Northbrook Baseball
Minor League Rules

Unless otherwise specified herein, The Minor League is governed by this rulebook, the Pony Baseball Rule Book, and then the Major League Rule book as revised, and released through the office of the Commissioner of Baseball.

I. SPORTSMANSHIP

A. Managers and coaches shall serve as examples of good sportsmanship and exhibit proper conduct at all times. Managers and coaches:

• Shall not harass an umpire at any time. Questions concerning calls made during a game may be discussed: however, an umpire's decision shall be final.

• Shall not use abusive language or display excessive temper.

• Shall not drink alcohol or use tobacco in any manner during any practice or game.

• Shall not question an umpire on judgment calls.

• Shall control their team's players on and off the playing field during games and practices.

• Shall be responsible for the conduct of their spectators during all games and practices.

B. Players shall not use profanity, throw equipment, or harass other players, managers, coaches, spectators, or umpires, or engage in any other unsportsmanlike behavior. Managers and coaches may recommend the suspension of players for violation of any League rule.

C. The League Director shall have the sole authority to suspend, discharge, or otherwise discipline any player, manager, coach, umpire, or other person whose conduct is in violation of any League policy, rule, or regulation and/or is considered detrimental to the best interests of the League. Appeals of decisions regarding disciplinary action may be made to the Protest Committee. Once a decision has been made by the Protest Committee, such decision shall be final.
D. The umpire shall have the authority to eject a manager and/or coach due to unsportsmanlike conduct. If said manager or coach has a child playing in the game, the child shall also be ejected. Upon ejection, manager and/or coach and child shall immediately leave the playing field. Otherwise, the game shall be forfeited.

E. ANY ADULT EXHIBITING INAPPROPRIATE CONDUCT BEFORE, DURING, OR AFTER A GAME CAN BE SUSPENDED FOR A PERIOD OF TIME THAT IS DEEMED APPROPRIATE BY THE LEAGUE DIRECTOR OR LEAGUE UMPIRE DIRECTOR. BEING SUSPENDED MEANS THAT THE INDIVIDUAL IS NOT ALLOWED TO COACH A TEAM IN ANY MANNER, INCLUDING AS A HEAD COACH, ASSISTANT, BASE COACH, SCOREKEEPER ETC., BEFORE, DURING, OR AFTER A GAME. HE/SHE IS ALSO NOT ALLOWED TO ATTEND GAMES DURING THEIR SUSPENSION. IF THERE ARE ANY ADDITIONAL INCIDENCES OF INAPPROPRIATE CONDUCT DURING THE PENALTY PERIOD, THE INDIVIDUAL MAY BE BANNED FROM ATTENDING ALL LEAGUE EVENTS. THE SUSPENDED INDIVIDUAL HAS THE RIGHT TO APPEAL THEIR SUSPENSION TO THE BOARD.

II. SCHEDULING OF GAMES

A. GAME SCHEDULES.

Sufficient pre and regular season games are scheduled each season to give participating players several months of concentrated baseball activity. Game schedules are developed and issued by the League Directors. The number of games played are based on the number of teams and availability of diamonds, with the season beginning in mid April and concluding in early June. Once the regular season is completed, all teams participate in a double elimination playoff, culminating with the two top teams in the playoffs for each League playing a single elimination "World series " game.

B. POSTPONEMENTS and CONTINUED GAMES

Each regularly scheduled game must be played on the scheduled date unless weather or playing conditions prevents same. Any decision to postpone a game prior to the day of a scheduled game must be made by the League Director. Regular pitching and substitution rules apply to all postponed games. Postponed or continued games must be played or completed as follows:

1) The postponed or continued game must be played on the first weekend following the postponed or continued game, using the first permanent practice time and location available during such weekend of the two teams involved. If conflicts arise or the field is unplayable due to weather or otherwise, the game shall be rescheduled to the next available practice time. However, no rescheduled or continued game may be played beyond the first Sunday following the original game date without League Director approval in advance. The League Director shall schedule a substitute time and field if practice times are not usable. Failure to adhere to the above rules will result in a game forfeit or, if appropriate, a double forfeit.
2) The home team manager must contact the League Director no later than the day of the postponement to arrange for umpires and confirm the field for the postponed or continued game.

