

Official Rules of the Pecos League of Professional Baseball Clubs 2026 (Version 1.0)

The Official Rules of Major League Baseball (**2024 edition**) shall be the Official Rules of the Pecos League of Professional Baseball Clubs, EXCEPT as supplemented, replaced, or modified herein. In the event of a conflict between MLB rules and supplements, replacements, or modifications set forth herein, **THE SUPPLEMENTS, REPLACEMENTS, AND MODIFICATIONS HEREIN WILL TAKE PRECEDENT AND SHALL BE ENFORCED AS THE OFFICIAL RULES OF THE PECOS LEAGUE.**

NOTE: Except as noted here, MLB Rules and procedures regarding video replay review are not applicable. In most parks, there is no video replay. Video replay *in any park that offers replay* will use MLB replay rules. A replay official will be designated before the game. Teams will have 2 minutes, 30 seconds to request a replay from the moment the umpire makes the call. The replay official will notify the umpire and both teams if there is not a video shot that is adequate to make a review. In that case, the call on the field will stand. In any event, *prior to a video review*, the officials on the field have the discretion to confer on the call if they so elect and either overturn the original call or let it stand. The video replay will then proceed in accordance with these rules.

REPLACEMENTS, SUPPLEMENTS and MODIFICATIONS:

RULE 3.01 is hereby SUPPLEMENTED as follows:

3.01(a) (ADDED) All game baseballs must be Rawlings brand with one of the following stampings: Pecos League, Minor League Baseball, Major League, FSLOB, FS100P.

RULE 3.02 is hereby MODIFIED and SUPPLEMENTED as follows:

3.02(d) (MODIFIED) MLB Rule 3.02(d) does not apply. There is no color restriction on bats in the Pecos League.

3.02(e)(1) (ADDED) Players may use any solid wood, one piece, bat made by a Pecos League approved vendor (as listed In *Appendix I* herein), which complies with MLB rules, except that there is no color restriction. Players may not use a composite bat, Baum bat, DeMarini bat, or any bat with fiberglass reinforcement. **The bat brand MAY NOT BE OBSTRUCTED.** It must be clearly visible. The brand SHALL NOT BE COVERED by logos or other writing or pictures. Players may *not* use metal or composite bats or bats with any foreign substance (e.g. metal or cork) inserted.

3.02(e)(2) (ADDED) If an umpire discovers that a batter has used or attempted to use a bat that does not comply with rule 3.02(e)(1), he shall order the bat removed from the game and report the incident to the Commissioner *and* League Adjudicator after the game.

3.02(e)(3) (ADDED) In addition to the requirements of Rule 3.02(e)(2)(ADDED), if an umpire discovers that a batter has used a bat that does not comply with 3.02(e)(1)(ADDED) before the next batter has begun his at bat (received his first pitch), he shall declare the offending batter out and all base runners must return to their original positions. If in the judgment of the umpire the violation was willful, the umpire *shall* eject the offending batter. This rule does not apply to improper distribution of pine tar, as described in MLB Rule 3.02(c)(NOTE) AND 3.02(c)(COMMENT).

RULE 3.03 is hereby MODIFIED and SUPPLEMENTED as follows:

3.03(c) (REPLACED) Sleeve lengths may vary for individual players. Players may wear sleeves of unequal length. No player shall wear ragged, frayed, or slit sleeves. Sleeves of *pitchers* may not be **white, gray, or tan**; nor, in the judgment of an umpire, distracting in any manner.

3.03(i) (MODIFIED) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn. **Molded cleats** must be worn by *all players in Pecos and Trinidad*. **In Garden City, position players must wear molded cleats; pitchers may** wear regular baseball cleats.

3.03(l) (ADDED) All players must be in uniform when they are in the dugout 30 minutes before game time. A player who is not in uniform must sit in the stands for the game. Players who are radaring/charting in the stands do not have to be in uniform.

RULE 4.03(c) is hereby REPLACED with the following:

4.03(c)(1)(A) A team may have up to 32 players during Spring Training. On opening day and thereafter (until roster restriction changes are announced near the end of the season), each team may have an EXPANDED ROSTER not to exceed 25 players. A team may use *no more than 40 players in total during the regular season*. **For any Series, the ACTIVE ROSTER shall not exceed 22 players. NO PLAYER MAY WEAR JERSEY No. 42.** Players may be moved onto the Active Roster *only* at the beginning of Series. The Pecos League Office will classify all players' status for the 2026 season. **The Expanded Roster may have up to 25 players, no more than ten (10) of which may be veterans (as defined below).** No more than *three (3)* may be non-United States Citizens ("International Players"), *regardless of experience*. **A 25-player final roster must be submitted by JULY 15.** The Expanded Roster makeup must comply with the following limitations (bold letters indicate veteran/rookie/import category):

(1) **R1** – A player born on or after January 1, 2003, will be classified as a rookie regardless of prior experience.

