

OHIO HOTSTOVE BASEBALL LEAGUE, INC.



**OFFICIAL RULES AND
POLICIES
2026**

EDITOR'S NOTES

1. All legal bats must now bear either the USA Baseball or BBCOR stamps. Wood bats are exempt from this rule. No other bats are legal. See [Rule 1.10](#) and [Rule 10.2.P](#).



2. Manager penalties for illegal bats have been clarified: For the first infraction a team commits, a verbal warning will be issued to the manager. For the second infraction, the manager is bench restricted. For the third infraction, the manager is ejected. See [Rule 1.10.I](#)
3. Time limits will be in effect for preliminary rounds of State tournament. See [Rule 4.10.E](#) and [Rule 11.8.A.5.C](#).
4. Pitchers will be bound by the sixty (60) hour pitching rule. Pitch counts from the suspended game carry over to the resumed game. See [Rule 8.10.A.5](#).
5. Tournament draw seeding points where more than one Charter is involved have been clarified. See [Rule 11.4.F.7](#).

All managers and coaches are urged to know this rule book. Managers are the only individuals in direct contact with the players and are completely responsible for their behavior and knowledge of the rules. Managers must inform players of the rules; therefore, the manager must be totally responsible for informing and policing the players to maintain compliance with the Ohio Hot Stove Baseball Rules.

Any time you are dealing with rules you will encounter grey areas that will need to be interpreted by the official rules interpreter whose name and address are on the back cover.

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OHSBL OFFICIAL RULES AND POLICIES

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AIMS AND PURPOSES OF OHIO HOT STOVE BASEBALL LEAGUE, Inc. are:

1. To devote its time and efforts to the youth of the OHSBL.
2. To promote, protect and sponsor amateur baseball for those who wish to participate within OHSBL age classifications.
3. To benefit all who desire to participate regardless of race, creed, gender, ability, or national origin.
4. To build character, citizenship, and the spirit of cooperation among its teams and players.
5. To encourage good sportsmanship, fellowship, fair play, loyalty, and reverence both on and off the playing field.
6. To provide recreation and cooperation with all local recreational officials.
7. To stress all functions of OHSBL at all levels and that teaching of the fundamentals of the game is of prime importance.
8. To stress that, although a significant objective is the winning of the game, conduct must be such so as to never conflict with the operations and functions of OHSBL. Unethical practices should not be encouraged or condoned.
9. To adhere to all Rules and Regulations as prescribed and deemed necessary by the Active Charter Holder of OHSBL.
10. To supervise and conduct all District, Regional and State Tournament Play so that all who desire and qualify to participate shall be governed in a like manner as prescribed in all Rules and Regulations that govern all Tournament Play.
11. To further promote the growth of OHSBL, by seeking and incorporating new areas that desire to affiliate with OHSBL, and to assist in any way necessary for those Charters that desire any assistance in any phase of their local organization.
12. To require all Charter Holders to incorporate the words Ohio Hot Stove Baseball in their local organization communications and functions.

All rules of this rule book shall be adhered to by all players, managers, coaches, umpires, parents and charter officials during the local season, tournaments and at any time during local charter activities. It is the charter officials' responsibility to police and enforce full compliance with the OHSBL rule book and the OHSBL constitution and bylaws.

2026 Officers

Executive Committee

2025-26	Lou Vasi, President lou@loraincountyhotstove.com	440-823-2796
2026-27	Brian Burse, Vice President alliancehotstove@gmail.com	330-309-3797
2026-27	Pat Anderson, Executive Secretary pat@ohsbl.com	216-225-8177
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I – OHIO HOT STOVE BASEBALL LEAGUE, INC. REGULATIONS

As adopted by the Rules Committee and approved by its Active Charter Holders. OHSBL Executive Committee in agreement with the editor, has authorized that this edition be published by the Ohio Hot Stove Baseball League, Inc.

II - CHARTER HOLDERS

Alliance, North Olmsted, Lorain County.

III - ADMINISTRATION

OHSBL affairs are administered by Ohio Hot Stove Baseball League, Inc. policies, operating procedures, regulations and control of the program are carried out by the Executive Committee under the direction of the president of the Executive Committee.

IV - CHARTER

The Charter Holders operate under a Charter granted annually by the OHSBL. The Charter is autonomous to the extent of having freedom to elect its own officers, finance its own program and carry on various other related functions. It must adhere, however, scrupulously to all rules and regulations established by OHSBL. The Charter privilege extends use of its name OHSBL or any form of Ohio Hot Stove Baseball Inc. and its insignia to its member associations. It can be suspended for violation rules and regulations by action of the Executive Committee.

V - EXECUTIVE COMMITTEE

The Executive Committee is a group of personnel elected to their positions by the active charters and in which is placed the responsibility of enforcing all rules and regulation including receiving, granting, suspending or revoking the privileges and conditions of the charter and their local associations that play within the boundaries of the Charter Holder

VI - PLAYER AGE ELIGIBILITY 2026

The player must qualify under OHSBL definition of residence printed in section IX of this book, must be of correct age for the classification in which participating and must have parent consent for all minors. OHSBL offers programs for players aged 7 through adult. OHSBL League classifications provide organized baseball programs for a wide range of ages.

- A. League Classification I is for players of age 7-8 born on or between May 1, 2017, and April 30, 2019.*
- B. League Classification HH is for players of age 9 born on or between May 1, 2016, and April 30, 2017*
- C. League Classification H is for players of age 9-10 born on or between May 1, 2015, and April 30, 2017*
- D. League Classification G is for players of age 11 and 12 born on or between May 1, 2013, and April 30, 2015.*
- E. League Classification F is for players of age 13 and 14 born on or between May 1, 2011, and April 30, 2013.*
- F. League Classification EE is for players of age 15 and 16 born on or between May 1, 2009, and April 30, 2011.*
- G. League Classification E is for players of age 17 and 18 born on or between May 1, 2007, and April 30, 2009.*
- H. League Classification D is for players of age 19 and up born on or after May 1, 2006.*

Any player that is under the specified age of any OHSBL league classification may participate in the next higher classification with Charter approval. At no time shall a player participate in any classification if over the specified age. Charters may allow players over the stated age for a Class to play at a lower Class during the regular season however teams must play at the correct Class age for tournament play. Any exceptions must have the approval of

the OHSBL Executive Committee and will only be considered in cases where there are extreme, verifiable medical circumstances. **NOTE:** “may participate” was put in this rule to allow a charter to use an underage player to fill a team. It is expected that this will not become a normal practice. No one who has played professionally, or for pay, is eligible to play on any OHSBL team. If this is violated, all league games will be forfeited and if it is discovered during tournament play, the team will be disqualified.

VII - PLAYER RESIDENCE ELIGIBILITY REQUIREMENTS

Each Charter Holder will determine its internal boundaries for any association established within them for the purpose of selection of players. These boundaries should be described in detail, shown on a map and dated. A map must be forwarded to OHSBL when applying for an annual Charter. Players will be eligible to play with that Charter only if they reside within the external boundaries approved by OHSBL and the internal boundaries established for the associations within the Charter Holders boundaries. A player will be deemed to reside within the established boundaries of the Charter if:

- A. Player's parents are living together and are residing within such legal boundaries or.
- B. Either of the player's parents (or his/her court appointed legal guardian(s) resides within such boundaries.

Residence, reside and residing refer to a place of bona fide, continuous habitation. A place of residence, once established, shall not be considered changed unless the parents, parent or guardian makes a bona fide change of residence. Residence shall be established and supported by three or more of the following documents of residency of such parent(s) or guardian:

- 1. Driver's License.
- 2. Voter's Registration.
- 3. School Records.
- 4. Welfare Records.
- 5. Federal, State and Local Records.
- 6. Support payment records.
- 7. Homeowner or tenant property insurance records; and
- 8. Utility bills.

It shall be the Charters responsibility to require some proof of residence within the charter boundaries at the time the players register. Players and their parents/guardians are advised that a false statement of residence may lead to ineligibility to play OHSBL baseball. Under no circumstances does any person have the authority to release a player unless the Charter Holder and the Executive Committee approve a change. If the claim for residency is challenged, three of the above materials must be submitted to OHSBL with an affidavit of residency from the parent(s) or guardian(s), which shall decide the issue. Residency documents must illustrate that the residence (as defined above) was inside the boundaries at the time of registration/sign-up of the current year.

VIII - LEAGUE CLASSIFICATION

OHSBL offers eight league classifications, covering ages seven through adult (*see player age eligibility [Article VI](#)*)

XI - PLAYER ELIGIBILITY

- A. Players must be in compliance with all OHSBL rules and regulations and be of legal age or under of the classification in which they participate.
- B. All Charter Holders must be able to provide a certified record of proof of birth for each player that participates in OHSBL upon demand from OHSBL or Charter Holder. Such approved certified records shall be as listed and in the order of their acceptance for verification. They are:
 - 1. A certified copy or photo static copy of a birth certificate from the bureau of vital

statistics, state department of health or any other political subdivision; or

2. A hospital or baptismal record; or

3. A school record of birth, signed by the superintendent or other authorized school official, accompanied by a notarized affidavit signed by the parents or legal guardians.

C. Birth records shall be attested to each year for all players. Once a player's birth record has been submitted to the Charter Holder on an official roster, it will become the Charter Holder's responsibility for producing the birth certificate if questions arise necessitating further proof of birth.

D. A Player, who agrees to abide by Charter policies and the OHSBL, Inc. rules and regulations is eligible to play OHSBL Baseball.

1. All age classifications can be associated with other non-OHSBL teams and organizations

2. Any player can play on more than one OHSBL team providing they are **from the same Charter and same community, but not the same Class, for the sole purpose of having the minimum number of players to start a legal game:**

a. The rostered player that meets the proper age requirements can play down on a team during the regular season.

b. Any player that plays up in an age classification must play on teams associated with their charter and community. **NOTE:** Manager must carry rosters of the player(s) playing up or down.

c. All players must return to their original team roster for tournament play.

d. Charters will have the right to monitor and approve the use of players being used for this purpose.

E. An OHSBL Player must play on a team under the jurisdiction of the Charter Holder, duly authorized and functioning as such, and governed by each Charter Holder as set forth in their policies and regulations which govern the selection of players such as zoning, public school systems, cities, or player draft systems, etc. Any player who is living in one Charter area and reestablished his residency by living with another parent or guardian, in another Charter, may elect to sign up in either Charter, providing player meets all deadlines established by the Charter, and abides by all Charter policies and OHSBL rules and regulations. A player may have to prove legal residency by providing court documentation that there is a change in summer residency, if player is not living at the parents' or legal guardians' place of residence.

F. Selection of handpicked teams is strongly discouraged. Charter officials must approve any exception to Charter Holder's internal boundaries. OHSBL Executive Committee must be notified prior to the start of the season.

G. Open enrollment:

1. Class I, HH, H, G, & F participation permits players to go to a school which may not be located within the internal boundaries of the Charter Holder or within the approved Charter Holder Boundaries established by OHSBL, Inc. Charter Holder should be careful that they inform the players that they are bound to the area in which they live and not to the school boundaries of the school they are attending.

2. Class E and EE players that have elected to use open enrollment may play with the school team they are attending. Proof of attending school under the open enrollment policies must be provided upon request i.e., school baseball roster, report card or notarized statement stating the school that is being attended.

H. All teams and players (See exception [G-2](#)) must be formed, and the players must live in the Charter area in which they are playing in. Any individual player coming from an area that does not support OHSBL must have a release approved by OHSBL Executive Committee to play on a team under the jurisdiction of a Charter. An unchartered area will be any community that does not support a team within the charter boundaries, as well as those areas outside of the Charter. Players coming from these areas cannot be placed on

a roster until the OHSBL Executive Committee approves the releases. There can be only three approved releases, per team, for players, which includes the coaching staffs' sons or daughters that fall into this category. Any exception to the three releases must be approved by the Executive Committee.

I. A release is required for any player that signs up or is put on a roster and is from an area that does not support OHSBL baseball within or outside of the established Charter boundaries. Release must be approved by the charter and OHSBL.

J. No players shall be permitted to change teams after midnight of the last Friday in May of the current year without the permission of the managers involved and a properly submitted release, approved by both the Charter officers and the OHSBL Executive Committee. Shifting of player(s) to strengthen team(s) for tournament play is unethical and will not be permitted. **NOTE:** When a release to transfer a team or player is requested, a valid, detailed reason must be stated on the release. The Charter and OHSBL Executive Committee must approve it. No player or players can be added to a team roster after midnight of the last Friday in May for I, HH, H, G & F and established dates for EE, E and D by the EE, EE, & D State Commissioner.

K. A player in all classifications may play on only **one** OHSBL team. **EXCEPTION 1:** this does not apply to all classes related to practice and scrimmage games. **EXCEPTION 2:** Players may play on OHSBL teams per [Article XI.D.2](#). OHSBL Teams playing in season tournaments as defined in [Article XI.O](#) are allowed to play, through the Monday before they start OHSBL Tournament play, but not during OHSBL tournament play, or until eliminated from OHSBL tournament play. **If a player plays on more than one baseball team not associated with OHSBL, they must play in at least 50% of their OHSBL played scheduled games played to be eligible to play in the OHSBL district, regional or final state tournament.** These games must be played prior to the Friday of the start of OHSBL Tournament Play. **The PENALTY** for violating this rule is stated in [Article XI.N](#).

