
MEMORANDUM

TO: All Traveling Baseball Coaches and Pro-Am Umpires

FROM: Rich Orbell, WAA Traveling Commissioner
Lance Highum, ERAA Traveling Commissioner
Barry Schalkle, Umpire in Chief, Pro-Am Umpires Inc.

SUBJECT: Lighting and Field Usage when back-to-back games are scheduled on field and delays in the game – **2017** version.

DATE: March 1, 2018

Let's make sure we are all aware of the light procedures on White 14 and all Black lighted fields (31-34) - AS AGREED ON by ERAA, WAA, WYAL and the city of Woodbury – where there are two games on a field – which is likely most of the summer.

Print this out, because you may need it for visiting teams or coaches who may forget the rules and procedures.

There are different rules for White 14 prior to the 3rd week in May. All Black lighted fields are the same. See below. Remember these are not our choice but city mandates and permits.

ERAA, WAA, WYAL game permits start at 6:30pm. That means each game is 1 hour 50 minutes long (Maximum – hard stop).

Game 1: Should start at 6:30pm.

- No inning should start after 8:05 PM (1 hr 35 minutes)
- Needs to be done by 8:20 PM (1 hr 50 minutes) – hard stop - game done, over, finished. That gives 10 minutes for field prep for the next game. **Winner – Loser – Scoring Determinant below** if game stopped.

Game 2: Game starts at 8:30 PM - that is a 1h 50 min game time with allotment of 10 minutes for field prep. **NO** you may not play until 10:30 and do field work with flashlights, so don't ask or assume that is OK – It is not!

- No inning starts after 10:05 PM
- **Winner – Loser – Scoring Determinant below** (*See below for stall tactics penalties.*)
- Lights out automatically at 10:30pm.

After the 3rd week in May – White 14 and entire season for all Black lighted fields

Early games should start no later than 6pm, unless there is a school sanctioned High School game being played. **The lights are scheduled to go out automatically at 10:30pm** (This is Woodbury city mandate which takes precedent over Metro Baseball guidelines).

There is a 4 1/2 hour window for both game 1 & 2, less 10 minutes of field prep after each game. That is 2 hours and 5 minutes for each game.

Game 1: Should start at 6pm.

- No inning should start after 7:50 PM
- Game needs to be done by 8:05 PM (2 hr 05 min) - Hard stop - game done, over, finished.
- **See Winner – Loser – Scoring Determinant below.**
- *See below for stall tactic penalties.*
- That gives 10 minutes for field prep for the next game.

Game 2: Game starts at 8:15 PM - that is a 2h 05 min game time with allotment of 10 minutes for field prep at the end of the game.

NO you may not play until 10:30 and do field work with flashlights, so don't assume that is OK – **It is not!**

- No inning starts after 10:05 PM
- Game is over at 10:30 PM. – hard stop - game done, over, finished.
- **See Winner – Loser – Scoring Determinant below.**
- *See below for stall tactic penalties.*
- Lights out automatically at 10:30pm.

Winner – Loser – Scoring Determinant

- If the **AWAY** team is batting when time has expired and they are leading, that score is that when time expired. If they are not ahead in score, the score from the last completed inning shall be the final score.
- If the **HOME** team is batting and leading the game **OR** the game is tied when the game is called that is the final score.
- If the **HOME** team is batting, but not leading and the home team has not completed their at bat, the score from the last completed inning shall be the final score. PLEASE *See below for stall tactic penalties*

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MUST KNOW RULES with suggestions below this

Game 1 - No new inning starts after 7:50 pm and a hard stop at 8:05. That means at 8:10 pm the game is over. PERIOD – done - over.

If there is a **Game 2** starting around 8:00pm there are 2 alternative rules.