If the Park District cancels the game it must be rescheduled on another date and cannot be played on the original date.

C. SUSPENDED GAMES

A League Umpire may suspend a game in progress due to darkness, inclement weather, etc. A suspended game in at least the bottom of the 4th inning with the home team ahead, shall be considered complete and does not require continuance. However, if the home team has taken the lead prior to completion of an inning subsequent to the 4th inning, the home team shall be declared the winner. All pitching statistics count for the day of this game and toward the weekly totals.

Games interrupted prior to the bottom of the 4th inning, or games tied at a point after the bottom of the 4th inning shall be continued to a normal conclusion from the exact point of interruption. (Note Section B for time, place, and procedure). League Directors will make all arrangements for continuation of such games, however the home team manager is responsible to notify the League Umpire Director for time and place of said make-up. All regular pitching limit rules apply to such games toward that day and week, however, no pitcher will be charged for the completion of an inning already started since he would have been already charged for that inning.

D. GROUND RULES

1) Games may only be played in adequate light as determined by the judgment of the umpire. Although this determination is not specifically time related, umpires have been instructed to use 8:00 PM as a guide to play additional innings. Coaches stalling in an attempt to avoid completion of a game is poor sportsmanship and at the League Director's direction may result in a forfeit.

2) Lightning and Thunder

   (a) Prior to start of game: If lightning or thunder is detected prior to the start of a game, 30 minutes must pass during which neither lightning nor thunder is detected before the game may begin. Only one 30-minute game delay is allowed.

   (b) During game: Upon detection of lightning or thunder the game is to be stopped immediately and the field must be cleared. (Suspended Game Rules apply)

3) Regularly scheduled games are played on various village fields, each of which has special construction and layout features. Each manager should familiarize himself with the ground rules appropriate to those fields he will be using. Contact your League Director, or the Director of Umpires for further information.
III. SAFETY PROCEDURES

A. In the interest of player and spectator safety, managers and umpires are to restrict access to the playing field and dugouts exclusively to roster players, manager, and two coaches. During practices and games, appropriate precautions must be taken to prevent any accidents or injuries.

B. Wearing of protective headgear--i.e. batting helmets or if appropriate, catcher's helmet/masks-is mandatory for the batter, on-deck batter, base runners, player base coaches, catchers, and anyone who is warming up a pitcher or a prospective pitcher. All male players are required to wear a cup-type supporter to participate in any game or practice.

C. Managers and players must remain within the dugout area during a game, particularly when at bat. The only exceptions permitted are for the batter, one on-deck batter, two baseline coaches and any base runners.

D. Managers are to educate their players and coaches to refrain from throwing any equipment for whatever reason. Any player throwing equipment, whether in disgust, in anger, or for any other reason, shall be automatically ejected from the game, without any prior warning. Any player who damages or destroys equipment shall be obligated to reimburse the League for the cost of the damaged or destroyed equipment before the player is permitted to play in another game.

E. OPPOSING TEAMS PLAYERS ARE NOT ALLOWED TO STAND WITHIN FIFTEEN(15) FEET OF HOME PLATE WHEN A PITCHER IS WARMING UP BEFORE OR DURING A GAME ON THE MOUND.

IV. OFFICIAL SCORING

A. Each manager is responsible for selecting and training an official scorer. At every game, the two respective scorers, along with the home plate umpire, should authenticate and agree on the score at the end of every half inning. The home team's scorebook is considered the official record of a game. At the end of the game, the home plate umpire is to record the final score on the official Game Results Form, verify the pitchers and their innings pitched, sign the Form and witness the signing of both managers. The Form is then delivered to the League Director.

B. The winning manager must notify the designated Director of the game result within 24 hours of the day that the game is played (including suspended games), by delivering the Game Result Form to this Director. In addition, the manager must include, on the Game Result Form, all additional information requested thereon--i.e. extra base hits, innings pitched by each pitcher, the winning pitcher, any player brought up from a lower league, any other special accomplishments-(to ensure that proper recognition is given) and umpire's evaluation.