L. All Team Classifications and players can play in only one OHSBL District, Regional or State Final Tournament during the current year. There is no exception to this rule.

M. Charter sponsored Hot Stove single-elimination tournaments must meet the following requirements:

1. Hot Stove teams are allowed to enter and must use the OHSBL Rosters and Rules (without variation.)
2. Active Hot Stove officials appointed by the Charter involved must conduct tournaments.
3. Details of the tournament must be filed with the OHSBL Executive Committee for approval.
4. All Hot Stove teams that enter pre- or in-season Hot Stove tournaments must use only players listed on the official OHSBL league team roster submitted to the OHSBL Executive Committee and must enter OHSBL Tournament play.
5. Non-Hot Stove teams may participate in local Hot Stove Tournaments but cannot enter OHSBL tournament.

N. OHSBL Teams participating in in-season tournaments are allowed to play through Monday prior to the start of their OHSBL tournament game.

The interpretation of organized tournament play is defined as anyone or combination of the following:

1. Must be sanctioned and organized by a recognized baseball organization.
2. Single or double elimination is involved.
3. Entry fees are required.
4. Team rosters must be submitted.
5. Birth records are required to verify player's age.
6. State recognition is achieved through participation in a tournament.

RULE INTERPRETATION If a charter uses the term tournament in determining its league championship the following penalty will not apply.

PENALTY: Violations of [Article XI](#) above by any Manager or Player shall cause the individual to be suspended from further participation in OHSBL and shall be suspended for a minimum of one year with reinstatement subject to approval by the OHSBL Executive Committee. Lesser penalties may be applied to players only, at the discretion of the OHSBL Executive Committee. In the event that a player has participated in any OHSBL tournament game when this is being violated, then that player's team shall forfeit the game and be disqualified from further participation. The last team they defeated shall be reinstated and placed in its position to continue tournament play, or if the team has won the OHSBL state title, it shall be disqualified, and the runner-up shall then be declared the OHSBL Champion.

O. All Star Games. It is permissible for Charters to have All Star Games providing:

1. Players are from the same age classification.
2. Players are on an OHSBL roster.
3. All Star consists of one game.
4. Players who are on the All-Star team must be from the Charter but may play another All-Star team from another Charter.
5. OHSBL rules will apply.
6. Executive Secretary must be notified when a Charter is going to have an All-Star Game. A player may play in only one OHSBL approved All Star event during the season.

P. Teams can complete their league games during OHSBL tournament time. Keep in mind that you must abide by all pitching rules. Do not schedule make up games or scheduled games that will interfere with your pitching requirements needed for tournament play.

XII - TEAM ROSTER

A. Rosters must be prepared via the OHSBL registration approved form published by OHSBL.

B. Teams (I through D) may consist of not more than one manager, one assistant manager and two coaches. I league may have five coaches. All must have a valid background check. Any adult coach or score keeper that is in the dugout or the field of play must also have a valid background check. Teams may have more than the above number of coaches on a roster but only the stated limit may be on the field or in the dugout at the same time.

1. Class D managers are not required to have a valid background check.

C. The OHSBL roster must contain all requested information on form OHS-6 (Roster)

D. The Charter Holder will distribute the copies after they have validated them to ensure eligibility of all players and teams as follows:

1. Original copy to OHSBL
2. 2nd copy to Charter Holder

E. The Charter Holder will forward (in a group) only the original copy of the roster (form OHS-6) to the OHSBL Executive Secretary. All fees will be forwarded to OHSBL by the following dates:

1. All Classifications. Deadline for submitting rosters to the OHSBL Executive Secretary by the Charter Holder is as stated on the current year's rule book charter calendar. Charter Holder can establish a deadline date, to allow sufficient time for meeting the OHSBL's Executive Secretary's deadline.
2. Upon review, OHSBL League Commissioners will not accept rosters that are submitted individually by any manager or Charter Holder unless a letter accompanies the said roster signed by a Charter officer stating a valid reason for said roster being submitted separately rather than with all the state rosters as required.
3. Charter Holders must establish deadline dates so that they can have time to review rosters prior to submitting them to the OHSBL League Commissioners.
4. All Charter fees must be submitted to OHSBL Secretary Treasurer by the established

dates in the current rule book.

F. Charter officers should be on site to assist the OHSBL Executive Committee in reviewing contested players, rosters, and releases for their charter. If the Officers are present the Executive Committee could circumvent the need to red line players and/or rosters. Any unresolved issues related to players, rosters and releases will cause them to be red lined and they cannot play until OHSBL has received a revised roster or release with the necessary corrections. Any team, player, or players shall not play until the OHSBL Secretary Treasurer deems them as legal participants.

XIII - REVISED TEAM ROSTER

A. A revised roster must be processed any time there is a change made to the **Original Roster**. Required information as stated on roster form OHS-6

1. **Rosters must be prepared via the OHSBL approved form published by OHSBL.**
2. Teams (I through D) may consist of not more than one Manager, one assistant Manager and two Coaches. I league can have 5 total Coaches. Teams may have more than the above number of coaches on a roster but only the stated limit may be on the field or in the dugout at the same time.
3. The Charter holder will distribute the copies of the completed rosters as follows:
 - a. Original copy to the OHSBL.
 - b. 2nd copy to Charter Holder; and
 - c. 3rd copy to Manager
4. Upon review, OHSBL will not accept rosters that:
 - a. Are not signed and dated by the Manager and a Charter Holder Officer.
5. If a player is being added via a revised roster, the player cannot play until the OHSBL has reviewed the roster. If a player has been red lined (removed from the original roster for any reason), player must be reinstated or added via a revised roster. In either case, the player cannot play until the Executive Secretary has reviewed the revised roster. Games will be forfeited if the player is used prior to the state review.
6. Revised roster should be submitted to the OHSBL Executive Secretary (by the Charter) as soon as possible to ensure that all players are legal.
7. Deadline for submitting a revised roster to the OHSBL by the Charter Holder is as stated on the charter calendar. Charter Holder can establish a dead- line date, allowing sufficient time for meeting the OHSBL's deadline. Revised rosters can be mailed, emailed or faxed.

Any team player or players shall not play until the OHSBL Executive Secretary deems them as legal participants.

XIV - RELEASES

Team Releases

- A. Team releases are required for any team that moves from one charter area to another charter and must have the approval of **both charters** and the OHSBL Executive Committee.
- B. Any team or teams located in an unchartered area may play in a league under a Charter's jurisdiction, providing the Charter accepts them, and there is written approval secured from the OHSBL Executive Committee.
- C. An unchartered area is any area (Cities both chartered and unchartered, Townships, School districts etc.) within or outside of an Active Charter.

PENALTY: for violating [Article XIV.A](#), [B](#), [C](#) shall be:

1. Manager may be suspended for one year. Reinstatement must be requested, in writing, by the Manager asking to be reinstated to the OHSBL Executive Committee.
2. It could cause a team to forfeit all its games.

3. The OHSBL Executive Committee may take action against the Charter.
- D. All teams released to another charter shall fall under their jurisdiction and the charter that accepts them is responsible for submitting all paperwork and fees etc.
- E. If a charter releases a league classification to another charter, they must release all the teams in that classification to the same charter. All or none in the class being released. All managers and coaches shall know the OHSBL rules and regulations.

Player Releases

- A. Player release is required for any player that is put on a team and does not live within the Charter area from which the team players are selected. Release must be approved by the Charter and OHSBL.
- B. Any Player that does not live within Charter boundaries must have a release approved by the Charter and OHSBL.
- C. Any player that does not meet the residency requirements must have a release approved by the Charter and OHSBL.
- D. Charter as related to above releases are Charter Holders only. The only Charters that are recognized by OHSBL are those that have paid their Charter dues to OHSBL or Charter at Large Members as approved by the Executive Committee.

Note: When a player is released between **charters** both releasing and accepting **charter** officials must sign the release. Releases between Communities must be signed by the community and charter officials. All releases must be approved by OHSBL.

XV - LEADERSHIP

A. With thousands of young people playing OHSBL, we will strive to have the leadership needed to improve the standards of our program.

1. It cannot be stated too strongly - managers and coaches should be qualified adult volunteers. Every effort should be made to enlist the assistance of such persons. It is not sufficient that candidates for these important roles, have previous experience in the game.

2. Managers and coaches must possess leadership ability and know how to work with young children and young adults. Training and fundamentals of teamwork, good sportsmanship and discipline are realistic goals and are readily attainable through publications, videos, seminars and clinics.

3. In order to provide proper leadership, it is important for all managers and coaches to know the OHSBL Rule and Regulations.

XVI - ROLE OF THE PARENT

- A. The parents of thousands of players combine with their children, Charter and local associations, umpires, managers and coaches and countless other volunteers including sponsors to have wholesome competition.
- B. Practically speaking, Ohio Hot Stove Baseball Inc. is an adult volunteer work project constructed, supervised and assisted by parents who want to extend the benefit to their children. The parent who shirks this responsibility cannot, in turn, expect others to assume this burden.

XVII - MANAGERS' AND COACHES' RESPONSIBILITIES

- A. All managers are urged to know the rule book. Managers are the only individuals in direct contact with the players and are completely responsible for their behavior and knowledge of the rules. Managers must inform players of the rules; therefore, the manager must be totally responsible for informing and policing the players to maintain compliance with the Ohio Hot Stove Baseball Rules.
- B. Manager/acting Manager shall be an adult and be responsible for the conduct of his team, his fans and other business of the team, including the accuracy of the team roster and ensure that their coaches have current background checks.

- C. If a Manager or acting Manager fails to have a current team roster at a game, and it is questioned during that game, the game shall be played under protest until the roster is presented. The umpire will indicate on the score sheet that the game is being played under protest for not having a roster. **PENALTY:** Manager is suspended from participating in the next league scheduled game. After the first violation of this rule the local protest committee can impose any penalty, it deems necessary. The intent of this rule is to ensure that the team always has the official roster with them.
- D. Managers should take the time to review their rosters after they have been reviewed and signed by a Charter Holder and returned to them by the Charter Holder. Should any information not appear to be correct and proper, an appropriate Charter Holder Officer should be questioned.
- E. The Charter has the right to disqualify any player that is not in good standing of a team sponsored by the Charter Holder in the OHSBL program (all funds, fees, etc.).
- F. Any Manager that violates any policy adopted by a Charter Holder that regulates player selection shall be ineligible for tournament play during the current year.
- G. Any Manager/acting Manager using an ineligible player during league or tournament play may be suspended for a minimum of one year, with reinstatement subject to the approval of the OHSBL Executive Committee. **NOTE:** It must be noted that, in other rules, there are some specific ineligible player violations that require mandatory suspension.
- H. During the period of time that OHSBL District, Regional and State Final Tournament is being played, no team may participate in any other organized tournament (as defined in [Article XI. O](#)) until the team has been eliminated, or until state tournament play is completed. **PENALTY:** Violation of this rule by any Charter Holder or team shall cause them to be declared ineligible, disqualified from the Tournament, and just cause for forfeiting the last game in which they played. The last team defeated will be reinstated in their position to continue tournament play, or, if said team has won the OHSBL Tournament, it shall be declared ineligible, and the Runner up Team shall be declared the State Champion. Any further action deemed necessary shall be subject to the judgment of the OHSBL Executive Committee.
- I. The Manager or Charter Holder of any team that drops out of an OHSBL Tournament to participate in another tournament will be subject to whatever action deemed necessary by the OHSBL Executive Committee.
- J. As stated in [Article XV](#) Leadership, we again state, it cannot be stated too strongly that qualified adult volunteers must be enlisted as team managers and coaches. It is not enough that candidates for these important roles have previous experience. Managers and coaches must possess leadership ability and know how to work with young participants. Training players in the fundamentals of teamwork, good sportsmanship and discipline are attainable goals.
- K. It is recommended that, when possible, all adult personnel affiliated with a team be in uniform regarding their dress as related to their team's uniform and color. Full uniforms are not necessary, but all adult personnel of the team should wear hats and T-shirts of the same style and color. Tank tops and muscle shirts are not considered proper attire and people wearing either will not be permitted on the field or in the dugouts/benches.
- L. Managers and Coaches must comply with the Ohio State Concussion Law as well as Lindsay's Law.

XIII - OFFICIAL RULES AND REGULATIONS

Rules and regulations that govern the conduct and operation for all league play established by OHSBL, Inc.

THE CHARTER

A. The Charter Holder, if possible, will establish teams aligned with the following classifications and is the only unit of organization. Birth date requirements are listed under [Article VIII](#).

