
- “**Safe**” is a declaration by the umpire that a runner is entitled to the base for which that runner was trying.
- The **Set Position** is one of the two initial, legal, pitching positions (Set and Wind-up) that a baseball pitcher may use as he prepares to deliver a pitch. These positions pertain only to SYBS 16u and Majors baseball, but should be taught to SYBS Minors baseball players so that there is a smooth transition into Majors baseball. The set position is primarily used when there are base-runners on base. The windup is generally use when the bases are empty.
- **Stealing a Base** (or Stolen Base) is the act of a base runner advancing to the next base when the ball is not struck by the batter. In SYBS Majors baseball, stealing a base is allowed, except when the Stealing/Advancing Suspension is in effect.
- The **Stealing/Advancing Suspension** prohibits a team from stealing a base or advancing on an errant pickoff attempt once that team has gained a 5 or more run lead. This rule only applies to Majors baseball. Conditions and criteria for this rule are found under rule 4.15.
- A **Strike** is a legal pitch which meets any of these conditions. If the pitch is ...
 - (a) struck at by the batter and is missed.
 - (b) not struck at, if any part of the ball passes through any part of the strike zone.
 - (c) fouled off by the batter when there is less than two strikes.
 - (d) bunted foul (the batter is out and the ball is dead, if the batter bunts foul on the third strike.
 - (e) touches the batter’s person as the batter swings and misses at the pitch.
 - (f) touches the batter in flight in the strike zone.
 - (g) becomes a foul tip (the ball is live and in play).

Glossary of Terms - (listed alphabetically, continued)

- The **Strike Zone** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural batting stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch. Umpires may use a strike zone that is slightly different; however, if an umpire uses such a strike zone, he must keep that zone consistent throughout the game.
- A **Suspended Game** is a called or stopped game which is to be completed at a later time and/or a later date and time.
- An **SYBS In-House Game** (or In-House game) is a game that is played in either Summit, Park, Clear Creek, or Lake counties with both opposing teams playing under the Summit Youth Baseball organization, or a game that is played in these counties with one of the teams playing under the Summit Youth Baseball organization playing against an outside organization's team who's manager and/or who's governing body has previously agreed to all of these SYBS rules.
- A **Tag** is 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 holding the ball, while holding ball securely and firmly in the hand or glove.
- **Tag-up** (or Tagging-up) is the act of a base-runner or runners advancing to the next base after a fly ball is caught. Base runners may only advance and must have contact with his original base until after the fielder catching the ball or makes "first contact with the fly ball. An improper tag-up may only be appealed.
- A **Throw** is the act of propelling the ball with the hand and arm to a given objective and is to be always distinguished from the pitch.
- A **Tie Game** is a regulation game which is called when each team has the same number of runs. Conditions and criteria for this rule are found under rule 1.20(c).
- "**Time**" is the announcement by the umpire of a legal interruption of play during which the ball is dead. Request for "time" by managers, coaches or any player will be granted by the umpires only when play has stopped and no runners are in jeopardy. See rule 2.13.
- The **Time Limit** is an SYBS imposed limit to the actual, on-field playing time of a game. The time limit for SYBS Majors baseball games is two hours. Conditions and criteria for this rule are found under rule 1.13.
- A **Timing Play** is a play when the third out of an inning is not a force-play out on a runner and a base runner scores during that play. A run will score, if in the judgment of the umpire, the runner touches home plate prior to when the third out (non-force-play out) is made.
- A **Triple Play** is a play by the defense in which three offensive players are put out as a result of continuous action.
- The SYBS **Umpire-in-Chief** (or SYBS U.I.C.) is appointed by the SYBS Board to be responsible for all actions and the development of SYBS umpires throughout the season.
- **Wild Pitch** is a pitch so high, low or wide of the plate that it cannot be handled or caught by the catcher.
- The **Windup Position** is one of the two initial, legal, pitching positions (Set and Wind-up) that a baseball pitcher may use as he prepares to deliver a pitch. The set position is primarily used when there are base-runners on base. The windup is generally use when the bases are empty.

Summit Youth Baseball 2021 Safety Policy for Managers and Coaches “Play Hard - Play Safe”

I. Introduction

The purpose of this policy is to place some important information at managers' and coaches' fingertips for the Summit Youth Baseball (SYBS) programs. SYBS is a non-profit organization run by volunteers to provide an opportunity for our community's children to learn the game of baseball in a safe and friendly fashion.

Always keep in mind that safety is everyone's job and prevention is the key to minimizing the risk of accidents and injuries. Playing safe involves using common sense and good judgment. If you witness something that is not safe, do something about it. Encourage all volunteers, parents and spectators to do the same. It is your responsibility to promptly report unsafe conditions and accidents to the SYBS Safety Officer (*Thad Eldredge 970-485-0605, thadeldredge@hotmail.com*), or another SYBS Board member that day.

II. Where to find Safety Information

Safety information will be available at www.summitbaseball.com, and will also be included with First Aid Kits in your equipment bag.