(2) **R2** – A player born on or after January 1, 2000, who has *less than* 165 at bats and 65 innings pitched in professional baseball when he is activated on the roster (Pecos League rookies).

(3) **V** No more than ten (10) players may be veterans of any age.

(4) **R1*, R2*, V*** Three (3) players may be classified as “International” players (non-citizens of the United States). This limitation shall apply *regardless of the player’s age or experience level*. **Regardless of the number of “International” players, the age and experience levels above shall not be exceeded. (As set forth above, an “International” player shall be designated in the “Experience” column with an asterisk (*) following his Experience Level symbol.)**

4.03(c)(1)(B) Status of “Citizen” or “International” shall be determined by the League Office.

NOTE: Each series may have a 22-man active roster, with *no more than* THREE (3) players inactive. A series occurs in all Mountain Division games, which are played consecutively in the same location. In the Pacific Division, the series resets when teams rotate opponents. A roster move occurs when a player is removed from the 25-man roster. A **rookie** removed from the 25-man roster is not eligible to return until *after* the expiration of 14 days. A **veteran** removed from the 25-man roster is not eligible to return for the season, unless expressly approved in writing by the Commissioner.

COMMENT: Questions of roster eligibility of an individual player shall be decided by the Commissioner. All managers must keep team *Creativesale.com* and Presto Sports rosters updated with correct player names and numbers *at all times*. **All managers will be granted access to their Creative Sale and Presto Sports rosters and are responsible for keeping those rosters up-to-date on a daily basis. (See Rule 4.03(c)(4)(A) below.)**

4.03(c)(2) The practice of holding players in unofficial “reserve” status at the team location and rotated back and forth between the Expanded Roster and the unofficial “reserve” status is **EXPRESSLY PROHIBITED**. **Violations of this rule will result in the player being banned from the team for the remainder of the season (but eligible to play elsewhere without compensation to the offending team) and possible sanctions against the offending manager.**

4.03(c)(2)(A) A *rookie* who is moved off the Expanded Roster for *any* reason (including, but not limited to, release or injury) shall not be permitted back onto the Expanded Roster until *after* 14 days have expired since his removal. A *veteran* who is moved off the Expanded Roster is not eligible to return for the remainder of the season. Exceptions to this rule may be granted only by express written approval of the Commissioner (for good cause). Such written approval, if granted, shall be provided to the requesting manager and the League Adjudicator, plus the opposing manager of

the requesting team's current or next opponent. Written approval may be provided electronically or by mail, at the discretion of the Commissioner. In any event, when the player returns to the Expanded Roster, the limitations of Rule 4.03(c)(1)(A) shall not be exceeded, and any player removed from the roster to make room for the returning player is subject to the restrictions of this Rule 4.03 (c)(2)(A).

4.03(c)(2)(B) A player who is classified as a Rookie in 2025 and remains a Rookie in 2026 must remain with the same (2025) team in 2026 unless traded or released by the 2025 team.

4.02(c)(2)(C) All players must sign a Medical Insurance Disclosure Certificate prior to being placed on the roster or participating in Spring Training or practice.

4.02(c)(2)(D) All players must sign any waivers of liability required by the league and/or the stadium owner prior to participating in Spring Training, practice, or a game.

4.03(c)(3) Each team shall provide four copies of a lineup card, which shall meet the active roster requirements of Rule 4.03 and its subsections. The copies shall be distributed as specified in Rule 4.03(a), 4.03(b), this Rule 4.03(c) and Rule 4.03(d) below. **Thirty minutes prior to the scheduled start time of the game, each team shall provide a lineup card to the opposing manager and the official scorer consisting of a list by *name* and *current jersey number* of each player eligible to play in the game.** The players on the list shall be on the current active roster and shall not exceed the current Active Roster limit (*e.g.* 22). To be eligible for the game, any player listed on the lineup card must appear on the official Pecos League Expanded Roster, published on *Pecosleague.com* and be added to Presto Sports with the *PRIMARY HOME* uniform number, date of birth, and primary position. **(See NOTE below.)** Players must have registered and be in good standing with the League. **Listing eligible players *and their current game jersey numbers* on the lineup card is not a courtesy, but rather a mandatory requirement, which shall be enforced by the plate umpire.**

NOTE: Each manager shall designate one set of jerseys as the team's *PRIMARY HOME UNIFORM*. For the purposes of on-line rosters, the number for ALL PLAYERS on the on-line roster shall be the number assigned to them for their primary home jersey. **The official scorer must be notified prior to the game of any player whose game jersey number differs from the number listed on Presto Sports.**