1. *The I league classification is to accommodate participants age 7-8.*
2. *The HH league classification is to accommodate participants age 9.*
3. *The H league classification is to accommodate participants age 9-10.*
4. *The G league classification is to accommodate participants ages 11-12.*
5. *The F league classification is to accommodate participants ages 13-14.*
6. *The EE league classification is to accommodate participants ages 15-16.*
7. *The E league classification is to accommodate participants ages 17-18.*
8. *The D league classification is to accommodate participants ages 19 and older.*

B. The Charter shall be governed by the provisions set forth in its constitution and by-laws.

C. Each Charter shall:

1. Prepare, adopt and submit to OHSBL, a constitution consistent with all rules, regulations and polices of OHSBL.
2. Apply for and, if approved, be issued a Charter certificate.
3. Have separate boundaries as provided for, and approved by, the OHSBL and the Charter Holder.
4. Provide all players with conventional uniforms and caps as recommended, but hand-me-down type uniforms may be worn if so, approved by the Charter.
5. Obtain Sports Accident and General Liability insurance through OHSBL or a private insurance company. The said insurance shall name Ohio Hot Stove Baseball League, Inc. on the insurance policy, and the issuing company must provide an insurance certificate to Ohio Hot Stove Baseball League, Inc. which includes the coverage limits. The Minimum Insurance requirements are as follows
 - a. Sports Liability \$1,000,000.00 (Occurrence Liability Insurance)
 - b. Medical Accident Limits \$100,000 and:
 - c. Medical Expense Maximum (Excess), \$15,000 accidental death, \$50,000 accidental dismemberment & paralysis, \$5,000 dental maximum is the limit of the medical accident limits.
 - d. Sports Accident medical coverage to cover the personnel participating in a game should be \$100,000.
6. If insurance is purchased locally, a copy of the policy or insurance certificate(s) must be submitted to OHSBL, Inc. with the team rosters and Insurance form. If it's purchased from OHSBL, we'll have the information on file.
7. Charters can, upon OHSBL approval, release their teams to other Charters if they do not have enough teams for a four-team league, or if they want to combine to form a larger, more competitive league.
8. Charter Boundaries for selection of players must conform to those of the Charter Holder, approved by OHSBL, and those boundaries approved by the Charter Holder for its local associations.
9. The Charter shall establish the number of players on each team with a maximum of 24 players on I, HH, H, G, & F classifications. Class EE, EE & D may use an unlimited number of players. If the number exceeds 24 players, a team should use two roster forms. The Charter must have all rosters approved by OHSBL on or by the established dates as stated in the Charter calendar as listed on the inside of the back cover.
10. If a charter does not support E, EE, or D then these teams come under the Control of the E-EE-D State Commissioner.

D. Charters must ensure that their managers and coaches abide by the [Ohio State Concussion Law](#) and [Lindsay's Law](#).

CHARTER BOUNDARIES

A. Charter Boundaries for selection of players must conform to those of the Charter Holder approved by OHSBL, and those boundaries approved by the Charter Holder for their Local Associations.

XIV - COMMERCIALIZATION

- A. Exploitation of OHSBL in any form or for any purpose is prohibited.
- B. Fund raising projects must be under adult supervision.
- C. A reasonable Charter participation fee may be assessed as a parent's obligation to assure the operational continuity of the local League. It is recommended that parents who are unable to pay a participation fee be encouraged to contribute volunteer time to the Charters or Local Associations.

XX - FIELD DECORUM

- A. The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct at the game site, or any other OHSBL activity, is subject to disciplinary action by the Charter Holder and OHSBL.
- B. Uniformed players and professional photographers see [Rule 3.19](#), managers, coaches, and umpires only shall be permitted within the confines of the playing field just prior to and during games. Bat boy or bat girl is permitted, providing an approved batting helmet is worn for protection when entering the field of play. Except for the batter, base runners, and base coaches at first and third bases, all players shall be on their benches, in their dugouts or in the bull pen when the team is at bat. Bat boy/girl must be careful when entering the playing field. When the team is on defense, all reserve players shall be on their benches or in the bull pen.
- C. Two adult or player base coaches are permitted.
- D. A manager, player coach or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.
- E. The use of tobacco in any form is prohibited on the playing field, benches or dugouts. Class D exception: Smoking is not permitted on the playing field, dugouts or areas surrounding the field. This would include the use of cigars, cigarettes, pipes, and vape/e-cigarettes.
- F. The use of alcoholic beverages in any form is prohibited in the ballpark.
- G. The use of any loud noise making devices operated mechanically or by air are prohibited in the ballpark.
- H. Cell phones or other communication devices shall not be used on the field of play or in dugouts, except those used to respond to emergencies and identify themselves at ground rules. Electronic score keeping is permissible with these devices.

XXI - TOURNAMENT PLAY

These regulations apply to the OHSBL Tournament, which includes all classifications. (Exceptions for I league Rule 10, OHSBL Playing Rules.)

- A. The OHSBL Executive Committee (depending on the number of teams) shall specify District, Regional and State Final play.
- B. The tournament rules are published herein.
- C. Unless officially notified to the contrary by OHSBL Executive Committee, each District, Regional and State Final tournament sites shall assume full responsibility for expenses incurred in tournament competition that exceed the tournament fee assessed each team, less the administrative cost of \$5.00 per team.
- D. The cost per team to participate in the state single elimination tournament cost is as follows:
 - 1. The total cost for single elimination through the State Final is \$160.00.
 - 2. The cost for double elimination tournaments is included in the team's entry fee.
- E. The Cost per team to participate in the state double elimination (EE, E and D) is covered by the team fee.

XXII – BACKGROUND SCREENING

OHSBL has made it mandatory that all managers, coaches and charter affiliate officers have a background (check) screening. OHSBL has partnered with the Nation Center for Safety Initiatives (NCSI) to provide the services that we need to accomplish the background screening in the fairest way possible while at the same time maintaining complete privacy of information submitted to obtain the most accurate information that is available. All rejected (FLAGGED) applicants will have the opportunity to resolve any issues with NCSI without getting the Charter or OHSBL involved. A copy of the contract will be on file with OHSBL. Each charter will receive a copy of the OHSBL Volunteer Disqualifiers List.

- A. All managers, coaches, charter officers and Executive Committee will be required to have a current background check prior to the start of each season. Background checks are valid for 2 seasons (not calendar years.)
- B. It shall be the manager and charter's responsibility to ensure that the Background screenings are completed.
- C. If a person is FLAGGED, they cannot participate in OHSBL until the issues that caused the flagging have been resolved with NCSI.
- D. Charter and OHSBL will maintain a list of all screened participants that will have no detailed information except name, File Number, and the indication of a FLAGGED (means you were rejected) and a CLEARED (means you passed the screening.)
- E. Any disputes that may arise by a person being FLAGGED disqualified will be handled by the person being disqualified and NCSI.
- F. OHSBL will set up the accounts that will be necessary for payment and tracking purposes.
- G. All background checks through NCSI are self-paid. The only acceptable background check is the OHSBL program through NCSI. Check with your Charter for the proper procedure for doing your background check. Anyone that had a background check in the first year will have a background recheck (2nd year) at no cost. If your CLEARED is reversed to a FLAGGED your charter will notify you that you can no longer Coach. The latest date for a new background check is June 1 of the current year. Charters should make sure that background checks are completed prior to the first practice.

OHIO HOT STOVE BASEBALL OFFICIAL PLAYING RULES

1 OBJECTIVES OF THE GAME

- 1.1 OHSBL in all classifications is a game between two teams of nine players each, under direction of a manager and not more than three coaches, played on a regulation OHSBL field in accordance with these rules, under jurisdiction of one or more umpires. OHSBL recommends a minimum of two umpires per game. (Exception for I League is in [Rule 10.](#))
- 1.2 The objective of each team is to win by scoring more runs than their opponent.
- 1.3 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.
- 1.4 The playing field shall be laid out according to the following instructions: (See [Field Diagram 1](#) and [Field Diagram 2](#) for layout.)
 - A. **The infield** shall be a 60-foot square for I, HH, 65-foot square for H League, 70-foot square for G League, 80-foot square for F League, 90-foot square for EE, E and D league.
 - B. **The outfield** shall be the area between two foul lines formed by extending to two sides of the square. The recommended distance from home base to the nearest fence, stand or other obstruction on fair territory should be 200 feet or more for I, HH, H and G League. 300 feet or more for F, EE, E and D League along the foul lines, and to center field is recommended. The infield shall be graded so that the base line and home plate are level.
 - C. **The infield and outfield**, including the boundary lines, are fair territory and all other areas are foul territory. It is desirable that the line from home base through the pitcher's plate to second base should run east-northeast. It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stands or other obstruction on foul territory should be 25 feet or more. When the location of home base is determined, with a steel tape, measure 84 feet, 10 inches for I, HH and H League, 99 feet zero inches for G League, 113 feet two inches for F League and 127 feet 3 3/8 inches for EE, E and D League in a diagonal direction to establish second base. From home base, measure 60 feet zero inches for I and HH, 65 feet zero inches for H League, 70 feet zero inches for G League, 80 feet zero inches for F League and 90 feet zero inches for EE, E and D League towards first base: the intersection of these lines establishes first base from home base, measure 60 feet zero inches for HH and H League, 70 feet zero inches for G League, 80 feet zero inches for F League and 90 feet zero inches for EE, E and D League towards third base: from second base, measure 60 feet zero inches for I, HH and H League, 70 feet zero inches for G League, 80 feet zero inches for F League and 90 feet zero inches for EE, E and D League towards third base: the intersection of these lines establishes third base. The distance between first base and third base is 84 feet, 10 inches for I, HH and H League, 99 feet zero inches for G League, 113 feet two inches for F League and 127 feet 3 3/8 inches for EE, E and D League. All measurements from home base shall be taken from the point where the first and third base lines intersect. The catcher's box, the batter's box, the base coaches' boxes, and the runner's lane shall be laid out as shown in [Regulation Playing Field Diagram](#).
 - D. **The catcher's box:** The rear line of the catcher's box is 8 feet directly back from the point of home plate. It extends forward to the rear line of the batter's box. It is 3 feet 7 inches wide.
 - E. **The batter's box** shall be rectangular, 6 feet by 4 feet. The inside line, if used, shall be parallel to and 6 inches away from the side of home plate. It shall extend forward from the center of home plate 3 feet and to the rear 3 feet.
 - F. **The coaches' boxes** shall be 10 feet by 13 feet for I, HH and H League, 11 feet by 15 feet for G league, 13 feet by 17 feet for F League, and 15 feet by 20 feet for EE, E and D

League and shall not be closer than 6 feet for I, HH, H, and G League, 10 feet for F League, and 15 feet for EE, E and D League from the foul lines. The foul lines and all other playing lines should be marked with chalk or other white non-caustic material. Caustic lime must not be used.

- 1.5 Home base (plate) shall be marked by a five-sided slab of whitened rubber. It shall be a 17 inch square with two of the corners filled in so that one edge is 17 inches long, two 8½ inches and two are 12 inches. It shall be set in the ground with the point at the intersection of the lines extending from home base (plate) to first base and to third base; with the 17-inch edge facing the pitcher's plate, and the two 12 inch edges coinciding with the first and third base lines. The top edges of home base (plate) shall be beveled, and the base (plate) shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home plate.
- 1.6 First, second and third bases shall be marked by white canvas or rubber covered bags, securely attached to the ground. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The base bags shall be not less than 14 nor more than 15 inches square and the outer edges shall not be more than 2¼ inches thick and filled with a soft material. Bases designed to disengage their anchor systems for safety purposes are permitted. **NOTE:** 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 the runner had reached the base safely. If there is continual action involving a subsequent runner, the base plate becomes the actual base for rendering of the umpire's decision.
- 1.7 The pitcher's plate for all classifications shall be a rectangular slab of whitened rubber 24 inches by 6 inches. It shall be set in the ground so that the distance between the front edge of the pitcher's plate and home base (the rear point of home plate) shall be 40 feet for I, shall be 46 feet for HH and H League, 50 feet for G League, 55 feet for F League, and 60 feet 6 inches for EE, E and D League.
- 1.8 The Charters shall furnish players' benches, one each for the home and visiting teams. Such benches should be a reasonable distance from the foul line. Wire fencing shall protect them.
- 1.9 The ball used must meet OHSBL specifications and standards. It shall weigh not less than 5 or more than 5¼ ounces, and measure not less than 9 nor more than 9¼ inches in circumference.
- 1.10 The baseball bats which meet OHSBL specifications and standards are as follows:

A. League Classification D shall use only wood or wood composite bats. Bamboo bats are legal.

B. League Classifications EE and E. Bats can be one or two-piece and made of wood, aluminum or composite and must have the BBCOR .50 rating stamp on the bat.



Players moving up or down: bats must comply with bat rules for the class of the game they are playing with.

C. League Classifications I, HH, H, G, and F shall use a wood, aluminum or composite bat that is a maximum diameter of 2¼ inches in diameter at the thickest part and must bear the "USA Baseball" bat stamp, as well as be found on the current USA Baseball Approved Bat list.



D. League Classification F may use either a BBCOR or USA Baseball stamped bat.

E. Taping on all bat handles may be solid or spaced taped no higher than originally covered by the manufacturer. In space taping, width of spiral space will not be less than the tape being used with a maximum width of 1 inch.

F. All classifications - wooden bats shall be a smooth round stick not more than 2¼" inches in diameter at the thickest part and not more than 42 inches in length. Bat shall be solid wood, wood composite or bamboo.

G. Choke-up knobs are illegal for all classifications.

H. Any bat that is altered and causes the manufacturer's specification to be changed shall be considered an illegal bat and could be cause for legal action by the bat manufacturers and leagues.

I. **PENALTY 1.10:** If the umpire discovers that an illegal bat is used or detected in the batter's box, the batter will be declared out and all base runners will return to the

base they occupied at the time of the pitch. This penalty will be applied regardless of if the batter makes contact or not.