C. The designated Director is responsible for gathering game results. The League will be responsible for providing results and details of games to local newspapers. Until and unless the
completed Game Results Form is delivered to the applicable Director, the game score, the name of the winning pitcher, and the names of those players having extra base hits, will not appear in the newspaper(s).

V. PROTESTS

The League's Protest Committee is made up of members of the League's Board of Directors. No game may be protested due to any judgment call made by the umpire. Any protest including player eligibility or pitcher eligibility questions should be directed to the League Director who will be responsible to present the appeal to the Protest Committee. In order to be valid, each protest (a) must be brought to the attention of the home plate umpire at the time of the incident and before the next pitch is thrown, which gives rise to the protest, and (b) must be reported in writing to the applicable League Director within 48 hours after the completion of the game involved. At the time of the incident-giving rise to the protest, the home plate umpire will indicate, in the scorebook of the home team, the exact position at which the protest occurs, and will place his initials thereon. Valid protests will be acted upon within 48 hours after the protest is reported. If a protest is upheld, the game will be continued from the point of protest. (See section II for scheduling)

VI. PROPER WEARING OF UNIFORMS

A. A player may not play in a regularly scheduled game, playoff game, World Series game, or in the League All-Star Game, unless the player properly and simultaneously wears all uniform items described in (B) below.

B. The following uniform items must be properly worn by all players:

1) The team jersey supplied by the League. To be properly worn, the team jersey must be tucked into the pants.

2) The team pants supplied by the League.

3) The team hat supplied by the League. To be properly worn, the team hat must be worn with the bill in front, and not turned up. League All-Star hats supplied by the League may be worn only in the League All-Star games. It shall not be necessary for a player to wear the team hat in the following instances; (a) when a player is batting and is wearing a batting helmet; or (b) when a player is playing the position of catcher, and is wearing a catcher's helmet/mask.

4) The team ribbon stockings that are supplied by the League. To be properly worn, the ribbon stocking must be tucked under the bottom edge of the team pants.
5) Shoes appropriate for the safe playing of baseball, to be supplied by the player. Such shoes may include gym shoes, sneakers, athletic or baseball shoes having rubber or plastic "spikes."

6) All males must wear a PROTECTIVE CUP, and not merely a jock strap or supporter, to all games and practices.

C. In the event that a player officially plays in a game while not complying with the provisions of (A) and (B) above, that player will be removed from the game, and will not be allowed to re-enter the game, until player is properly attired. A player who is so removed may continue to stay in the team's dugout.

VII. PITCHING, PLAYING TIME POLICY

A. PITCHING REGULATIONS

1) Pitchers are restricted to pitching a maximum of six (6) innings in scheduled or make-up games per week, subject to a maximum of 3 innings per day, and a maximum of four innings over any two consecutive days.

2) The pitching week begins on Monday and ends on Sunday.

3) The delivery of a single pitch constitutes having pitched one inning. (The only exception to this rule is a game suspended in mid-inning. In such case, the inning counts against the pitcher's total in the first instance, but not in the second instance --i.e., if the pitcher pitches to one batter, it counts as one inning pitched. When the game is resumed, that same pitcher can finish that inning without it counting against his total again in the week in which the game is completed.)

4) A pitcher once removed as a pitcher may not pitch again in the same game, even if it is continued at a later date or even in a different week.

5) Pitchers may pitch on consecutive days, subject to rule 6 below.

6) Any pitcher pitching three (3) innings or more in one day, must have two (2) nights rest before he pitches again; i.e. if he pitched on Wednesday he cannot pitch again until Friday. This rule supersedes all other pitching rules.

7) If a player is brought up from a lower league as a temporary replacement, he will not be allowed to pitch at the higher level. If he does pitch, the innings will count toward his weekly total and the game will be forfeited.

Pitchers may not throw curve balls.