4.03(c)(4)(A) Rosters must be updated one hour prior to the game in Presto Sports *and* Creativesale.com. **Any player not on both rosters at that time shall not be eligible to play in that day's game(s).**

4.03(c)(4) (B) For any given game, any player not listed on the lineup card is NOT eligible to play in that game. **To be eligible to play in any given series, the player must be included on the lineup card for the *first* game of the series**, unless an express written exception for good cause is granted by the Commissioner prior to the game. **A copy of such written exception shall be provided to the requesting Manager, the opposing Manager, the Umpires, and the League/Division Adjudicator prior to the game.** **NOTE:** Although current jersey numbers must be included on the lineup card, the *inadvertent* listing of an incorrect **jersey number** *does not disqualify the player* from participating. There is *no penalty* of any kind. If an incorrect jersey number is discovered, the discovery must be reported **immediately** to *both managers*, the plate umpire, the official scorer, and the PA announcer. The lineup card must be corrected at that time.

4.03(c)(5) Any batter who is not eligible to play pursuant to these rules shall be treated as an “improper batter” within the meaning of Rule 6.03(b). He shall also be removed from the game immediately.

4.03(c)(6) If at any time it is discovered that an ineligible player is participating on defense, upon appeal by the offensive team, the ineligible player shall be removed from the game and must be replaced by a player who is eligible under these rules.

RULE 4.03(d) is hereby REPLACED by the following:

At the plate meeting five minutes prior to the game, each manager shall present to the Plate Umpire a copy of his lineup card as specified in Rule 4.03(c)(3) in the order set forth in Rules 4.03(a) and (b). One copy shall be retained for the team. The umpire shall ensure that the respective copies of each lineup card are identical and then return the opposing team’s lineup card to each manager. The copy retained by the Umpire shall be the official batting order. The tender of the batting order by the Umpire shall establish the batting orders. Therefore, no substitutions shall be made by either manager, except as provided by the rules.

NOTE: A mistaken entry on the lineup card *may be corrected before the first pitch*. Subsequent to the first pitch, all entries are final, *except* as provided in Rule 4.03(c)(4). **Corrections must be brought to the attention of the Opposing Manager, Umpire, Official Scorer, and PA Announcer.**

RULE 4.09 (ADDED) **Special Time Limits/Cut Off Times at Selected Cities**

4.09(a) **In Bakersfield:**

4.09(a)(1) The *nominal* starting time for games is 7:45 PM. Except as noted below, no inning shall *start* after 11:30 PM. A new inning begins immediately when the third

out of the previous inning is declared. The 11:30 PM time shall be extended the number of minutes beyond the scheduled 7:45 PM start time that the first pitch is thrown. **Example:** First pitch is thrown at 7:55 PM. The "no new inning" time becomes 11:40 PM. The OFFICIAL SCORER (OS) is responsible for keeping the time. The OS shall announce the time of the 1st pitch. The OS (not the umpire) is the "official clock" for purposes of this curfew rule.

4.09(a)(2) Unless the game is tied when the curfew is imposed, the game shall end at that point, with the final score being as it stands when the game ends. **No game shall end in a tie under curfew.** (A suspended tie game is possible for conditions other than curfew.) If the game is tied at the end-time set forth in Rule (4.09(a)(1) above, the curfew will no longer be in effect. The game will continue; however, all subsequent innings shall be considered to be "extra innings." The game shall continue in the manner prescribed by OBR 7.01(b).

4.09(b) In **Martinez, Dublin, and Santa Fe:**

4.09(b)(1) All games start at 6:00 PM. No inning shall start after 10:00 PM. A new inning begins immediately when the third out of the previous inning is made. The OFFICIAL SCORER (OS) is responsible for keeping the time.

4.09(b)(2) Unless the game is tied when the curfew is imposed, the game shall end at that point, with the final score being as it stands when the game ends. (A suspended game is possible for conditions other than curfew.) **No game shall end in a tie under curfew.** If the game is tied, the curfew will no longer be in effect. The game will continue; however, all subsequent innings shall be considered to be "extra innings." The game shall continue in the manner prescribed by OBR 7.01(b).

RULE 4.10 (ADDED) **Regular Season Playing Limit**

If the score is tied after ten complete innings of a regular season game, the game shall be terminated and recorded as a tie. This rule does not apply to playoff games.