1. For the first infraction a team commits, a verbal warning will be issued to the manager. For the second infraction, the manager is bench restricted. For the third infraction, the manager is ejected. This penalty is per game.

1.11 Uniform

- A. All players on the team should wear like uniforms. Uniforms must be numbered on the back with at least a two-inch-high number. There should be no duplicate numbers.
 - 1. The OHSBL shoulder patch can be affixed onto the upper left sleeve of the uniform blouse. Patches are worn three inches below the left shoulder seam on raglan sleeve; one inch below seam on set-in sleeve; over left breast on sleeveless style.
 - 2. Memorial patch is permissible. This can be placed on the cap or uniform. Keep in mind that the OHSBL tournament patch must be on the left shoulder.
 - 3. Any part of the pitcher's under shirt or T-shirt exposed to view shall be of a uniform solid color, pitcher cannot wear white or gray.
- B. Sleeve lengths may vary for individual players, but the sleeves of each individual shall be approximately the same length.
 - 1. No player shall wear ragged, frayed, or slit sleeves.
 - 2. If a sleeveless style uniform jersey is used or a muscle shirt style, an under garment with short or long sleeves must be worn.
- C. No players shall attach to a uniform tape or other material of a different color than the uniform.
- D. Glass or polished metal buttons shall not be used on a uniform or team baseball cap.
- E. Baseball Shoes
 - 1. Classifications I, HH, H, and G. Plain or cleated rubber, half inch (maximum) molded plastic cleated shoes shall be worn by these classes. Shoes with metal spikes or cleats are not permitted.
 - 2. Classifications F, EE, E and D. Plain, cleated rubber, or one-half inch (maximum) molded plastic cleated, or metal cleated shoes may be worn by these classifications.
 - 3. Replaceable molded plastic cleats are legal for all classifications. Broken, damaged or modified cleats must be removed and/or replaced.
 - 4. Football type cleats are not legal.
- F. Pitchers may wear a compression sleeve or strap. May not be white or gray that may be distracting to the batter. This is a judgment call.
- G. Play cards (i.e. play calling wrist bands) are permitted to be worn. If worn, play cards must be on the wrist area and comply with [Rule 1.15.C](#) for pitchers.

1.12 The catcher may wear an approved leather glove or catcher's mitt.

1.13 The first baseman may wear an approved baseball glove or first baseman mitt.

1.14 Each fielder, other than the first baseman and the catcher, may use or wear a baseball approved leather glove.

1.15 The pitcher's glove:

- A. May not be white or gray.
- B. No pitcher shall attach to the glove any foreign material of a color different from the glove that may be distracting to the batter. This is a judgment call.
- C. No pitcher shall wear sweatbands on their wrists that may be distracting to the batter. This is a judgement call.
- D. No pitcher shall have a batting glove of a different color showing or any foreign material of a color different from the glove that may be distracting to the batter. This is a judgement call.

1.16 Batting helmets

- A. Class F, E, EE & D must wear full protective helmets with double ear flaps while at bat and running the bases. It is the umpire's responsibility to see that the batter has the proper protective head gear and to stop the game until the situation is corrected.

B. All helmets must be NOCSAE approved.

C. C-Flap protective devices may be used provided they are properly installed per the manufacturer's instructions and pose no safety risk.

1.17 Catchers must wear a fiber or plastic type cup, chest protectors, and catcher's helmet with extended throat guard and shin guards. Catcher's helmet for classification I, HH, H, G, and F must have double ear flaps. Any player that assumes a crouched catcher position, whether in the field of play or warming up a pitcher in area considered out of play, must wear a catcher's mask.

A. Catcher's helmet for classification EE, E and D can be either a double earflap or skull type catcher's helmet or baseball approved hockey style mask/helmet. Must be NOCSAE approved. Note: skull type catcher's helmets will not have a NOCSAE stamp but are legal for use. All catchers must wear a mask, which includes the throat protector or the "dangling" type throat protector, and catchers must wear a helmet during pitcher warm-up time and games. **PENALTY:** If the situation is not corrected after a warning, the game shall be forfeited.

1.18 Jewelry shall be permitted unless an item is deemed to be unsafe, unsportsmanlike, or distracting by the umpire.

1.19 All casts, splints, and braces must be padded. No protective equipment shall have exposed metal or any hard material. **NOTE:** any equipment judged by the umpire to be potentially dangerous is illegal and will be removed. If it is not removed, the player is ineligible to play. Compression band/sleeve see [Rule 1.11.F](#).

1.20 Safety equipment, such as defensive facemasks, are permitted for use in all OHSBL games, provided they follow all manufacturer's recommendations for proper use. Cracked or broken safety equipment may not be used.

2 DEFINITION OF TERMS

All definitions in Rule 2.00 are listed alphabetically.

ADJUDGED is a judgment decision by an umpire.

An APPEAL is an act of a fielder in claiming violation of the rules by the offensive team.

BACKSTOP is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

BALK is an illegal act by the pitcher with a runner or runners on base, entitling all base runners to advance one base. ***A balk is a delayed dead ball.***

BALL is a pitch, which does not enter the strike zone in flight and is not struck at by the batter. (**NOTE:** If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of [Rule 6.5.A](#) and [6.9.B](#). If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.

BASE is one of four points which must be touched by a runner in order to score a run; more often applied to the canvas bags and the rubber plate which mark the base points.

BASE COACH is a team member in uniform or one adult manager or coach who is stationed in the base coach's box at first or third base to direct the batter and the runners. Uniform does not have to be the same as the players.

BASE ON BALLS is an award of first base granted to batters who, during their time at bat, receive four pitches outside the strike zone. This is a live ball. See [Rule 6.8.A](#) for Intentional Base on Balls.

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 until that player is put out or until the play on which that player becomes a runner ends.

BATTER'S BOX is the area within which the batter must stand during a time at bat. Lines are considered part of the box.

BATTERY is the pitcher and catcher.

BATTING ORDER is the list of current players in the order in which they are to bat.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager, and not more than three coaches when they are not actively engaged on the playing field. One of the following is permitted, bat boy or bat girl, certified trainer, scorekeeper.

BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly.

CALLED GAME is one in which, for any reason, the umpire-in-chief terminates play.

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. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if any fielder finally holds the ball, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.

The CATCHER is the fielder who takes the position back of the home base.

The CATCHER'S BOX is that area within which the catcher shall stand until the pitcher delivers the ball.

CHIN STRAP is a manufactured strap that fits onto a helmet to help hold the helmet on the player's head.

A COACH is appointed to perform such duties as the manager may designate.

A DEAD BALL is a ball, out of play, because of a legally created temporary suspension of play.

The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.

A DOUBLE HEADER is two regularly scheduled or rescheduled games, played in immediate succession. A suspended game played prior to or after a regularly played game is not considered a double header (see [Rule 3.14.](#))

A DOUBLE PLAY is a play by the defense in which two offensive players are put out because of continuous action, providing there is no error between put-outs.

A force double play is one in which both put-outs are force plays.

A reverse force double play is one in which the first out is made at any base, and the second out is made by tagging a runner who originally was forced, before the runner touches the base to which that runner was forced.

DUGOUT (SEE DEFINITION OF "[BENCH](#)").

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 upwards. 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. Scorers also use the term:

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; 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 to account for the advance of a runner made solely because of the defensive team's indifference. (Undefined steal).

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 base because of the batter becoming a runner. **NOTE:** Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. **EXAMPLE:** Runner on first, one out, ground ball hit sharply to first baseman, which touches the base, and the batter-runner is out. The force is removed at that moment, and the runner advancing to second must be tagged. If there had been a runner at second or third, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball is returned to first, the play at second would have been a force-out, making two outs, and the return throw to first would have made the third out.

A FORFEITED GAME is a game declared ended by the umpire in favor of the offended team by the score of 7 to 0, for violation of the rules. The score of a Class I, HH or H forfeited game is 6 to 0.

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 the person of an umpire or player, or any object foreign to the natural ground. **NOTE:** A foul fly shall be judged according to the relative position of the ball and foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught, and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound unless the ball has first touched the catcher's glove or hand.

A GROUND BALL is a batted ball that rolls or bounces close to the ground.

HOME TEAM is the team which takes the field first at the start of the game. Adopted schedules will determine which team this will be.

ILLEGAL (or ILLEGALLY) is contrary to these rules.

An ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or any other act meeting the criteria established in [Rule 8.5](#).

An ILLEGALLY BATTED BALL is one hit by the batter with one or both feet on the ground entirely outside the box.

INELIGIBLE PITCHER is any pitcher that violates: (1) pitching rule or (2) the reporting rule as stated in [Rule 11.7.B](#).

INELIGIBLE PLAYER - Applies to violations of regulations regarding league age, residence (as defined by Ohio Hot Stove Baseball League, Inc.) and participation on the proper team within the Local Charter. This also applies to all players that are required to play 50 % of their league games to qualify for tournament play.

An INFIELDER is a fielder who occupies a position in the infield.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) that 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. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule. This is a judgment call by the umpire and cannot be protested. 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. If the ball is near the base line, the umpire shall declare "Infield Fly if Fair." The ball is alive, and runners may advance at the risk of that ball being caught, or retouch and

advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. **NOTE:** If a declared 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. If declared Infield Fly falls untouched to the ground, outside the base line, and bounces fair before passing first or third base, it is an Infield Fly.

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. If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An INNING is that portion of a game within which the teams alternate on offense and defense and in which there are three put-outs for each team. Each team’s time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

INTERFERENCE See index for rules related to interference.

- 1 Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder 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, which hinders or prevents a batter from hitting a pitch.
- 3 Umpire’s interference occurs;
 1. 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 in fair territory before passing a fielder. Pitcher is not considered a fielder.
- 4 Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field and touches a live ball.
- 5 On any interference, the ball is dead.

The LEAGUE is a group of teams in the same classification who play each other in a pre-arranged schedule under these rules for the league championship.

LEGAL (or LEGALLY) is in accordance with these rules.

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 is a ball which is in play.

THE MANAGER is a person appointed by the Charter to be responsible for the team’s actions on the field, and to represent the team in communications with the umpire and the opposing team.

The manager shall always be responsible for the team’s conduct, observance of the official rules and deference to the umpires.

If a manager leaves the field, that manager shall designate a Coach as a substitute, and such substitute manager shall have the duties, rights, and responsibilities of the manager.

OBSTRUCTION See index for additional rules for obstruction. Obstruction is the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. A fake tag is considered obstruction. **NOTE:** If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he/she must occupy his/her position to receive the ball, the fielder may be considered “in the act of fielding a ball.” “It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, the fielder can no longer be “in the act of fielding” a ball. Example: If an infielder dives at a ground ball and the ball passes the fielder and continues to lie on the ground and delays the progress of the runner, the fielder has very likely obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL RULES. The rules contained in this book.

OFFICIAL SCORER. The person keeping the official score book for a game.

OHSBL Ohio Hot Stove Baseball League, Inc.

An OUT is one of the three required retirements of an offensive team during its time at bat.

An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVER SLIDE (OR OVER SLIDING) is the act of an offensive player when they slide to a base, other than when advancing from home to first base, with such momentum that the player loses contact with the base.

A PENALTY is the application of these rules following an illegal act.

PERSON of a player or an umpire is any part of the body, clothing, or equipment.

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.

The **Pitcher's PIVOT FOOT** is that foot which 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.

PRACTICE GAME is a game that can be made up of players from different OHSBL rostered player(s) to teach and instruct the skills of baseball. Keep in mind that if a team uses player(s) other than participants on rostered teams, they will not be covered by our insurance. Practice games should not circumvent OHSBL rules. See [Article XI.K](#).

A QUICK RETURN is a pitch made with obvious intent to catch a batter off balance. It is an illegal pitch. (See PENALTY – [Rule 8.5](#))

REGULATION GAME. See [Rules 4.10](#), [4.11](#), [4.12](#) and [3.22](#).

A RETOUCH is the act of a runner returning to a base as legally required.

A RUN (or SCORE) 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 before the third run is scored.

A RUN DOWN 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.

SCRIMMAGE GAME is a practice game that is played with an OHSBL rostered team to be used to determine the progress the team is making as related to skills of the game and to determine the future instructional needs of the team. Scrimmage games cannot circumvent any of the rules. See XI-K.

SET POSITION is one of the two legal pitching positions.

SLIDING SCALE is the method used for pitching restrictions ([Rule 8.10](#))

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

A STRIKE is a legal pitch, which meets any of these conditions:

Is struck at by the batter and is missed;

Is bunted foul, batter is out, and ball is dead. If batter bunts foul on third strike;

Touches the batter's person as the batter strikes at the ball, it is a dead ball;

Touches the batter in flight in the strike zone; or

Becomes a foul tip, ball is live and in play or:

Is a batted foul ball.

The STRIKE ZONE is that space over home plate, the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the kneecap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball. See diagram of [Strike Zone](#).

SUBSTITUTION player not listed as a starter that enters the game is considered a substitute. (See substitution rules)

A SUSPENDED GAME is a called game, which is to be completed at a later date.

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 the ball securely and firmly in the hand or glove.

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.

“TIME” is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

TOUCH To touch a player or umpire is to touch any part of the player or umpire’s body, clothing, or equipment.

A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between put-outs.

A WILD PITCH is one so high, or low, or wide of the plate that cannot be handled with ordinary effort by the catcher.