VIOLATION OF PITCHING RULES GOVERNING INNINGS WILL RESULT IN THE FOLLOWING:
a. IF THE TEAM VIOLATING THE PITCHING RULES WINS THE GAME, THE WIN WILL BE REVERSED AND IT WILL BE DECLARED A FORFEIT. THE FORFEIT SCORE WILL BE RECORDED AS 6 TO 0, UNLESS THE SCORE OF THE WINNING TEAM IS BY A LARGER MARGIN THAN 6 RUNS.

b. IF THE TEAM VIOLATING THE PITCHING RULES LOSES THE GAME, THE GAME LOSS WILL STAND AND THEY WILL HAVE A SECOND LOSS ADDED TO THEIR WON/LOSS RECORD.

c. IF THE PITCHING RULE IS VIOLATED A SECOND TIME BY THE SAME TEAM, THE HEAD COACH WILL BE SUSPENDED FOR ONE GAME IN ADDITION TO THE ABOVE PENALTIES.

A THIRD VIOLATION OF THE PITCHING RULES AND THE HEAD COACH WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON. THIS SUSPENSION MEANS SHE/SHE WILL NOT BE ALLOWED TO COACH THE TEAM IN ANY MANNER, INCLUDING PRACTICES AND GAMES.

8) Post Season Tournament and World Series pitching rules:

   a) During the post-season tournament games up to the World Series, all regular season rules remain in effect for both innings per week (6) and innings per game (3).

   b) A pitcher may pitch two (2) innings in the World Series game even though he may have already pitched six (6) innings in that week. However, he may not pitch in the World Series game if he pitched three (3) or more innings the previous day.

Notwithstanding the above, The Board has the right to modify Postseason Tournament and World Series pitching rules due to circumstances (weather, excessive rainouts, field conditions, etc), which warrant such change. Any pitching rule modifications will be communicated to team managers in writing prior to the start of the Postseason Tournament.

B. BALK RULE

1. Limited Balk Rule In Minor League: Whenever a pitcher begins his windup in preparation for pitching a ball, the pitcher may not stop, or interrupt his windup and resultant delivery of the pitch, unless the umpire calls time during the windup. Failure to comply with the above rule will result in a balk. (The purpose of this rule is to prevent the fielding team from instructing the pitcher to simply stop his delivery whenever a batter squares to bunt, thus providing time for the manager of the fielding team to warn his team that a bunt is imminent)

2. If a balk is called, the ball is dead, and there is no pitch. However, if the pitcher continues and throws a pitch, then it is the offensive managers choice whether to accept the dead ball/no pitch call or the offensive outcome.
3. Deliberate, flagrant, or continuous balk violations in the judgment of the umpire and after warning and explanation may result in the pitcher's replacement. It is the responsibility of all managers to instruct their managers on the proper methods of pitching.

4. A balk call is solely a judgment call. Coaches must not question or argue an umpire's call.

C. PLAYING TIME PER GAME, AND BATTING ORDER REQUIREMENTS

1) Batting Order: Each player on the team roster who is present at a given game shall be placed in the batting order--i.e. if 12 players are present, the team will have a batting order of 1 through 12. If only 11 players are present, the team will have a batting order of 1 through 11. Each player must bat when his turn in the batting order comes, even if that player is not playing in the field during that particular inning. Any player arriving after his first time at bat will be added to the end of the batting order. Notwithstanding the above, the maximum number of batters in an inning is equal to the number of players on the team with the most players.

2) Participation in the Field: Each player on the team roster who is present at a given game must play a minimum of 4 innings in the field during each game. The innings played by a player during any one game need not be consecutive; rather, any combination may be used so long as the minimum 4 innings per game is met for each game. (For example, Player A might play RF in the 1st inning, sit out the 2nd inning, play SS in the 3rd inning, play 1B in the 4th inning, sit out the 5th inning, and play LF in the 6th inning). The terms of the above rule cover those situations where a team does not play in the field for all 6 innings in a particular game--i.e. rain shortened game, slaughter game. In such situations, the above rule REQUIRES THAT THE FOLLOWING CONDITIONS BE MET:

   a) No player may sit out consecutive innings in a regular season or playoff game. This also applies to extra innings. During the regular season no player shall sit out two innings, baring injury, before every player participating in the game sits out one inning.

   b) If a player sits out in any 2 of the first 3 innings, he must play all remaining innings, because otherwise it would be impossible for the player to play the minimum 4 innings in a 6-inning game.