RULE 5.07(c) is REPLACED as follows:

Consistent enforcement of the time limits between pitches and between innings is important to a game's pace of play. **(See RULE 10.03 (ADDED) for rules regarding time between innings.)** A visible clock makes this easier for coaches, players and umpires based on the experiences at other levels of baseball and in the administration of other sports. The use of a visible clock is *recommended*, but until the use of a visible clock is required, teams may choose to instruct on-field umpires to use a timing device such as a chronograph, stopwatch, or specifically designed device to administer these time limits.

- (1) A pitcher shall be allowed twenty (20) seconds to begin the activity to deliver each pitch. The pitcher does not necessarily have to release the ball within 20 seconds; however, the

pitcher must begin the windup motion or, from a set position begin the motion to deliver the pitch in order to comply with the 20-second rule.

- (2) For the first pitch of each half-inning, following an umpire's call of "time", or if the ball becomes dead (for example, after a foul ball or a pick-off that goes out of play), the timer shall stop, reset, and start again when the plate umpire signals "play" after the pitcher engages the pitcher's rubber with possession of the ball, the catcher is in the catcher's box, and the batter is in the batter's box.
- (3) For the first pitch of any subsequent at-bat, the timer shall start when the plate umpire signals "play." The umpire should signal when the pitcher has possession of the ball in the circle surrounding the pitcher's rubber, the catcher is in the catcher's box, and the batter is in the batter's box.
- (4) After each pitch during an at-bat (following the first pitch) in which the ball remains alive and in play and the batter remains at bat, the timer shall start when the pitcher has possession of the ball in the circle surrounding the pitcher's rubber and the catcher is in the catcher's box. **Obvious delay by the pitcher, or catcher, should instantly be addressed by the umpire by signaling for the start of the timer.**
- (5) The timer shall STOP under the following circumstances:
 - a) The pitcher begins the windup motion or, from a set position, begins the motion to deliver the pitch.
 - b) The pitcher makes a pickoff attempt (throw) at any base.
 - c) The pitcher steps off the rubber to get a new sign or feint a pickoff attempt.
 - d) The catcher leaves the catcher's box to give defensive signals or to confer with the pitcher from a distance (in which case the timer shall stop, reset, and start again after the catcher returns to the catcher's box); or
 - e) The umpire calls "time" for any legitimate reason.
- (6) When there are *no runners on base*, and before starting a windup motion or beginning the motion to deliver the pitch, pitchers are limited to one (1) disengagement (step off the pitcher's plate) per plate appearance. Any subsequent disengagement during the same plate appearance is a violation of the rule, and a ball is added to the count.
- (7) *With runners on base*, pitchers are limited to two (2) disengagements (pickoff attempts or step-offs) per plate appearance. However, this limit is reset if a runner, or runners, advance during the plate appearance. The time limit will stop and reset when the ball is returned to the pitcher on the mound. A defensive player, including the catcher, asking for time out constitutes a "reset. If a third pickoff attempt is made, the runner automatically advances one base if the pickoff attempt is not successful. Any runner(s) forced to

advance due to this runner advancing shall also advance one base. The two (2) disengagement limit is reset if a runner, or runners, advance during a plate appearance.

- (8) Batters are expected to enter the batter's box promptly prior to the first pitch of an at-bat and should remain in the vicinity of the batter's box . Batters should not delay entry to gain an undue advantage. If the batter does not enter the box and become alert to the pitcher with eight (8) or more seconds remaining, the batter will be adjudged to have violated the rule and the umpire shall award a strike without the pitcher having to deliver the pitch. The ball is dead, and no runners may advance.
- (9) After each pitch during an at-bat (following the first pitch) in which the ball remains alive and in play and the batter remains at bat, the batter must be alert to the pitcher with eight (8) or more seconds remaining. Batters are limited to one (1) time-out per plate appearance. Any subsequent time-out during the same plate appearance is a violation of the rule. Each violation by the batter results in a strike added to the count. The ball is dead, and no runners may advance.
- (10) If a visible clock is being used and the operator does not start the timer at the appropriate time, the umpire shall call "time" and signal to the operator to reset the timer and start again immediately.
- (11) Except as set forth in subsection (A) below, pitchers are expected to begin the motion to deliver the pitch within 20 seconds after the batter enters the box and becomes alert to the pitcher, as prescribed in Rule 5.07(c)(1) above. If the pitcher does not begin the motion to deliver the pitch prior to the timer reaching "0", the pitcher will be adjudged to have violated the rule.
 - (A) If a pitcher starts a preliminary motion or a motion to deliver the pitch before the batter is alert and ready to hit, the umpire shall call "Time" and issue a warning the first time a pitcher does this. A pitcher shall only receive one (1) warning. With NO RUNNER ON BASE, the warning will be assessed and any further violations will result in a ball. WITH ANY RUNNER ON BASE, the initial warning is also the reset for the at-bat. Any further violations by that pitcher will result in a ball.
- (12) If the pitcher violates Rule 5.07(c)(11) above, the umpire shall award a ball without the pitcher having to deliver the pitch. The ball is dead, and no runners may advance, unless the ball awarded by the umpire is the batter's fourth ball in which case the batter is entitled to advance to first.
- (13) If the catcher or other defensive player intentionally delays getting the ball to the pitcher on the mound so that the time limit does not start, or if the pitcher delays taking his position on the mound, the plate umpire may point to have the 20-second time limit started. This includes if the ball becomes dead (for example, after a foul ball or a pick-off that goes out of play) during a continuing at-bat, the plate umpire may point to have the 20-second time limit started.