WINDUP POSITION is one of the two legal pitching positions.

3 GAME PRELIMINARIES

3.1 Before the game begins the umpires shall;

- A. Require strict observance of all rules governing team personnel, implements of play and equipment of players. **Class I Rules are found in [Rule 10.](#)**
- B. Be sure that all playing lines are marked with non-caustic lime, chalk, or other white material easily distinguishable from ground and grass.
- C. Receive from the Charter/ Team a supply of baseballs which meet specifications and standards; the umpire shall be the sole judge of the fitness of the balls to be used in the game; be assured by the League/ Team that additional balls are immediately available for use if required.
- D. Have possession of at least two new balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when:
 1. A ball has been batted out of the playing field or into the spectator area;
 2. A ball has become discolored or unfit for further use;
 3. The pitcher requests such alternate ball.

3.2 No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sandpaper, emery paper or other foreign substance. **PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once.**

3.3 Substitutions HH, H and G (I League see [Rule 10.2.C](#))

- A. A player or players may be substituted during a game at any time the ball is dead. The actual substitution must be done as stipulated under the two-inning rule as follows:
 1. Starters on HH, H, and G League teams must play a minimum of 12 outs. (6 defensive and 6 offensive outs). These outs do not need to be consecutive but must be played prior to the conclusion of the game. An unplayed half inning, such as the bottom of 6 for HH and H or 7 for H, and G does not count as part of the player’s time in the game.
 2. Nonstarters, (substitutes) matching players listed at the start of the game, must play two innings (12 consecutive outs) counting 6 offensive 6 defensive outs and must be substituted by the top of the 3rd inning.
 3. **NOTE:** After meeting requirements of 1 and 2, managers may re-enter all players as many times as they want as long as the batting order remains the same.
- B. If there is an infraction discovered at the game, the opposing manager will allow the player to enter the game and play the required number of outs as stipulated in [1](#) and [2](#). If the game progresses to a point where the players cannot be inserted into the

game for the required number of outs, the game shall be played under protest. A Charter (for League play) or OHSBL (for tournament play) protest committee will hear the protest.

- C. **PENALTY:** May or may not include resumption of the game or forfeiture. **Offending managers shall be suspended for the remainder of the game and the next scheduled game.** Protest should consider the intent of the rule and that is: All players, both starters and required substitutes (non- starter) are required to play their required innings.

D. Matching **EXCEPTIONS:**

1. If one team has more players than the other at the start of the game, then the team with more players needs to match only the other team in substitution i.e.: one team has fourteen (14) players while the other team has eleven (11), the fourteen (14) player team must play only (11) players. All players that must meet the two-inning rule and must be placed on the score sheet so that managers know who must play two innings.

2. Nonstarters who are not required to play as per exception (a) can be inserted into the game at any time at the discretion of the manager. These players are not bound by the mandatory playing time. When these players are inserted into the lineup/batting order, they must maintain that position in the batting order.

- E. Players do not have to play (2) innings if being disciplined. However, the discipline for one game covers all past violations of team rules by the player, thus prohibiting long term discipline unless new violations occur after the penalty has been served.

1. When a player is disciplined during league play it must be verbally or electronically (email) communicated within 24 hours to the charter official. If (1 or 2) is violated, a hearing will be held. The penalty in league championship or playoff games will be automatic resumption of the game from the point of the violation or replay the entire game if the violation involves a starter rather than a substitute. Depending on the circumstances, in other league games, the penalty may or may not include the resumption of the game, forfeiture or suspension of the manager.

3.4 Substitution F, EE, and E League

A. Any player (Starter or substitute) who has been removed from the game due to a substitute, can reenter the game once, provided such player occupies the same batting position in the batting order that he or she originally occupied.

B. There are no minimum playing requirements for these Classes.

3.5 Substitution D League

A. Defensively, free, and unlimited substitutions are permitted at any time without reporting, except that a pitcher, once removed from that position as a result of a second mound visit, may not pitch again in that game. All changes involving a pitcher must be reported to the opposing manager and the home plate umpire.

B. Offensively, any player who has been removed from the lineup, either as a batter or a base runner, may re-enter his spot in the batting order without limitations.

C. A courtesy runner may be used at any time for any player on base. The designated runner must be either a player currently not in the game or a player that made the last out in the scorebook.

- 3.6 When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately, report changes to opposing score keeper before they take their positions as fielders and place them in the team's batting order. The Crew Chief shall have authority to designate the substitute's place in the batting order if this information is not immediately provided. **NOTE:** If during a game (after the start of an official game) either team is unable to place nine (9) players on the field due to:

A. **Illness / Injury:** If there are no legal substitutions on the bench, the opposing manager shall select a player to re-enter the lineup for the sick player. If there are no legal players on the bench that the opposing manager can select from, the game will continue with 8 players with an out being declared in the ill player's batting

order. A player removed from the game due to illness or injury is not eligible to reenter the game. **NOTE:** When a Player is selected under (A) that player shall assume the injured or sick player's spot in the batting order (which may not be the re-entered player's original spot in the batting order).

- B. **Ejected player:** If there are no legal substitutions on the bench, the team can continue with not less than 8 players. An automatic "out" will be declared in the batting order of the player that is ejected from the game. **NOTE:** An opposing manager cannot select a player from the bench that has been ejected. An out must be declared in the batting order of the ejected player. A game must start with 9 players and can be completed with 8 players. If a team cannot complete the game with 8 players, the game will be forfeited.
- C. Once a team drops to 8 players, the team cannot go back up to 9 players.
- D. A pitcher, withdrawn as the result of a second trip to the mound in the same inning, cannot return to the game as a pitcher.
- E. A pitcher remaining in the game but moving to a different position and not violating the two trips to the mound rule (2 above), can return as a pitcher anytime in the remainder of the game, but only once in the same inning.
- F. A game must start with 9 players and can be completed with 8 players. If a team cannot complete the game with 8 players, the game will be forfeited. Once a team drops down to 8 players it cannot go back up to 9 players.
 - 1. Any player (Starter or substitute) who has been removed from the game due to a substitute, can reenter the game once, provided such player **occupies the same batting position** in the batting order that he or she originally occupied.
 - 2. A pitcher, withdrawn as the result of a second trip to the mound in the same inning, cannot return to the game as a pitcher.

3.7 Courtesy Runner (CR) for Catcher - All Classifications

- A. Whenever the catcher gets on base, a (CR) may be put into the game. Any player that is not currently in the game can be a (CR) for the catcher providing the catcher has played on defense. If a catcher for the away team bats in the 1st inning, a CR can be used without playing defense. Any time a CR is used for a catcher it will not be considered a substitution. If a player gets on base that will be the catcher the next half inning, a CR may also be used for that player. **PENALTY:** If the player that a CR was inserted for does not assume the catcher position the next half-inning, the manager is bench restricted.
 - 1. **NOTE 1:** If you have only eight or nine or all of the players are part of the matching player requirements, or all subs have been used the batter or runner that made the last out must be used as the CR.
 - 2. **NOTE 2:** If the proper runner has not been used as the CR; upon discovery, replace the improper runner with the correct runner There is no penalty.
 - 3. **NOTE 3:** You can put the CR in at any time.
 - 4. **INTERPRETATION:** When a courtesy runner is to be used for the catcher by a team using a continuous batting order, the last recorded out is the player designated as the runner. In the event the first batter of the game requires a courtesy runner, the last person listed in the batting order is considered to be the player to be used.
- B. A player whose name is on the team's batting order (if they have batted or not) may not become a substitute runner for another member of the team.

- 3.8 The pitcher named in the batting order handed to the Official Scorekeeper, as provided in [Rule 4.1.A.1](#) shall pitch to the first batter or any substitute batter until such batter or any substitute batter is putout or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the crew chief, incapacitates the pitcher from further play as pitcher. **B.** If the pitcher is replaced, the substitute pitcher (from the bench or field) shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness, which, in the crew chief's judgment, incapacitates the pitcher

from further play as a pitcher.

3.9 The manager shall immediately notify the opposing team's Official Scorekeeper of any substitution and shall state to the plate umpire the substitute's place in the batting order.

3.10 The plate umpire, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.11 Announcement of Substitutions

A. If no announcement of a substitution during league play is made, the substitute shall be considered to have entered the game when:

1. If a pitcher, the substitute takes a position on the pitcher's plate and throws one warm up pitch to the catcher.

2. If a batter, the substitute takes a position in the batter's box.

3. If a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play commences.

4. If a runner, the substitute takes the place of the runner being replaced.

5. Any play made by, or on, any of the above-mentioned unannounced substitutes shall be legal.

6. **EXCEPTION:** During OHSBL tournament play you must report all substitutions to the official tournament scorekeeper. See [Rule 11.7.B](#).

3.12 Players, managers, and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.

3.13 Ground Rules

A. The home team manager shall determine the fitness of the playing field before the game starts.

B. Crew Chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.

3.14 Double Headers

A. Scheduled league doubleheader is permissible, but Charter must take into consideration OHSBL pitching rules.

3.15 Suspended league games must be played ahead of the regularly scheduled game. At least one full hour must be scheduled between games. Fifteen minute warm up is not part of the one hour. Tournament game see [Rule 11.5.G](#).

3.16 When the umpire suspends play, "Time" shall be called. When the umpire calls "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play," the ball is dead.

3.17 The Charter or home team manager will establish ground rules to be followed by all teams in the league play. If there are any disagreements about the ground rules, the crew chief will establish the ground rules.

3.18 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.19 No person shall be allowed on the playing field during a game except uniformed players, managers and coaches, umpires and (professional photographers at the discretion of the crew chief). In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may advance. Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

3.20 When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference. **APPROVED RULING:** If spectator

interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

- 3.21 Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, a manager, assistant manager, two coaches, one scorekeeper and non-adult bat retriever shall occupy the bench or dugout. When batters or base runners are retired, they must return to the bench or dugout at once.
- 3.22 The Charter shall ensure that there is proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.
- 3.23 Cell phones or other communication devices shall not be used on the field of play or in dugouts, except for those that respond to emergencies. These devices should be identified at ground rules. **APPROVED RULING:** Cell phones or other communication devices may be used for the sole purpose of electronic score keeping.
- 3.24 HH and H 7 run per inning rule. 7 run per inning per team limit until the 6 or last inning. When a team scores seven (7) runs with two or less outs, the half inning is considered completed. Once an inning is determined to be the last inning the seven (7) run per inning limit no longer applies, and for the remainder of the game, each half inning continues until the team at bat records three outs. For the purposes of the "seven run per inning" limit, an inning is considered the "last inning" If:
- A. At any point during the 5th inning or 6th inning the visiting team has a lead of ten (10) or more runs ([Rule 4.10.C.4](#)) if the home team achieves a ten-run lead, the game is over.
 - B. After two hours of play, at any point during any inning either team has a lead of (10) or more runs ([Rule 4.10.C.3](#).)
 - C. No new inning shall be started if the following time limits have been reached ([Rule 4.10.E.1](#))
 - D. The crew Chief declares the 5th or 6th to be the last inning due to impending darkness or weather conditions, that is the last inning and game is over once that inning has been completed.
 - 1. **INTERPRETATION 1:** While the seven - run limit is in effect, if a batter reaches first base due to a hit or fielding error with runners on base, only the runners that score up to the seven (7) run limit are counted, and the half inning is completed.
 - 2. **INTERPRETATION 2:** If any runner that scores up to the seven run limit results in the inning being considered the "last inning as defined above," then all runners that score are counted, and the inning continues until the team at bat record three outs.
- 3.25 The use of hitting aids (tees, nets, practice balls, etc.) for warm-ups during regular season and tournament play is permitted, at the discretion of each site director.

4 STARTING AND ENDING THE GAME

- 4.1 Prior to the start of the game the umpires shall proceed directly to home plate where they shall meet the managers, have the home team go over the ground rules, establish time to begin the game, and establish the following:
- A. Official score book:
 - 1. The home team will be the official scorekeeper.
 - 2. Umpire should tell the managers who is maintaining the official score book.

NOTE: If there are any unresolved problems such as batting order, substitutions, pitching records, inning played etc., the official score book will be used to resolve the problems. Umpires should ask both managers if their teams are properly equipped as related to safety items. No defective equipment can be used in the game. *This does not negate the fact that umpires must inspect all equipment.*
 - B. The Umpire must have the official scorekeeper record starting time of the game. Time could

become a deciding factor in a game.

- C. As soon as the plate umpire says, "play ball," the umpires are in charge of the game and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field. **NOTE:** Team players who arrive at the game site after a game begins may be inserted in the lineup if the manager chooses. This applies even when a suspended game is resumed at a later date. Managers must be careful not to violate the HH, H, and G two inning playing [Rule 3.3](#) Substitution HH, H and G rule.

42 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take a position in the batter's box, the umpire shall call "Play" and the game shall start.

43 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory. A player is considered to be in fair territory as long as any part of the foot is touching the bag or line. **Note:** Umpires should not put the ball in play until all fielders are in fair territory. This is a judgment call and cannot be protested.

- A The catcher shall be stationed directly in back of the plate. The catcher may leave that position at any time to catch a pitch or make a play except when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand. **PENALTY:** Illegal pitch - ball called on the batter (see [Rule 8.5](#)). With runners on base, it is a balk.