EXCEPTION to the above Participation in the Field Rule: In the event that a player who is pitching in a game is thereafter either moved to another position, or is required to sit out, then that player may not pitch again in that particular game.

D. INFIELD REQUIREMENT

Each player on the team roster present at a given game must play at least one (1) complete inning at an infield position. An infield position is one of the following positions: pitcher, catcher, first base, second base, shortstop, and third base. The infield requirement is met only if the player remains in an infield position for a complete inning unless player is injured or requests removal from the game. This rule does apply to pitchers.

E. BRINGING UP PLAYERS FROM A LOWER LEAGUE
1. If a manager needs to bring up a replacement from the Instructional League, he must notify his League Director, who will give him a list of three players that may be called up. When a player is selected, the manager must notify his League Director of the player chosen.

2. The same player cannot play with the same team more than once.

3. When said player arrives for a game, he becomes a part of that team for a game, and Batting and Participation in the Field rules apply. However, he cannot pitch, cannot play more innings than a regular member of the team, and must bat last.

4. A replacement player may wear his own team uniform.

5. Violation of any of the Player Replacement rules will result in a game forfeiture.

F. FURNISHING OF LINEUPS

Each manager must provide the opposing team with a completed lineup/batting order card prior to the starting time of each game. Forms for this purpose are located in the back of the scorebooks provided to each team.

VIII. GAME RULES

1. The home team occupies the third base bench and bats last. In playoff competition, a coin flip prior to each game will determine the home team, with the winner of the flip having his choice of home or visitor.

2. The League will supply metal bats that are the only metal bats allowable for use in a game. Players may use their own unmodified wood bats.

   "Use" of any bat that violates the above rules and limitations will result in the following:
   a) First violation - Batter is out and coach is given a warning
   b) Second violation - A second violation by any player from the team that previously violated the bat rule will cause that player to be called out and ejected immediately. The coach is also ejected.
   c) Any runs scored resulting from the use of an illegal bat shall not be counted and base runners shall return to their previous base positions. However, if a pitch is thrown to the next batter before it is determined that an illegal bat was used, base runners are not required to return to previous bases and any runs scored will count.
   "Use" means stepping into the batters box with a bat in hand when time is in.

3. No one, including spectators, is permitted behind the backstop during the course of any game.

4. Only adults (at least age 18) may coach the base paths.
5. Players or coaches may warm up a pitcher; however, any players that warm up pitchers must wear protective headgear and mask. It is the manager's responsibility to have somebody ready to warm up the pitcher if the catcher makes the last out, or is left on base.

6. Runners are restricted to one base (beyond the one they are approaching) when an overthrown ball lodges in any screen, goes beyond screening, into bench area, is touched by a spectator, is deliberately touched by an opposing player or goes into foul territory without screening. (For example: If a runner is approaching 2nd and the ball is overthrown, he is given that base plus 3rd. The batter, on the original play, if overthrown at first, is given 2nd base. No batter will be given 3rd base if an overthrow occurs at first as the original play.

7. Foul balls caught anywhere in foul territory, except the player dugouts and beyond imaginary lines extending out from backstop screening, are considered outs.

8. Each manager is permitted a maximum of one (1) defensive time-out per inning. The penalty for exceeding this requires immediate change of pitcher. Player injuries do not count toward this total, nor does a catcher calling time to talk to his pitcher, or to set the infield.

9. Any runner is out when he does not attempt to slide or avoid contact with a fielder who has the ball, or is waiting for the ball, and is attempting to make the tag, as long as the waiting fielder takes a position reasonably near the base (including home) in question. If a fielder does position himself so far from the base that the runner has no option other than to create contact or run out of the baseline, the runner shall be declared "safe." (Managers should instruct their runners to slide whenever the runner is in doubt as to whether there will be a collision or whether a play on the runner can be made.) NOTE: The "Slide Rule" is a JUDGMENT call and the umpire has the final word.