III. SYBS Emergency & Local Police Phone Numbers

(also laminated & located with First Aid Kits)

Emergency/Police/Fire/EMT 911

Hospital Ambulance	970-668-5777
Poison Control	1-800-332-3073
Summit Youth Baseball	970-262-5778
Silverthorne Police Department	970-262-7320
Fairplay Fire Department	719-836-3150
Lake Dillon Fire Department (for Dillon Valley, Silverthorne, Keystone, Summit Cove, Frisco)	970-513-4100
Red, White & Blue Fire Department (for Breckenridge, Blue River, Farmer's Corner)	970-453-2474

Utilities-Emergency/Non-Emergency

Gas Department/Electric Company	1-800-895-4999
Breckenridge Water Department	970-453-3173
Frisco Water Department	970-668-1465

Area Hospital/Clinic

Breckenridge Medical Center	970-453-1010
St. Anthony's Hospital	970-668-3300
South Park Medical Group (for Fairplay)	719-836-1900

SYBS Contacts

Summer Commissioner – Angie Heggland	970-389-3268 (c)
League President – Steve Misch	970-389-5770 (c)
Safety Officer – Thad Eldredge	970-485-0605 (c) 970-453-0132 (w)

2021 Safety Policy - continued

III. SYBS Emergency & Local Police Phone Numbers - Continued (also laminated & located with First Aid Kits)

Non-Emergency Contact Numbers

Summit County Sheriff's Department	970-668-8600 (Dispatch) 970-453-2232 (Office)
Breckenridge Police Department	970-453-2941
Dillon Police Department	970-458-6078
Fairplay Police Department	719-836-2840

IV. Accident Reporting Procedures

What to Report: Any incident that causes any player, manager, coach, umpires or volunteers to receive medical treatment and/or first aid must be reported by the Manager to the SYBS Safety Officer. This includes even passive treatments such as evaluation of extent of injury or periods of rest.

When to Report: All such incidents must be reported to the Safety Officer within **48 hours** of the incident.

Reports must include:

- Name and phone number of individual involved.
- Date, time and location of incident.
- Detailed description of the incident.
- Preliminary estimation of the extent of injuries.
- Name, phone number and e-mail address of the person reporting the incident.

V. Fundamental Training for Coaches/Managers

- A **mandatory** coach's clinic will be held prior to each season.
- The meeting will be attended by no less than one coach/manager per team with each coach to complete this meeting no less than once every three years
- A link to the CDC's "Heads Up Concussion in Youth Sports" training is provided at www.summitbaseball.com, and is required to be completed by every coach, volunteer, and SYBS member.
- SYBS has implemented mandatory nationwide background checks for all volunteers. This is to protect players and volunteers from exposure to convicted sex offenders and anyone convicted of a crime against a minor.
- Background checks can be completed using the link provided at www.summitbaseball.com

VI. Summary

This safety policy is reviewed and updated every year so please be proactive and help us make any changes that need to be addressed. There has been a significant drop in injuries since implementing more formal safety policies in youth sports, and it is the goal of SYBS to continue that trend.

Safety suggestions from the Safety Officer will be published on the web site each year from a link at www.summitbaseball.com. SYBS realizes that some injuries are unavoidable, but we need to emphasize that there are some steps that can be taken by players, coaches, umpires, volunteers, team moms, spectators, and anyone's participation to help with safety.

Thank you for taking the time to review this information!

Summit Youth Baseball 2021 Majors Baseball Rule Book

Index of Key Majors Rules – (listed alphabetically)