- B The pitcher, while in the act of delivering the ball to the batter, shall take the legal position.

- C Except for the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.

- D Except the batter, or runner attempting to score, no other offensive player shall cross the catcher's lines when the ball is in play.

44 The batting order shall be followed throughout the game unless a player is substituted for another. Subs must take the place of the replaced player's position in the batting order except as covered by [Rule 3.3](#), [Rule 3.4](#) and [Rule 3.5](#).

45 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall:

- A Be eligible rostered player (wearing an approved helmet); or one adult manager or coach;

- B Remain within the base coach's boxes at all times, except as provided in [Rule 7.11](#);

- C Talk to members of their own team only. An offending base coach shall be removed from the coach's box.

46 No manager, coach, or player, shall at any time, whether from the bench, playing field or elsewhere:

- A Incite, or try to incite, by word or sign, a demonstration by spectators;

- B Use language which will in any manner refer to or reflect upon opposing players, manager, coach, an umpire or spectators;

- C Call "Time," or employ any word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher balk.

- D Make intentional contact with an umpire in any manner, before, during or after a game.

- E Take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in any way to distract the batter. **PENALTY:** The offender shall be bench restricted or removed from the game and shall leave the playing field. If a balk is committed, it shall be nullified. **NOTE:** If the offender is a base runner, he shall be called out, as well as being removed from the game.

47 When a manager, coach, player, or any team personnel is ejected from a game, they shall leave the field immediately and take no further part in that game. If a player is a minor, an adult will accompany the player. They may not sit in the stands and may not be recalled. **PENALTY: (1)** If the ejection occurs during a tournament game the ejected person shall be

suspended from:

- A. Class I, HH and H – the ejected game plus a four (4) game suspension.
- B. Class G, F, EE, E and D – the ejected game plus a two (2) game suspension.
- C. If a team staff member is ejected the second time during the regular season, the suspension shall be indefinite, and additional disciplinary action may be taken by the OHSBL Executive Committee.
- D. If a team staff member is ejected the second time during the tournament, the suspension shall be for the remainder of the tournament, and additional disciplinary action may be taken by the OHSBL Executive Committee.
- E. Ejected person or persons cannot participate in any pre or post game activities during their suspension. Any person ejected cannot play or be part of the team until the suspension is fulfilled.

4.8 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues the following penalty shall be applied: **PENALTY:** The umpire may restrict the offender to the bench for the remainder of the game or order the offender out of the game and away from the spectators' area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. If a bench is cleared, one of the adult coaches must accompany the team. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game. **NOTE:** Any coach that is bench restricted may not enter the field of play for any reason, until game has ended, and officials leave the field of play. The penalty for a bench restricted coach entering the field of play is immediate ejection.

4.9 How A Team Scores

- A. One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTIONS: A run is not scored if the runner advances to home base during a play in which the third out is made: **1.** By the batter-runner before touching first base; **2.** By any runner being forced out; or **3.** By a preceding runner who is declared out because that runner failed to touch one of the bases on an appeal play.

APPROVED RULING: One out, Jones on third, Smith on first and Brown flies out to right field for the second out. Jones tags up and scores after the catch. Smith attempted to return to first, but the right fielder's throw beat Smith to the base for the third out, but Jones scored before the throw to catch Smith reached first base. Hence, Jones's run counts. It was not a force play.

- B. When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

4.10 Regulation League Game

- A. A regulation game consists of seven innings except I, HH and H which are 6 innings, unless extended because of a tie score, or shortened **(1)** because the home team needs none of its half of the 7 or **(6 for HH and H)** inning or only a fraction of it; or **(2)** because the umpire calls the game: See [Rule 3.24](#) for HH and H league. See [Rule 10](#) for I league.

- B. If the score is tied after seven (six for HH and H) complete innings, play shall continue until **(1)** the visiting team has scored more total runs than the home team at the end of a completed inning; or **(2)** the home team scores the winning run in an uncompleted inning.

- 1. If extra innings are played, they will be played under tiebreaker rules. A runner is placed on second base to begin each extra inning. The runner placed on second base at the start of each half-inning in extras will be the player in the batting order immediately preceding that half-inning leadoff hitter or a pinch-runner.

C. If a game is called, it is a regulation game:

1. If $4\frac{1}{2}$ or 5 innings have been completed or;
2. If the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed innings or;
3. A two-hour time limit is placed on all games when a team has a ten-run lead regardless of what inning you are in. The home team must complete their half of the inning if the visitors are leading or.
4. If after 5 or more innings, $4\frac{1}{2}$ innings if the home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of 10 runs or more, the home team must bat in its half of the inning.
5. In Classes G, F, EE, E and D only, if after 4 or more innings, $3\frac{1}{2}$ innings if the home team is ahead, one team has a lead of 15 runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of 15 runs or more, the home team must bat in its half of the inning. **NOTE:** In Class G, the unplayed bottom half of the 4th inning will not result in a substitution penalty.

D. If a game is called before it has become a regulation game, but after one (1) or more pitches have been thrown, it shall be a suspended game and will be resumed exactly where it left off. **NOTE:** All records, including pitching, shall be counted. Pitchers can pitch on another day as long as the pitching rule is not violated.

E. During regular season play **and preliminary tournament rounds**, from time the umpire declares "Play Ball" to begin the game, no new inning shall be started if the following time limits have been reached, which is the sole responsibility of the umpire crew chief to keep and enforce, not a coach or scorekeeper:

1. Class I, Class HH and Class H may not start a new inning after 2 hours (120 minutes.)
2. Class G, Class F, Class EE, Class E and Class D may not start a new inning after 2 hours 15 minutes (75 minutes.)
3. For tournaments, the same time limits will be in effect for all preliminary games. A preliminary game is defined as any tournament game that is not a regional semi-final, regional final, state semi-final or state final.

4.11 The score of a regulation game is the total number of runs scored by each team.

A. The game ends when the visiting team completes its half of the inning if the home team is ahead.

B. The game ends when the seventh inning is completed if the visiting team is ahead.

C. If the home team scores the winning run in its half of the seventh inning or its half of an extra inning after a tie, the game ends immediately when the winning run is scored. **NOTE:** Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team the winner. **EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the batter-runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate. **APPROVED RULING:** less than two outs the batter hits a home run out of the playing field to win the game in the last half of the seventh or sixth for HH and H or an extra inning but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

D. A called game ends at the moment the umpire terminates play. **EXCEPTION:** If the game is called during an incomplete inning, the game shall be a suspended game when;

1. The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
2. The visiting team scores one or more runs to take the lead in the incomplete

inning, and the home team does not tie the score or retake the lead in the incomplete inning. Note: The home team must bat in its half of the inning. If the visiting team has or takes the lead, the home team must bat in its half of the inning.

3. A regulation game that is tied after five or more completed innings and halted by the umpire, is a suspended game and shall be resumed from the exact point that play was halted. The game shall continue in accordance with [Rule 4.10](#). **NOTE 1:** When a tie game is halted, the pitcher of record may continue pitching providing there is no violation of the pitching rule. [Rule 8.10](#).

- a. Charters may allow ties at their own discretion. In the event of a tie, each team is awarded 2 points.

4.12 Games halted due to weather, curfew, light failure, or darkness, prior to becoming a regulation, shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A pitcher can pitch in both games on the same day subject to pitching limitation as established for each league classification. [Rule 8.10](#). The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rules governing substitution. A player who was not in the game prior to halting the original game may replace any player. No player once removed before the game was halted may be returned to the lineup unless covered by [Rule 3.3](#), [Rule 3.4](#) or [Rule 3.5](#).

4.13 Double Headers see [Rule 3.14](#) and [Rule 11.5.G.1](#).

4.14 Crew Chief shall order the playing field lights turned on whenever, in such umpire's opinion, darkness makes further play in daylight hazardous.

4.15 A game may be forfeited by the crew chief of the game in progress to the opposing team when a team:

A Being upon the field, refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable;

B Employs tactics designed to delay or shorten the game;

C Refuses to continue play unless the game was terminated by the umpire;

D Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "Play Ball";

E Fails to obey within a reasonable time the umpire's order to remove a player from the game;

F After warning by the umpire, willfully and persistently violates any rules of the game;

4.16 If a game cannot be played because of the inability of a team to place 9 players on the field at the starting time of the game, the team with less than 9 players shall forfeit the game to the opposing team. **NOTE:** A game may not be started with less than nine (9) players on each team.

4.17 A game shall be forfeited to the opposing team when a team is unable to place the required number of players on the field. Once a team drops to 8, the game must be finished with eight players. See [Rule 3.6](#) for illness/ injury and ejected players.

4.18 Forfeited games shall be recorded in the score book and the book signed by the crew chief. A written report stating the reason for the forfeiture shall be sent to the Charters' umpire-in-chief, but failure of the umpire to file this report shall not affect the forfeiture.

4.19 Protesting Game

A Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving umpire's judgment. Equipment which does not meet specifications must be removed from the game.

B The managers of contesting teams shall only have the right to protest a game or, in

their absence, the acting manager. However, the manager or acting manager may not leave the dugout until receiving permission from an umpire. It is the responsibility of the protesting manager to know the requirements relating to the filing of protest as well as to which rule and regulation is protestable.

C. Protests shall be made as follows:

1. The protesting manager shall immediately, and before any succeeding play begins,
2. Notify the umpire that the game is being played under protest.
3. Provide the umpire with a detailed account and must quote the rule number and page number of the specific rule violation.
4. A charter protest fee of \$200 cash must accompany the written protest, which must be filed according to established Charter procedures.

D. Following such notice, the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision.

E. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such an announcement shall not affect the validity of the protest.

F. Protest made due to the use of ineligible pitcher or ineligible player may be considered only if made to the umpire. In the event it is discovered after the game, the protest must be filed directly with the Charter. Any protest for any reason whatsoever during League play must be verbally submitted stating rule violation by the manager first to the umpire on the field of play and then in writing along with the Charter protest fee as established by the Charter. If a protest is filed directly with the Charter the same procedure must be followed as related to fees, written details etc. **Only fraudulent roster information will be considered for a protest after 2nd Sunday in June of the current year.**

G. The crew chief shall also submit a report immediately, as established by the Charter for league play.

H. During League play a protest committee established by the Charter Holder shall have the exclusive right to determine whether all steps involved in a protest have been followed sufficiently well for it to hear and resolve any such protest as above, including playing rules if allowed resume game from exact point when infraction occurred and return the protest fee. If a protest is filed for violation of the roster rule or two-inning rule, the protesting manager will have his protest fee refunded. (Win or lose). **NOTE: (1)** This rule does not pertain to charges of infractions of regulations such as field decorum or actions of the league personnel or spectators, which must be considered and resolved by Charter. **NOTE: (2)** All Charter officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: should a manager, official scorer, or league official discover that a pitcher is ineligible at the beginning of the game or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. However, the failure of personnel to notify the manager of the infraction does not affect the validity of the protest.

420 No local league game shall start prior to 9:00 AM on Saturdays and 9:00 AM on Sundays.

421 Lightning

A. When lightning is spotted the game will be delayed one half hour from the time the lightning is spotted. Time is started over from each time lightning is spotted.

B. Any time that a time delay is encountered it will not count as part of the two-hour or time limit rules.

5 PUTTING THE BALL IN PLAY

- 5.1 At the time set for beginning the game, the plate umpire shall order the home team to take its defensive positions and the first batter of the visiting team to take a position in the batter's box. As soon as all players are in position the plate umpire shall call "Play Ball."
- 5.2 After the umpire calls "Play Ball," the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an illegal pitch, an overthrow, interference, or a home run or other fair hit out of the playing field.)
- 5.3 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.
- 5.4 The offensive team's objective is to have its batter become a runner, and its runners advance.
- 5.5 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 5.6 When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.
- 5.7 When three offensive players are legally put out, that team takes the field, and the opposing team becomes the offensive team (side retired).
- 5.8 If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the base coach interferes with a thrown ball, the runner is out.
- 5.9 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 the batter's clothing, while in a legal batting position; runners, if forced, advance (see [Rule 6.8](#));
 - B. The plate umpire interferes with the catcher's throw, runners return to the base they occupied at time of pitch. If the catcher's throw gets the runner out, the out stands. No umpire interference;
 - C. An illegal pitch (a balk) (see [Penalty 8.5](#));
 - D. A ball is illegally batted either fair or foul; runners return;
 - E. A foul ball not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
 - F. 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. **NOTE:** If a fair ball goes through, or by an infielder and touches a runner immediately back of said infielder or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had a chance to make a play on the ball; runner's advance, if forced;
 - G. A pitched ball lodges in the catchers or umpire's mask or paraphernalia; runners advance.
- 5.10 The ball becomes dead when an umpire calls "Time." The umpire shall call "Time":
 - A. When in said umpire's judgment, weather, darkness, or similar conditions make immediate further play impossible.
 - B. When light failure makes it difficult or impossible for the umpires to follow the play;
 - C. When an accident incapacitates a player or an umpire;
 - D. If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as in (D);
 - E. On a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play;
 - F. When a manager requests "Time" for a substitution, or for a conference with one of

the players; **NOTE:** Only one offensive time-out, for the purpose of a visit or conference, will be permitted each inning;

G. When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause;

H. When a fielder, after catching a fly ball, goes out of play, with either foot, the ball shall become a dead ball play. As it pertains to runner(s), the provisions of [Rule 7.4.C](#) shall prevail;

I. When an umpire orders a player, or any other person removed from the playing field;

J. Except in the cases stated in paragraphs (1) and (2-1) of this rule, no umpire shall call "Time" while a play is in progress.