EXCEPTIONS: (a) Rundown plays, in which case the runner, if presented with the options of creating contact or running out of the baseline to avoid contact, does not have to slide. (b) A base runner going back to a base he already occupies does not have to slide when returning to that base.

10. Home plate is entirely in fair territory. A batted ball striking home plate and remaining fair is to be played on.

11. A batter attempting to bunt or hit is automatically out when he steps out of the batter's box or on or across home plate while making contact with the ball and the ball remains in fair territory.

12. Players displaying conduct injurious or detrimental to others shall be removed from the game by the umpire.

13. If the visiting team is ahead by twelve (12) runs or more at the end of 5 complete innings, and then the game shall be automatically terminated. If the home team is ahead by twelve (12) runs or more at any time after completion of 4 1/2 innings, then the game shall be automatically terminated.
14. In the event that a game is automatically terminated pursuant to rule 13 above, then the manager of the losing team shall have the option of completing the game so that the players on both teams maybe given an opportunity to play, and perhaps, to play positions they might not otherwise have an opportunity to play. In the event that such a game is so completed, (a) the game result shall not be changed from the result at the time the game was automatically terminated, and (b) all innings pitched by a player shall continue to count toward pitching totals.

15. Both managers are to provide a new game ball for each game. After each game, each manager should RE-CLAIM his game ball for use as a practice ball.

16. Both managers are to have players meet and shake hands with their opponents after each game. Unsportsmanlike conduct during this ritual may result in player suspension.

17. All team and player equipment not in use by the batter, on-deck batter, coach or infielder is to be kept totally inside team dugouts.

18. An Appeal Play must be made to the umpire by a defensive player before the next pitch to the batter, or the next play or attempted play such as trying to catch a runner off base. An appeal is started with the pitcher on the mound with the ball. The pitcher tells the umpire that there is an appeal on the previous play, and the ball is thrown to the base in question. The defensive player tags the base, and the umpire renders his decision.

EXCEPTION: On a check swing, the catcher may request to the plate umpire that assistance on the call come from the base umpire. However, it is at the discretion of the plate umpire whether he wants to defer to the base umpire for assistance.

19. Interference is to be strictly enforced at all levels. Fielders may not block bases without the ball. Failure to comply will result in the base being awarded to the runner, and continued infraction will result in expulsion of the offending player. Any manager or coach that touches or physically assists a base runner in any way will result in that base runner being called out.

20. A team must start with a minimum of seven (7) players who are present no later than 10 minutes after scheduled starting time, or the game is to be forfeited. If seven or more players are present at the official start time, according to the home plate umpire's watch, the game must begin. Teams cannot delay the start of the game to wait for a ninth or tenth player to arrive.

21. Game starting time is as published in the schedule. To minimize delays in subsequent Saturday games on the same field—no new inning is to start later than 15 minutes before the next scheduled game starting time. Games in progress are to be declared complete or to be continued according to the previous provision of these rules. See rule IID regarding coaches stalling.

22. Warm-up for each team is 15 minutes. Visiting team warm-up begins 35 minutes before game time. Home team warm-up begins 20 minutes before game time.

23. The home plate umpire's timepiece shall be considered conclusive for any questions concerning actual time.
24. The distance between bases is 60 feet.

25. Prior to each game, the front edge of the pitching rubber must be positioned 46 feet from the back point of the plate, in line with second base. Permanent pitching rubbers on fields will not be disturbed. A temporary rubber will be positioned by team managers with the assistance of the umpire, if necessary.

26. The Infield Fly is a fair ball (not including a line drive or attempted bunt) which can be caught by an infielder with ordinary effort when 1st and 2nd base, or 1st, 2nd, and 3rd base are occupied, before two (2) are out, in which case, the batter is automatically declared out. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly" for the benefit of the runners. The ball is alive and runners may advance at their own risk, the same as on any hit ball. If the ball bounces foul after being declared "Infield Fly", it is a foul ball.

27. The "Dropped Third Strike" rule is there are no dropped 3rd strikes, period. The batter is out and the ball is dead regardless of the game situation.