1. If it is a second game of the evening, a game starting around 8:00 pm must observe the same time constraints of the first game, regardless if it started at 8:20 or before. This means if the first game started at or before 6:00pm no new inning can begin after 1:45 of play and a 2:10 hard stop, regardless when the game started.
2. If it is the only game of the evening and starts around 8:00pm the game must be completed by 10:30 (hard stop). That means no new inning can begin after 10:05 and the game is over at 10:30pm – PERIOD. These are Woodbury city mandates, not Woodbury area traveling baseball decisions. There may be occasions where sanctioned High School games are being played on these fields and they have precedence over WAA, ERAA or WYAL games. When those games finish you take the difference from that time until 10:20, subtract the 10 minutes field prep between games and 10 minutes field prep after game 2 and divide by two. **That is the hard stop time of the games – play accordingly.**
Example: The high school game ends at 6:20 - the traveling game will start at 6:30. You have 3 hours and 40 minutes of total playing time for the two games or 1 hour 50 minutes for each game (hard stop).

Scenario – First game of two doesn't get started until after 6:30 or rain delay

It is possible that you could have a high school game that has a rain delay or the first game has a rain delay. This poses the question: what if that happens - what do the two traveling teams do and what happens if the first game doesn't have 5 complete innings before the scheduled hard stop time?

After much discussion, we have concluded that it doesn't make sense to have two suspended traveling games, so if the first game does not start until after 6:30 for any high school related game, weather delay prior to or after 6:30, the first team will have precedence to complete the first game. We understand that the second game will likely be suspended, but it is more likely these are two teams that will have shorter travel distances to make up or complete the suspended game.

If it appears that the second game will not be completed, coaches and umpires should make every effort to contact the coaches of the second game as soon as possible to inform them of the situation to allow them time to notify their team in the event they choose to cancel the second game (their option).

The manipulation challenge – Stall tactics

So here is the deal with coaches who want to manipulate the play to get the score to revert back. **NFHS rules are very clear about this conduct and stalling tactics**, which is why they have several rules to address this behavior, including charged conferences, which could result in coach's ejection, and the 20 second rule. When the umpire perceives any stall tactic whether by the offense or the defense the umpire **must** invoke the appropriate rule to preserve the integrity of the game.

Offensive conference

Unless a defensive conference has been granted, if the batter goes to talk to any coach during his at bat, this is considered an offensive conference.

Rule (3)(4)(2) *Each team, when on offense, may be granted **not more than one** charged conference **per inning** to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel.*

Penalty: The umpire shall deny any subsequent offensive team requests for charged conferences.

Defensive conferences

These are most often visits to the mound. You must know that these rules - NHFS (Metro) baseball are different in than major league rules.

Rule 3(4)(1) *Each team, when on defense, may be granted **not more than three charged conferences during a seven-inning game**, without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. A conference is not charged if the pitcher is removed as pitcher.*

In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty. The number of charged conferences permitted is not cumulative. A conference is not charged if the pitcher is removed as pitcher.

PENALTY: After three charged conferences in a seven-inning game, or for any charged conference in excess of one in each extra inning, the **pitcher shall be removed as pitcher for duration of the game.**

Other Delay of Game Rules

Rule 6 (2)(2)(c) *Delay of the game includes failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after the pitcher has received the ball.*

PENALTY: The batter shall be awarded one ball.

Rule 7(3)(1) *Delay the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.*

PENALTY: For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box, delays the game, and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains live.

Rule 6-2 *Delay of the game includes:*

a. throwing to any player other than the catcher, when the batter is in the batter's box, unless it is an attempt to retire a runner;

PENALTY: The pitcher shall be ejected from the game after a warning.

Coaches – teach your players to win and lose with integrity and dignity. When you purposefully play to manipulate the rules and spirit of the game, remember that you are teaching your boys far more than just baseball. Metro Baseball and all the Woodbury Area Associations try to provide a quality experience for the players, but having coaches bickering about unfair play or rule manipulations undermines the play of the game and it puts the umpire in a difficult position they should not have to be put in – that is babysitting adults.