Key Rules	Rule Location	Key Rules	Rule Location
Appeal Criteria/conditions/procedures	8.02(e), pg.40 4.08, pg.25 1.26, pg.6	Dropped Third Strike Criteria/conditions/rulings	3.11(h), pg.17 3.08(b), pg.13
Balk Criteria/conditions/rulings	5.02, pg.31 5.07, pg.35 5.03, pg.32	Ejection Criteria/conditions/procedures	1.27, pg.7 8.01(d)(e), pg.40 8.05(b), pg.43
Bats, Legal Criteria/descriptions	3.13, pg.19 3.09(d), pg.15	First Base Running Lane Criteria/conditions/rulings	3.08(j), pg.14 1.04(e), pg.2
Batting Order Criteria/conditions/rulings	3.03, pg.11 3.01, pg.11	Forfeited Game Criteria/conditions/rulings	1.24, pg.6 3.02, pg.11 8.05(c), pg.43
Batting Out of Order Criteria/conditions/rulings	3.12, pg.17	Head First Slide Criteria/conditions/rulings	4.16, pg.29
Borrowing/Loaning Players Criteria/conditions/ rulings	3.02(c), pg.11	Hit by Pitch Criteria/conditions/rulings	3.10(b), pg.15 4.06(a), pg.22 5.04(h), pg.34
Bunt Criteria/conditions/rulings	3.08(c)(g), pg.13	Illegally Batted Ball Criteria/conditions/rulings	3.09, pg.15 3.06, pg.13 4.06(c), pg.22
California Tie-Breaker Criteria/conditions/rulings	Playoffs, pg.39	Ineligible Pitcher Criteria/conditions/rulings	5.01, pg.31 Playoffs, pg.39
Charged Conferences Criteria/conditions/rulings	5.08, pg.36	Infield Fly Criteria/conditions/rulings	3.08(f), pg.13 3.08(k), pg.14
Collision with Intent Criteria/conditions/rulings	4.09, pg.26 1.18, pg.4	Intentional Dropped Ball Criteria/conditions/rulings	3.08(k), pg.14
Complete Regulation Game Criteria/conditions/ rulings	1.19, pg.4	Interference Criteria/conditions/rulings	4.12, pg.27 4.13, pg.29 3.10(c), pg.16
Continuation Game Criteria/conditions/ rulings	1.21, pg.5	Judgment Call Criteria/conditions/procedures	1.25, pg.6 8.02(a), pg.40
Continuous Batting Order Criteria/conditions/rulings	3.03, pg.11 3.01, pg.11 1.10, pg.3	Key Local Rules Recap Criteria/conditions/rulings	Page 37
Courtesy Runner Criteria/conditions/rulings	4.18, pg.30 2.13(c), pg.9	Leading off a Base Criteria/conditions/rulings	4.14, pg.29 1.17, pg.4
Declaration of Ineligible Pitchers Criteria/conditions/procedures	5.01(d), pg.31 2.02(d), pg.8	Legal Pitch Criteria/conditions/rulings	5.03, pg.32
Declaration of the Last Inning Criteria/conditions/procedures	1.13, pg.4 Playoffs,pg.39	Make-up Game Criteria/conditions/procedures	1.22, pg.6
Defensive Playing Time Requirement Criteria/conditions/procedures	1.11, pg.3 3.03(c), pg.11	Mercy Rule Criteria/conditions/rulings	1.14, pg.4
Double Header Criteria/conditions/procedures	1.23, pg.6	Minimum Number of Players to Start a Game Criteria/conditions/procedures	3.02, pg.11 1.12, pg.3

Index of Key Majors Rules – (listed alphabetically)

Key Rules	Rule Location	Key Rules	Rule Location
Obstruction Criteria/conditions/rulings	4.10, pg.26	Suspended Game Criteria/conditions/procedures	1.20, pg. 5
Overrunning First Base Criteria/conditions/rulings	4.07(d), p.23 4.07(k), p.24	Tag-up (or Tagging-up) Criteria/conditions/rulings	4.08, pg.25 4.07(e), pg.23
Overthrows Criteria/conditions/rulings	4.05(g-h),p.21	Third to First Pickoff Balk Criteria/conditions/procedures	5.07(b)(c),pg.35
Pinch Runner Criteria/conditions/rulings	4.18, pg.30 2.13(c), pg.9	Tie Game Criteria/conditions/procedures	1.19(c), pg.5 Playoffs, pg.40
Pitcher's Pitch Count, Eligibility Criteria/conditions/procedures	5.01, pg.31 1.15, pg.4	Time (or Time Out) Criteria/conditions/procedures	2.13, pg.9
Pitcher's Pitch Count, Recording Criteria/conditions/procedures	2.16, pg.9 2.18, pg.10 5.01(e), pg.31	Time Limit Criteria/conditions/procedures	1.13, pg.4 Playoffs, pg.40
Player Development Rules SYBS Progression Chart Criteria/conditions/procedures	Page 38	Timing Play Criteria/conditions/procedures	4.17, pg.29
Pre-Game Meeting Criteria/responsibilities	2.02, pg.8	Tournament Playoff Rules Criteria/conditions/procedures	Playoffs, pg.39
Protests Criteria/conditions/procedures	1.28, pg.7 8.02(g), p.41 8.05(d), pg.43	Two Runners on the Same Base Criteria/conditions/rulings	4.03, pg.20
Quick Pitch (or Quick Return) Criteria/conditions/rulings	5.07(e), pg.35	Umpire Appointed Duties Descriptions	8.01, pg.40
Regulation Game Criteria/conditions	1.19, pg.4	Umpire Game Assignments Criteria/conditions	8.03, pg.42
Regulation Playing Field Criteria/dimensions	1.04, pg.2	Umpire Feedback U.I.C. contact information	8.06, pg.44
Requesting an Umpire to "Ask for Help" Criteria/conditions/procedures	8.02(c), pg.40 1.25, pg.6	Video, Photo, Audio Devices Criteria/conditions	8.02(f), pg.41
Runner's Basepath, Established Criteria/conditions/rulings	4.07(a)(b), p.23 3.08(j), p.14	Warm up, Pitchers Criteria/conditions/procedures	5.05, pg.34
Safety Policy Policy/contacts/procedures	Pgs. 52 & 53	Warm up, Team Pre-Game Criteria/conditions/procedures	2.01(b), pg.8
Set Position, Pitchers Criteria/conditions/rulings	5.03(b), pg.32	Windup Position, Pitchers Criteria/conditions/procedures	5.03(a) pg.32
Stealing Bases Criteria/conditions/procedures	4.14, pg.29		
Stealing/Advancing Suspension Criteria/conditions/procedures	4.15, pg.29 1.16, pg.4		