28. Runners may advance at their own risk on passed balls or wild pitches.

29. Runners may try for an unlimited number of bases if an overthrown ball remains in fair territory or on the field side of the field screening subject to the "Wall at Third. See rule (39).

30. The ball is "live" and all runners may attempt advancing (after a fairly batted ball) until the pitcher is on the mound with the ball.

31. The strike zone shall be the area between the bottom of the knees and the top of the shoulders.

32. Batting through the lineup constitutes an inning, if three (3) outs are not made. Upon reaching the last batter in the lineup the game shall proceed as if there are two (2) outs.

EXCEPTION: (a) No inning may end with a walk, hit batsman, or catcher's interference. (This is to prevent intentional walks being given to the last batter in the lineup to merely end the inning). (b) An inning will end on a dropped third strike. The batter is out and runners may not score. (c) If the final batter hits the ball in fair territory and is not out in the conventional manner, i.e., caught fly ball, put out at first, etc., then returning the ball to any player on the mound with his foot on the rubber results in the immediate end of the inning. A runner between third and home when the player's foot touches the rubber does not score.

NOTE: If one team has more players than the other team, the team with the most players is considered a lineup--i.e., Team A has 11 players, and Team B has 12 players. To bat around the lineup, Team A must bat 11, plus 1.

33. Leadoffs and Base runners LEAVING EARLY Not Allowed: A base runner may not leave the base he is occupying until one of the following occurs: (a) a pitched ball passes the plate; (b) the batter hits the ball fairly; or (c) the batter hits the ball foul. In the event a base runner violated
the above rule, the play shall be suspended as of the time the violation occurred and the umpire shall declare there to be a dead ball--i.e. the pitched ball shall not be called either a ball or strike, and any pitched ball which has been hit by the batter, whether fair or foul, shall not count. If such a violation is the first violation made by any base runner on that team during the game, then the base runner who has committed the violation shall be required to return to the base he was formerly occupying, and the umpire shall inform the manager that his team has received its first and only warning for that game with respect to these types of violations. If any base runner commits such a violation during a game in which such a warning has already been given to the manager of his team, then the base runner is automatically declared out.

34. Delayed stealing is not allowed on a pitch, caught and held by the catcher while being returned to the pitcher standing on the mound. A runner attempting to steal must begin the stolen base attempt after the ball crosses the plate and may not stop running until he reaches the next base. Stopping in the middle of the base path is a Delayed Steal resulting in the runner being returned to his original base if the runner was safe. If the runner is tagged out attempting to steal, the runner is out. If the catcher drops or otherwise does not catch the ball cleanly, the ball is "live" and runners may advance at their own risk. Runners may advance on wild pitches or passed balls, but no delayed stealing of any kind is permissible.

35. Although delayed stealing is not allowed in the Minor League, the ball is live if the pitcher does not catch the return throw from the catcher on a return to the mound, and base runners may run at their own risk.

36. A runner cannot go beyond 1st base on a walk or dropped third strike

37. During a World Series game, the team with the most number of players is obligated to bat in consecutive order as in any other game.

38. Pitchers cannot pitch while wearing white sleeves.

39. Wall at Third:

(a) A runner may only score (1) on a batted ball, (2) if forced home from third base due to a walk or hit batsman when bases are loaded

(b) A runner may not steal home under any circumstances. Runners attempting to steal home or stepping off third base do so at their own risk. There is no "free ride" back to third base.

(c) Play continues subsequent to a batted ball until either the pitcher delivers the next pitch or time is called. Until such time, runners may continue to advance at their own risk and score. A runner who is not on his base when the ball leaves the pitchers hand shall be considered leaving early subject to rule #33.

40. If the catcher scheduled to play next inning is on base with two outs he must be replaced with a pinch runner.
41. If a pitcher hits two batters in one inning, the umpire has the discretion to remove the pitcher if he believes the pitcher does not have sufficient control and may injure other batters if allowed to continue pitching.

42. If an Umpire makes an inappropriate or wrong call that affects the outcome of the play, the call as made stands even if the umpire attempts to reverse the call.

Last Revised in 3 March 2014