RULE 509(a)(11) is hereby MODIFIED as follows: The runner's lane between home base to first base includes all of the space between the foul line and the infield grass. The three-foot line is eliminated. Outside the runner's lane, the interference rules in this subsection apply.

RULE 5.10 is hereby MODIFIED as follows:

5.10(b) (MODIFIED) The ***Manager*** shall immediately notify the home plate umpire of any substitute player and the replaced player's position in the batting order and his position in the field. **For *multiple substitutions*, the procedures outlined in the *Comment* below.**

Rule 5.10(b) Comment: To avoid any confusion, the managers should give the name of the substitute, his position in the batting order and his position on the field. When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such players' positions in the team's batting order, and the umpire-in-chief shall so notify the Official Scorer. If this information is not immediately given to the umpire-in-chief, the umpire-in-chief shall have authority to designate the substitutes' places in the batting order.

If a double-switch is being made, the manager or coach shall first notify the plate umpire. The umpire-in-chief must be informed of the multiple substitutions and interchanged batting order before the manager calls for a new pitcher (regardless of whether the manager or coach announces the double-switch before crossing the foul line). Signaling or motioning to the bullpen is to be considered an official substitution for the new pitcher. It is not permissible for the manager to go to the mound, call for a new pitcher, and then inform the umpire of multiple substitutions with the intention of interchanging the batting order. Players for whom substitutions have been made may remain with their team on the bench or may "warm-up" pitchers. If a manager substitutes another player for himself, he may continue to direct his team from the bench or the coach's box. Umpires should not permit players for whom substitutes have been made, and who are permitted to remain on the bench, to address any remarks to any opposing player or manager, or to the umpires.

5.10(c) (MODIFIED) The Home Plate Umpire, after having been notified, shall immediately report the substitution of the Official Scorer, opposing Manager, and Public Address Announcer, (if applicable).

5.10(g) (MODIFIED) The rule(s) requiring the starting pitcher or any substitute pitcher to pitch to a minimum number of batters *shall not apply* in the Pecos League. This includes the requirement for pitchers who warm up between innings to pitch to a minimum of one batter.

5.10(m) (MODIFIED) The limitation on the total number of mound visits per game that a team may make *shall not apply* in the Pecos League.

RULE 5.11 is hereby REPLACED with the following:

There shall be no designated hitter allowed in the Pecos League.

RULE 6.04 is hereby SUPPLEMENTED as follows:

6.04(a)(5) (ADDED) In the case of a disputed call, only the manager is permitted to engage with the umpire regarding discussions, challenges, or inquiries. The manager must address the umpire alone and may not involve an assistant coach, player, or any other person in the conversation.

6.04(f) (ADDED) The Pecos League Commissioner shall appoint a League Adjudicator (or Division Adjudicators) (himself or others), who shall adjudicate all disciplinary complaints regarding players, managers, coaches, other team personnel, and umpires.

(1) (ADDED) If a Player, Coach, Manager, or other team representative is ejected from the game (including pre-game and post-game), **the Umpire making the ejection shall report the event** (*including the date, location, teams, umpires, ejecting umpire, and facts and circumstances leading to the ejection*) **to the Commissioner and League/Division Adjudicator via email as soon as feasible after the game.** If circumstances appear to so warrant, the League Adjudicator may pursue further disciplinary action in the manner provided in Rule 6.04(f)(3)(ADDED).

(2) (ADDED) If the League/Division Adjudicator is considering further disciplinary action, he shall inform the Manager of the team of the ejected Player, Coach, Manager or other team official and provide him with a copy of the ejection report. **If the Manager of the team of the ejected Player, Coach, Manager, or other team official disputes the facts and circumstances set forth in the ejection report, he shall inform the Commissioner and League Adjudicator within two hours of receipt of notice from the League Adjudicator.** The Manager shall set forth the facts and circumstances that he alleges are incorrect.

