

## HealthEast Time and Lighting 2021

Light procedure for White 14 and all Black fields (32-34) with lights with back to back games. Remember these are not our choice but city mandates and permits.

### **Timing rules should be discussed during the pregame meeting.**

First game scheduled to start at 6:30pm. That means each game is 1 hour 50 minutes long (hard stop).

- **Game 1:** Should start at 6:30pm.
  - No inning should start after 8:05 PM (1 hr 35 minutes)
  - Game needs to be done by 8:20 PM (1 hr 50 minutes) – hard stop. 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.
  - No inning starts after 10:05 PM (1 hr 35 minutes)
  - Game needs to be done by 10:20 PM (1 hr 50 minutes) – hard stop. That gives 10 minutes to leave the field safely.
  - **Winner – Loser – Scoring Determinant below**
  - Lights out automatically at 10:30pm.

First game scheduled to start at 6:00pm. That means each game is 2 hour 5 minutes long (hard stop).

- **Game 1:** Should start at 6:00pm.
  - No inning should start after 7:50 PM (1 hr 50 minutes)
  - Game needs to be done by 8:05 PM (2 hr 5 minutes) – hard stop. That gives 10 minutes for field prep for the next game.
  - **Winner – Loser – Scoring Determinant below** if game stopped.
- **Game 2:** Game starts at 8:15 PM.
  - No inning starts after 10:05 PM (1 hr 50 minutes)
  - Game needs to be done by 10:20 PM (2 hr 5 minutes) – hard stop. That gives 10 minutes to leave the field safely.
  - **Winner – Loser – Scoring Determinant below**
  - Lights out automatically at 10:30pm.

The last game must be done by 10:20PM with 10 minutes in between games. If the first game starts late then reduce the time limit to each time limit to allow each game to have equal amounts of time.

### **Winner – Loser – Scoring Determinant**

- If the **AWAY** team is batting when time has expired 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.

### **Common Stall tactics**

#### **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.