5.11 After the ball is dead, play shall be resumed when the pitcher takes a position on the pitcher's plate with a new ball or the same ball in said pitcher's possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes a position on the plate with possession of the ball and all fielders are in the field of play.

6 THE BATTER

6.1 Players of the offensive team shall bat in the order that their name appears in the team's batting order.

6.2 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 a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

A. The batter shall take his/her position in the batter's box promptly when it is said batter's time at bat.

B. The batter shall not leave that position in the batter's box after the pitcher comes to set position or starts a windup. **PENALTY:** If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

C. If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.

6.3 The batter's legal position shall be with both feet within the batter's box. **APPROVED RULING:** The lines defining the box are within the batter's box.

6.4 A batter has legally completed a time at bat when the batter is put out or becomes a runner.

6.5 A batter is out when:

A. A fair or foul fly ball (other than a foul tip) is legally caught by a fielder.

B. The catcher legally catches a third strike.

C. A third strike is not caught by the catcher when first base is occupied before two outs.

D. Bunting foul on a third strike.

E. An infield fly is declared.

F. The batter attempts to hit a third strike and is touched by the ball.

G. A fair ball touches said batter before touching a fielder.

H. After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead, and no runner may advance. If the batter-runner drops the 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 alive and in play.

I. **HH & H League** - When catcher drops a ball that is a third strike. When the ball hits the ground in front of the plate it is a ball unless the batter swings at the pitch; then it is a strike and is considered a dropped ball. If less than two outs, the runners may advance at their own risk.

J. After hitting or bunting a foul ball, that runner intentionally deflects the course of the ball

- in any manner while running to first base. The ball is dead, and no runners may advance.
- K. After a third strike or after hitting a fair ball, the batter runner or first base is tagged before said batter runner touches first base.
 - L. In running the last half of the distance from home plate to first base, while the ball is being fielded to first base, the batter- runner runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and in the umpire's judgment (batter-runner does not have to be hit by the ball) in so doing interferes with the fielder taking the throw at first base; except, that the batter runner may run outside (to the right of) the three-foot line or inside (to the left of the foul line) to avoid a fielder attempting to field a batted ball;
 - M. An infielder intentionally drops a fair fly ball or line drive with first, and second, first and third, or first, second and third bases occupied before two are out. The ball is dead, and runner or runners shall return to their original base or bases This is an umpire's judgment call; **APPROVED RULING:** In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the infield fly rule applies.
 - N. A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete a play.
 - O. With two outs, 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 run shall not count; before two are out, the umpire shall call "strike three," the ball is dead and the run counts.
 - P. In all classes, batter must wear a NOCSAE approved batting helmet with ear lugs. It is the umpire's responsibility to see that the batter has the proper protective head gear and will stop the game until the situation is corrected. If it is not corrected, the game shall be forfeited.

66 A batter is out for illegal action when:

- A. Hitting the ball with one or both feet on the ground entirely outside the batter's box.
- B. Stepping from one batter's box to the other while the pitcher is in position ready to pitch.
- C. Interfering 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. **EXCEPTION:** 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.
- D. When the batter steps into the batter's box with an illegal bat.

67 Batting Out of Turn

- A. A batter shall be called out, on appeal, when he/she fails to bat in his/her proper turn, and another batter completes a time at bat in his or her place. The proper batter may take a position 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 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, illegal pitch, wild pitch or passed ball, such advance is legal.
- C. When an improper batter becomes a runner, or is put out, or 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 such time at bat become legal.
- D.
 - 1. When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter called out.

2. 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 improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

APPROVED RULINGS

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

PLAY (1). Baker bats. With the count of 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. **RULING:** In either case, Abel replaces Baker, with the count 2 balls and 1 strike.

PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. **RULING:** Abel is called out and Baker is the proper batter; Baker stays on second and Charles is the proper batter.

PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel'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. The defensive team appeals (a) immediately or (b) after a pitch to Daniel. **RULING:** (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 the advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4). With the bases full and two out, Henry bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to George. **RULING:** Frank is called out and no runs scored. George is the proper batter to lead off the second inning; (b) Henry stays on third and three runs score. Irvin is the proper batter.

PLAY (5). After Play (4) (b) above, George continues to bat. (a) Henry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper lead-off batter in the second inning? **RULING:** (a) Irwin became the proper batter as soon as the first pitch to George legalized Henry's triple; (b) Henry. When no appeal was made, the first pitch to the lead-off batter of the opposing team legalized George's time at bat.

PLAY (6). Daniel walks and Abel comes to bat. Daniel was an improper batter and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is proper batter. There is no appeal, and a pitch is made to Abel. Daniel'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. Edward 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 Daniel is the proper batter, but Daniel is on second base. Who is the proper batter? **RULING:** The proper batter is Edward. When the proper batter is on base, that batter is passed over, and the following batter becomes the proper BATTER. **NOTE:** The umpire and scorekeeper 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: (1). When a player bats out of turn, the proper batter is the player called out. (2). 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 establishes the order that is to follow.

6.8 The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when:

- A. Four "balls" have been called by the umpire. **NOTE:** An intentional base on balls may be given by the defensive team by having its coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

- B. The batter is touched by a pitched ball which the batter 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; **NOTE:** 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 that batter makes no attempt to avoid being touched.

APPROVED RULING: When a pitched ball, which does not entitle that batter to first base, touches the batter, the ball is dead, and no runner may advance.

- 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 of a decision to decline the interference penalty and accept the play. Such an 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 batter, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference;
- D. A fair ball touches an umpire or a runner in fair territory before touching a fielder. **NOTE:** 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.

69 The batter becomes a runner when:

- A. A fair ball is hit.
- B. **G, F, EE, EE, and D League:** The third strike called by the umpire is not caught, providing **(1)** first base is unoccupied or **(2)** first base is occupied with two out. **NOTE:** A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.
- C. A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, touches an umpire or runner in fair territory.
- D. A fair fly ball passes over a fence or into the stands. Such a hit entitles the batter to a home run when all bases have been legally touched.
- E. Any fair ball which after touching the ground, bounds into the stands or passes through, over or under a fence, or through or under a score board, or through any opening in the fence or score board, or through or under shrubbery or vines on the fence, or which sticks in a fence or score board, 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.

610 Extra Hitter for Classes F, E, EE, and D

- A. Extra Hitter must be declared at ground rules.
- B. If a team uses an EH and starts play with ten (10) players and an injury or sickness occurs, the EH may take the defensive position vacated by the sick/ injured player and will continue to bat in his original place in the batting order. Play will continue with nine (9) players. The batting order cannot be altered, and an out will be declared at the place in the batting order where the sick/injured player is due to bat.
- C. Starting EH may take the field once he/she has recorded a time at bat (including base on balls) and the field player may assume the EH position. The batting order cannot be altered.
- D. Should an EH become ill/injured during the course of a game, a substitute will be allowed and will assume that position in the batting order. The batting order cannot be altered. Should a substitute not be available, an out will occur at the EH spot in the line- up when due to bat. Substitutions may be a reenter player.
- E. Ejection of an EH may only be substituted by a non- re-entered player. Should a legal

player not be available, an out will be declared at that position in the batting order when due to bat.

6.11 Extra Hitter for Classes HH, H, and G.

A EH will be declared at ground rules.

B EH will be a position player and the player that starts EH must play a mandatory two innings as the EH per [Rule 3.3](#) Substitution for HH, H, and G.

C. The starting EH must play 6 outs at defensive position during the game.

D. A substitute player may not enter the game as the EH. Player must meet the 6 outs as a defensive player before player can assume the EH position. Should an EH become sick or injured during the course of the game, a substitute will be allowed and will assume that position in the batting order. The batting order cannot be altered. Should a substitution not be available, an out will be declared at that position in the batting order when due to bat. Substitution may be a re-entered player.

E. A Position player currently in the game may not assume the position of EH until the player has played two innings. Player in a matching situation may not assume the EH position until the EH that the player is replacing has met this requirement. Managers do not alter the batting order.

6.12 HH & H league when a batter is walked, the runner can continue running to 2nd as long as the runner does not stop at 1st. This is a judgment call as to whether the runner rounds 1st in a proper manner and comes to a logical conclusion.

6.13 Continuous Batting Order for Classes HH-D is permitted for season and tournament play. Each team has the option to use a continuous batting order. All players present at the game must be placed into the batting order. If a player arrives late, they are added to the bottom of the original batting order. The use of a continuous batting order must be declared at ground rules. If one team chooses to use a continuous batting order, the other team is not required to use it. If a player is ejected, the spot vacated in the batting order becomes an out for the remainder of the game. If a player becomes sick or injured, no out is taken until the team drops below the required number of 9 players. Player that vacated that batting position may not return to the game. All defensive substitution rules must still be met by Class. Player matching may not be used by a team utilizing a continuous batting order.

7 THE RUNNER

7.1 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.

7.2 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of [Rule 5.9](#). In such cases, the runner may go directly to the original base.

7.3 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, and the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.4 Each runner, other than the batter, may, without liability to be put out, advance one base when:

A The batter's advance, without liability to be put out, forces the runner to vacate a 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 with two out. **NOTE:** A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.

B There is a balk committed.

C A fielder, after catching a fly ball, goes out of play with either foot.

D. While he is attempting to steal a base, the catcher or any other fielder interferes with the batter. **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 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.

7.5 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 a batted fair 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 a batted fair 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 a 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 a thrown ball. The ball is in play; **NOTE:** In applying (B-C-D-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 (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 score board, or through or under shrubbery or vines on the fence; or if it sticks in such fence, score board, 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:** 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;
- 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 area, or over or through a field fence or backstop. The ball is dead. **APPROVED RULING:** When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher, while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder and remains on the playing field, and is subsequently kicked or deflected into the dugout stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw; One base, if the batter becomes a runner on ball four or strike three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. **NOTE:** If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

7.6 When obstruction occurs, the umpire shall call or signal "Obstruction":

- A. If a play is being made on the obstructed runner, or if the batter-runner is obstructed

before touching 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 last legally touched by such runner before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.

- 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 that umpire's judgment will nullify the act of obstruction. **NOTE 1:** When the ball is not dead-on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, the runner would have been awarded because of being obstructed, the runner does so at his/her own risk and may be tagged out. This is a judgment call. **NOTE 2:** The catcher, without the ball in their possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner, and the catcher should be there only when fielding a ball or with the ball already in his/ her possession.

- 7.7 If, with a runner on third base and trying to score by means of a squeeze play or steal, the catcher, or any other fielder steps in front of home base without possession of the ball, or touches the batter or the bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

- 7.8 Any runner is out when:

- A. Running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or
- B. After touching first base the runner leaves the base line obviously abandoning all effort to touch the next base.
- C. Intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball. **NOTE:** 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.
- D. That runner is tagged, when the ball is alive, while off a base; **EXCEPTION:** A batter-runner cannot be tagged out after overrunning or over sliding first base, if said batter-runner returns immediately to the base. **APPROVED RULING: (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 the runner has reached the base safely. **APPROVED RULING: (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, that runner touches or occupies the dislodged bag, or the point marked by the original location of the dislodged bag.
- E. Failing to retouch the base after a fair or foul fly ball is legally caught before that fielder tags runner or the base. The runner shall not be called out for failure to.
- F. Retouch the base after the first following pitch, or any play or attempted play. This is an appeal play; **NOTE:** Base runners 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 ball. Runners then return to their bases.
- G. Failing to reach the next base before a fielder tag said runner or the base after that runner 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 that runner is forced to advance, and if over sliding or overrunning 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 last occupied, the force play is reinstated, and the runner can again be put out if the defense tags the baseto which the runner is forced.
- H. 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, no runners may advance, except runners

forced to advance; **EXCEPTION:** If a runner is touching a base when touched by a called infield fly, that runner is not out, although the batter is out; **NOTE (1):** If a runner is touched by a called infield fly when not touching a base, both runner and batter are out. **NOTE (2):** If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.

- I. Attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts.
- J. Passing a preceding runner before such runner is out.
- K. Failing to return at once to first base after overrunning or over sliding that base. If attempting to run to second, the runner is out when tagged. If after over running or over sliding first base, the runner starts toward the dugout, or toward a position, and fails to return to first base at once, that runner is out on appeal, when said runner or the base is tagged.
- L. In running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision. **NOTE:** This rule applies only where the runner is on the way to the bench and a fielder would be required to chase the runner to tag him/her. 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, the runner must be tagged.
- M. Runner is out if player removes their batting helmet any time during a live ball situation. If a player deliberately removes his protective headgear during playing action the player shall be called out. Ruling: a dead ball advance on bases is not considered playing action.

7.9 It is interference by a batter or runner when:

- A. The batter hinders the catchers attempt to field the ball.
- B. After hitting or bunting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead, and no runners may advance. If the batter-runner drops the 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 alive and in play.
- C. The batter intentionally deflects the course of a foul ball in any manner.
- D. 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.
- E. 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 for the interference of teammate or teammates.
- F. Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate.
- G. If, in the judgment of the umpire, a base 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 runner out for interference and also call out the batter runner because of the action of the runner. In no event may bases be run or runs scored because of such action by the runner.
- H. If in the judgment of the umpire, a batter-runner fully 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 advanced closest to home plate regardless of where the double play might have been possible. In no event shall bases be run because of such interference.
- I. In the judgement of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third

base or first base.