(3) (ADDED) The League/Division Adjudicator shall determine as soon as practicable whether further disciplinary action is warranted. However, there is no set time limit on making the decision. In making his determination, the Adjudicator may seek further information from parties or witnesses. All Players, Coaches, Managers, Team Personnel, and Umpires are required to cooperate with the Adjudicator if further information is requested. If the Adjudicator determines that further disciplinary action is warranted, he will issue a formal Adjudication Decision. Unless/until such Adjudication Decision is issued, the offending Player, Coach, Manager, or other team personnel may continue to participate without limitations in future games.

- (4) The disciplinary action within the authority of the Adjudicator includes single or multiple game suspensions and/or fines of Players, Coaches, Managers, other team personnel, and Umpires. A suspension of a player, coach, or manager does not include a loss of pay. Financial penalties shall be only levied by fines. **The ruling of the Adjudicator shall be final and not subject to further appeal.**

NOTE: A suspended umpire will not be paid for games not worked.

- 7.01(a)(1) (MODIFIED) The Commissioner may schedule a game to be nine innings or seven innings. The regulation game will consist of nine or seven innings (as scheduled), unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the last scheduled inning or only a fraction of it, or (2) because the umpire-in-chief calls the game. If a game is scheduled for seven innings, any of these rules applying to the ninth inning herein shall apply to the seventh inning of such game, EXCEPT as specified in 7.01(c) below.

RULE 7.01(c) is hereby MODIFIED and SUPPLEMENTED as follows:

7.01(c) If a game is called, it is a regulation game:

- (1) If five innings of a scheduled nine inning game or four innings of a scheduled seven inning game have been completed.
- (2) If the home team has scored more runs in four or four and a fraction half-innings of a scheduled nine inning game, or three or three and a fraction half-innings of a scheduled seven inning game, than the visiting team has scored in five (or four) completed half-innings of a scheduled nine (or seven) inning game, respectively.
- (3) If the home team scores one or more runs in its half of the fifth inning of a scheduled nine inning game or the fourth of a scheduled seven inning game to tie the score.

NOTE: It is the purpose of Pecos League Rule 7.01 to move the official "regulation game" point of a seven-inning game to FOUR innings rather than five innings, which is the point for a nine-inning game. The rule should be construed to accomplish that purpose.

RULE 7.04 is hereby MODIFIED as follows:

7.04(a)(ADDED) The Pecos League Commissioner shall appoint a League/Division Adjudicator (himself or others), who shall adjudicate all protested games. All information from the protesting Manager and the umpires (and the non-protesting Manger, if he so desires) shall be sent to the Pecos League Commissioner and to the League/Division Adjudicator, if one is appointed other than the Commissioner, himself.

Protest may only be based on an allegation that the umpires misapplied these rules. No protest shall be permitted based on a judgment of call of an umpire. **The decision of the League/Division Adjudicator shall be final and not subject to further appeal.**

7.04(b) (ADDED) If a protest is upheld, the game shall be considered to have been suspended at the point at which the protest occurred, and Rule 7.02(c) shall apply.

7.04(c) (ADDED) Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the Commissioner (or League/Division Adjudicator if one has been appointed), the violation adversely affected the protesting team's chances of winning the game.

7.04 (d) (ADDED) Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch, play or attempted play. A protest arising on a game-ending play may be filed until 12 noon (time zone in which the game was played) the following day with the Pecos League Office (copy to League/Division Adjudicator, if one has been appointed).

RULE 8.04 is hereby DELETED and REPLACED by Pecos League Rule 6.04(f)(ADDED)

RULE 9.01(b) is hereby SUPPLEMENTED as follows:

9.01(d)(ADDED) Both teams must keep a complete scorebook with detailed statistics, substitutions, and pitch counts to the hitter. This is in addition to the official statistics kept by the official scorer.

RULE 9.17 is hereby MODIFIED as follows:

9.17(a) The Official Scorer shall credit as the winning pitcher that pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offense in which such pitcher is removed from the game, and does not relinquish such lead, *unless* (1) such pitcher is a starting pitcher and Rule 9.17(b) applies; or (2) Rule 9.17(c) applies.

9.17(b) If the pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offense in which such pitcher is removed from the game, and does not relinquish such lead, is a starting pitcher who has not completed:

(1) (MODIFIED) five innings of a game scheduled for eight or more innings, unless the game is shortened due to weather or other circumstances, in which case four innings are required if the winning teams plays seven or fewer innings on defense); or

(2) (MODIFIED) four innings of a game scheduled for seven innings (regardless of how many innings played, so long as the game is an officially completed game), then the Official Scorer shall credit as the winning pitcher the relief pitcher, if

there is only one relief pitcher, or the relief pitcher who, in the Official Scorer's judgment was the most effective, if there is more than one relief pitcher.

RULE 10.00 (ADDED) — MISCELLANEOUS RULES

RULE 10.01 (ADDED)

Notwithstanding any MLB rule to the contrary, an AUTOMATIC RUNNER *shall* be placed at second base at the beginning of each extra inning. The automatic runner shall be the player who had the last at-bat in the previous inning. This rule applies to all regular season and playoff games.

RULE 10.02 (ADDED)

Notwithstanding any MLB rule to the contrary, there is no defensive alignment restriction. There is no limitation on the number of players in the outfield; nor is there any restriction on the placement of players in the infield.

RULE 10.03 (ADDED)

10.03(a) **Time between innings** requirements and procedures are as follows:

- (1) Between innings, teams have **90 seconds** to be ready for the first pitch (pitcher holding the ball and touching the pitcher's plate and a batter standing in the batter's box ready to hit), *except for four designated innings*, which will have 150 seconds for in-game promotions. The 90/150 second clock shall start when all defensive players have started to leave their positions after the last out has been recorded and stops when the umpire calls "Play" for the first pitch of the first batter of the next half-inning. If there are unusual circumstances that prevent either team from getting on or off the field, such as field maintenance, not the fault of the teams, or an injury, the time clock is delayed until players have had an opportunity to begin to move to their positions. If the offensive team is not ready within the 90/150 second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the first batter. If neither the offensive nor defensive teams are ready, both a ball and a strike shall be awarded to the first batter.
- (2) At the beginning of a game (first inning for each starting pitcher) or for any subsequent relief pitcher who enters the game to start an inning, the clock should start as indicated above; however, by rule they are entitled to eight warm-up pitches and are allowed to complete those without penalty should the clock expire.
- (3) With 30 seconds left, the base umpire will visually cue the plate umpire, who will then signal to the pitcher and catcher, "30 seconds left," and summon the lead-off batter to the plate.
- (4) Continuing pitchers shall have the 90-second time limit to complete their five warm-up pitches.

Note: During a game, the game pitcher may use the bullpen mound during an inning when their team is at bat if they do not delay the start of the next half inning. Penalty is dictated by this protocol.

- (5) If the pitcher and/or catcher is on base, on deck or at bat when the inning ends, the timer begins when the pitcher and/or catcher enters the dugout. If the catcher is the third out or on base when the third out is made, the offensive team should have someone ready to warm up the pitcher. Umpires will not grant additional warm-ups if the 90/150 second time limit expires. In the event that the catcher was on base or the last to bat: if the catcher is not out of the dugout at the "30 seconds left" reminder and another player is warming up the pitcher, the umpire will hold up the pitcher with one warm-up pitch left and wait for the game catcher to arrive. This will allow the game catcher to throw the ball down following the last warm-up pitch.
- (6) The 90/150 second pitch clock is enforced even if a manager or player continues to argue an inning-ending play and the clock expires.

Note: It is permissible to use a portable visible clock to show the time remaining between innings but have the 20-second interval between pitches kept by the umpires on the field until the use of a visible clock is required.

- (7) For any extended between-innings event *previously approved by the Office of the Commissioner* (such as the playing of "God Bless America" or on-field fan promotional activity), the timer begins at the conclusion of the event.
- 10.03(b) **Penalty for Arguing Any Penalty or Timing Procedure** – Following a team warning, if a coach, player, manager, or any non-playing personnel argues any penalty or timing procedure, the offender is subject to immediate ejection without warning. The manager is allowed to bring a clock malfunction or misapplication of the protocol to the umpire's attention.
- 10.03(c) **Location of the Clock** – Each home stadium/field will determine if a visible clock will be used for the game and/or if the timer will be administered by the umpire crew on the field. If a visible clock is used, it shall ideally be located on the outfield scoreboard or atop the outfield fence in either left- or right-centerfield as well as behind home plate. The clock should be readily visible to the pitcher, catcher, and home plate umpire.
- 10.03(d) **Personnel to Operate the Visible Clock** – Each home stadium/field is responsible for developing guidelines for training qualified individuals to operate the visible clock (if available) during games.

10.03(e) **No Visible Clock Available or Malfunction of the Clock** – If no visible clock is available or if the time clock malfunctions, time will be kept on the field by the base umpire in a two-umpire crew, or the third base umpire in a three-umpire, four-umpire or six- umpire crew.

RULE 10.04 (ADDED)

At the conclusion of games in **California**, teams have 30 minutes to gather equipment and have lights turned off at the ballpark.

RULE 10.05 (ADDED)

10.05(a) All games must be recorded on www.pecosleague.tv in real time. If the broadcaster does not show up, the home team manager must have the game recorded. The game shall not begin until www.pecosleague.tv begins. Use of recording or live stream on Facebook is prohibited.

10.05(b) All games must be scored in **Presto Sports** in real time. If the Official Scorer does not show up, the home team manager must score the game.

RULE 10.06 (ADDED)

Communication devices are permitted between the manager, catcher, pitcher, and infielders, but may only be used for communication while the team is on defense.

APPENDIX I
Pecos League Approved Vendors

Anchor Bat Company
4416 Locust Hill Rd.
Taylors, SC 29687
www.anchorbatco.com

Asics
1328 Shioe
Amagasaki, Hyogo
Japan 661-8577
www.asics.com

Authentic Bats
224 W WILLOW GROVE AVE
PHILADELPHIA, PA 19118
www.AuthenticBats.com

Axis Sports LLC
28 ANAWAN STREET
FALL RIVER MA. 02721
www.axisbats.com

B45 Bat Company
2825 Alexandre Dumas
Mascouche, Qc, Canada J7K3W6
www.b45baseball.com

BakerBatz Robert Baker 214-4503927
1702 Mallard Dr.
Corinth, TX 76210
www.BakerBatz22.com

Birdman Bats Gary Malec (415) 320-8013
109 Cayuga Avenue
San Francisco, CA 94112
www.birdmanbats.com

Bon Bats John Kim (301) 575-4617
2101 W Crescent Ave #B, C Anaheim, CA 92801
www.bonbat.com

BWP Bats
80 Womeldorf Lane

Old Hickory Bat Company
P.O. Box 588
White House, TN 37188
www.oldhickorybats.com

OTW Bats
9777 West Gulf Bank Suite 20
Houston, Texas 77040
www.otwbats.com

Overfly Sports
Blvd. Antonio Rosales 2726, Col. Miguel Hidalgo
Los Mochis, Sinaloa, Mexico 81210
www.overflysports.com

Paper City Bat Company
653 Northampton St.
Holyoke, MA 01040
www.papercitybatco.com

Phoenix Bats
7801 Corporate Blvd., Suite E
Plain City, OH 43064
www.phoenixbats.com

Powerbull Bat Co.
512 West Paisano
El Paso, TX 79901
www.powerbullbatco.com

Rawlings
52 McKinley Avenue
Dolgeville, NY 13329
www.rawlings.com

RezBats
905 S Fawn Ct.
Sioux Falls, SD 57110
www.rezbats.com

Ritchie Bat Company
2860 West Navy Blvd

Brookville, PA 15825
[bwpbats.com](http://www.bwpbats.com)

Cooperstown Bat
PO Box 415
Cooperstown, NY 13326
www.cooperstownbat.com

Dinger Bats
109 Kimbro Street
Ridgway, IL 62979
www.dingerbats.com

Dove Tail Bat
PO Box 107
Monson, ME 04464
www.dovetailbat.com

Homewood Bat Co.
17845 Bretz Drive
Homewood, IL 60430
www.homewoodbat.com

HRD Bat Co.
46 College St. W
Waterford, ON N0E1Y0
www.hardbatco.com

Louisville Slugger
800 West Main Street
Louisville, KY 40232 www.slugger.com

LV Lumber
1426 Monk Rd
Gladwyne, PA 19035
www.lvllumberbats.com

Mark Lumber
7252 Cordner Street
Montreal QC H8N 2W8
www.marklumber.com

Marucci
5818 McCann Drive
Baton Rouge, LA 70809
maruccisports.com

MaxBat
530 1st Street South

Pensacola, FL 32505
www.ritchiebats.com

Sam Bat
110 Industrial Avenue
Carleton Place, Ontario K7C 3T2
www.sambat.com

SR Bats
820 Belinda Drive
Keller, TX 76248
www.srbats.com

SSK
982 Slate Dr.
Santa Rosa, CA 95405
www.sskbaseball.com

Tater Bats
150 East Aurora Street
Waterbury, CT 06708
www.taterbats.com

Trinity Bats
2493 E. Orangethorpe Avenue
Fullerton, CA 92831
www.trinitybatco.com

Tucci Lumber
227 Wilson Avenue
Norwalk, CT 06854
www.tuccilimited.com

Victus Sports
650 Clark Avenue
King of Prussia, PA 19406
www.victussports.com

Warstic
2900 Main Street
Dallas, TX 75226
www.warstic.com

Zinger Bats
3155 North Nevada Street
Suite 4
Chandler, AZ 85225
www.zingerbats.com

Brooten, MN 56316

www.maxbats.com

Mizuno

3155 NORTHWOODS PARKWAY

PEACHTREE CORNERS, GA 30071

www.mizunousa.com