- J. With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder.
- K. In running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the umpire for the decision. **NOTE:** This rule applies only where the runner is on the way to the bench, and a fielder would be required to chase the runner to tag him/her. 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, the runner must be tagged.
- L. The runner 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 ball;
- M. A fair ball touches the batter or runner in fair territory before touching a fielder. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder 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 a decision, the umpire must be convinced that the ball passed through or by the infielder 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 had missed a play, then the runner shall be called out for interference; **PENALTY FOR INTERFERENCE:** The runner is out, and the ball is dead.

7.10 Any runner shall be called out on appeal:

- A. After a fly ball is caught and the runner fails to retouch the base before said runner or the base is tagged. **NOTE:** "Retouch" in this rule means to tag up and start from contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of, and not touching, the base.
- B. With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a 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 abandoned after said runner has advanced to and touched a base beyond the missed base. **Play A** - Batter hits ball out of the park, or hits a ground rule double, and misses first base (ball is dead). The runner may return to first base to correct the mistake before touching second. But if the runner touches second, he/she may not return to first and if the defensive team appeals, the runner is declared out at first. (Appeal plays.) **Play B** - Batter hits a ground ball to shortstop, which throws wild into the stands (ball is dead). Batter-runner misses first base but is awarded second based on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before proceeding to second base. (Appeal plays.)
- C. The runner overruns or over slides first base and fails to return to the base immediately and said runner or the base is tagged.
- D. The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged. A runner forfeits his/her opportunity to return to home base when he/she enters the dugouts or other dead ball area. Any appeal under this rule must be made before the next pitch, or any play or attempted play. No appeal can be made if the ball is dead. If the violation occurs during a play, which ends a half-inning, the appeal must be made before all the defensive players have left fair territory. 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, the umpire shall not allow a request for a second appeal on the same runner at the same base. (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. **NOTE: (1)** 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 purposes of this rule, the defensive team has “left the field” when all players have left fair territory on their way to the bench or dug out. **NOTE: (2)** If a pitcher makes an illegal pitch 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 hand, would not constitute an appeal. The ball must be live to make an appeal.

- 7.11 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball. **PENALTY:** Interference shall be called, and the batter or runner on whom the play is being made shall be declared out.

- 7.12 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 the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

- 7.13 HH League: Player cannot lead off or steal any base until the pitched ball passes home plate. The umpire will call time when:

A. All play comes to a logical conclusion (umpire's judgment) i.e., the lead runner stops (change of direction is considered a stop), the umpire will call time out and all other runners will return to the last touched base. Last touched base does not mean, if a player is over halfway to the next base, that he is entitled to it. Umpires keep in mind that the key to this interpretation is the lead runner. All calls made under this rule will be considered a judgment call.

B. Lead runner is stopped, no play is being made on runners in jeopardy of being put out, (play comes to a logical conclusion), and the umpire will place the runner on their last occupied base. This does not void any legal advances that must be made. This rule is not intended to stop all stealing, but its intent is to control it by not allowing it to occur until the ball passes the plate. Time out will be called when, in the judgement of the umpire, the play is over. **PENALTY:** When the player leaves early, the ball is dead, the runner is called out and the count continues on the batter. This is considered an immediate dead ball. No player can advance. This is considered a judgement call.

C. The ball is considered to be dead from the catcher to the pitcher on a throwback after a pitch is not put in play and the existing criteria for logical conclusion of the play has been met.

- 7.14 Crashing into a fielder who is holding the ball waiting to make a tag. Cases have been reported in which the base runner, upon seeing the catcher or another infielder who has the ball waiting for him, remains on their feet and deliberately crashes into the defensive player hoping to jar him/her so that the ball will be dropped. To avoid injury, the runner should attempt to slide to avoid being tagged. Severe injury can result from such unnecessary, unsportsmanlike tactics. **PENALTY:** It is the duty of the umpire to declare the runner out, and when the action of the runner is also interpreted as being a flagrant act, the violator shall be disqualified from the game. Coaches and players must be aware of the fact that umpires are being asked to watch more closely for obstruction by the catcher and other fielders. It appears to the members of the committee that coaches need to remind their players of the rules pertaining to obstruction and the proper method of making the tag during a putout. Catchers need to be taught to give the runners a piece of home plate to allow a slide prior to the catcher receiving the ball to make the putout. It appears to the committee that catchers, because of the added protective equipment, defy runners unnecessarily when they do not have the ball. We apparently

have the ability to make the putout at 1st, 2nd and 3rd base without violent collision. It should be no different at home base. It is the duty of the umpire to enforce the obstruction rule and not give the defense an unfair advantage.

8 THE PITCHER

- 8.1 Legal pitching delivery. 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 standing on the pitcher's plate.

A. The Windup Position. The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one-step backward, and one step forward with the free foot. From this position the pitcher may:

1. Deliver the ball to the batter, or.
2. Step and throw to a base in an attempt to pick off a runner, or;
3. Disengage the pitcher's plate. In disengaging the pitcher's plate, the pitcher must step off with the pivot foot and not the free foot first. The pitcher may not go into a set or stretch position. If the pitcher does, it is an illegal pitch, a (balk).
4. **NOTE:** When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and the other foot free, that pitcher will be considered in a Windup Position.

B. The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his/her entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, (**NOTE:** the whole length of the foot must be in contact with the rubber. A pitcher cannot pitch from off the end of the rubber with just the side of his foot touching the rubber), holding the ball in both hands in front of the body and coming to a complete stop. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the 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 the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to that batter commits him to 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/she shall go to the set position as defined in Rule 8.1.B without interruption and in one continuous motion. The pitcher, following his stretch, must **(a)** hold the ball in both hands in front of his body and **(b)** come to a complete stop. This must be enforced by the umpires, and they 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."

C. At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw. The pitcher shall step ahead of the throw. "A snap throw" followed by the step toward the base is an illegal pitch (a balk). (See **PENALTY** for illegal pitch under [Rule 8.5.](#))

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. A ball that slips out of the pitcher's hand and crosses the foul line shall be called a ball, otherwise it will be called "no pitch" without runners on base, and an illegal pitch (a balk) with runners on base. (See **PENALTY** for illegal pitch under [Rule 8.5.](#))

E. If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping

backward with that foot, that pitcher thereby becomes an infielder, and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

82 The pitcher shall not:

- A. Bring the pitching hand fingers in contact with the mouth or lips unless the pitching hand/fingers are wiped off prior to making contact with the ball. This is commonly referred to as “wetting the fingers”. **PENALTY:** For violation of this part of the rule, the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter 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. Apply a foreign substance of any kind to the ball.

C. Expectorate on the ball, either hand or the glove.

- 1. Rub the ball on the glove, person, or clothing.
- 2. Deface the ball in any manner.
- 3. Deliver what is called the “shine” ball, “spit” ball, “mud” ball or “emery” ball. The pitcher, of course, is allowed to rub off the ball between the bare hands.
- 4. **PENALTY:** For violation of any part of this [Rule 8.2.A through C](#), the umpire shall: call pitch a ball and warn pitcher. If a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such an election must be made immediately at the end of the play.) **NOTE:** A pitcher may use a rosin bag for the purpose of applying rosin to the bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to their glove or dust any part of the uniform with the rosin bag.

D. 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, or commit an illegal pitch for the purpose of not pitching to the batter (i.e. intentional walk, etc.); **PENALTY:** If, after warning by the umpire, such delaying action is repeated, the pitcher can be removed from the game.

E. Intentionally pitch at the batter. If in the umpire’s judgment, such violation occurs, the umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher. If such a pitch is repeated during the game, the umpire shall eject the pitcher from the game.

83 When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher, or another teammate acting in the capacity of catcher, during which play shall be suspended. 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 the pitcher as many pitches as the umpire deems necessary.

84 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. The 20-second timing starts when the pitcher is in possession of the ball and the batter is in the box, alert to pitcher. The timing stops when the pitcher releases the ball. The umpire shall call a ball when this rule is violated. **NOTE:** 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 a position on the pitcher’s plate promptly.

85 An illegal pitch (is a balk when a runner or runners are on base) is when.

- A. The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.
- B. The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw.
- C. The pitcher, while touching his plate, fails to step directly toward a base before throwing.

- D. The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play; makes any motion naturally associated with the pitch while not touching the pitcher's plate.
- E. The pitcher makes an illegal pitch.
- F. The pitcher delivers the ball to the batter while 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.
- I. The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints at a pitch.
- J. The pitcher, after coming to 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 drops the ball.
- 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 complete 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. Umpires should bear in mind that the purpose of the balk is to prevent the pitcher from deliberately deceiving the runner. If there is doubt in the umpire's mind, the intent of the pitcher should govern. However certain specifics should be born 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.

N. Balks are not called or enforced in Class I.

- 86** This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher.

- A. A manager or coach may come out twice in one inning to visit with the pitcher of record, but the second trip out, the player must be removed as a pitcher. The manager or coach is prohibited from making a second visit while the same batter is at bat.
- B. A manager or coach may not confer with any other defensive player. This is included in the visit with the pitcher. This is an umpire judgment call. **APPROVED RULING:** A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor it. A manager or coach cannot make a second trip to the mound with the same batter at bat. If a pinch hitter is substituted into the game for the batter, the manager can make a second trip to the mound at which time the pitcher must be removed from the game.

- 87** Any pitcher during the same inning that is recalled to pitch may not be granted any warmup pitches.

- 88** Any pitcher may be recalled to the mound provided the removal was made on the first trip to the mound.

- 89** Pitchers changing positions from the bench between innings shall not under any rules be considered a trip to the mound.

- 810** Pitching restrictions for OHSBL classifications:

- A. The following chart lists the daily pitch limits by Class. The mandatory days of rest are listed where the player may not pitch, but may participate in games during mandatory rest period:

Class	Daily Pitch Limit	0 Days Rest	1 Day Rest	2 Days Rest	3 Days Rest
I	65 pitches	1-30 pitches	31-50 pitches	51-65 pitches	n/a
HH, H	75 pitches	1-30 pitches	31-50 pitches	51-75 pitches	n/a
G	85 pitches	1-30 pitches	31-50 pitches	51-85 pitches	n/a
F	100 pitches	1-30 pitches	31-50 pitches	51-85 pitches	86+ pitches
EE, E	125 pitches	1-30 pitches	31-50 pitches	51-85 pitches	86+ pitches

- Any legal pitch delivered by the pitcher during live play, to include foul balls, count towards the pitch count. Warmups do not count towards the pitch count.
- A “DAY” is considered one calendar day for this purpose.
- A pitcher may finish the current batter if THE DAILY PITCH LIMIT is reached during that at bat.
- At the end of each contest, coaches will submit pitcher numbers and pitches thrown in the designated data collection system to be determined at the start of each season.
- All pitches thrown in a suspended game or a “no contest” game SHALL COUNT toward the daily pitch limit and the total number of pitches thrown. **Pitchers will be bound by the sixty (60) hour pitching rule. Pitch counts from the suspended game carry over to the resumed game.**
- If a pitcher throws enough pitches in a game to require 1 day of rest or more, he may NOT pitch in the second game of a double header or the following day.
- Each team must keep a record of all pitches thrown by each of their players in each game and make this available to the OHSBL upon request.
- Pitch counts are to be recorded in each team’s score book. If there is any discrepancy with the pitch count, the Home Team’s pitch count will be considered as the “OFFICIAL PITCH COUNT” of record.
- Any player pitching during a period in which rest is required is considered to be pitching as an ineligible player. **NOTE:** Any victorious contest in which an ineligible player is participating will result in forfeiture of the contest.
- Umpires have no mechanism or jurisdiction on pitch count rules. They are not a resource to resolve pitch count conflicts during the game.

B. Class D

- A Pitcher may pitch 10 innings in a 60-hour period in Hot Stove games, starting time to the next scheduled game starting time.
- If a pitcher pitches 10 complete innings in a 60-hour period, the pitcher will not be eligible to pitch in a game scheduled in the next 60 hours.
- The number of innings shall be determined by:
 - Each putout is considered to be 1/3 of an inning.
 - The pitcher is charged with 1/3 of an inning when he is in the game as a pitcher regardless of if he makes a putout or not.
 - A sudden double or triple play cannot be construed as a violation of the 10-inning rule. **Note:** it is possible to have more than 3 putouts charged to a pitcher in one inning.
- The 60-hour pitching rule shall be from scheduled games starting time to the

next scheduled game starting time.

5. If any game is not a complete game as stipulated, all records of any full inning or part of any inning a pitcher has pitched in the game shall count toward interpretation of the number of innings they may pitch in sixty (60) hour period.
- C. Pitchers in all classifications will be bound by the pitch count and 60-hour pitching rule (as stated in A and B for) all games played under the jurisdiction of Ohio Hot Stove Baseball League rules and regulations. Innings pitched, not associated with Hot Stove, will not count as part of OHSBL pitching rule. Pitchers should be aware of this rule and understand that they must assume the responsibility of protecting their arm from being excessively used.
- D. Ambidextrous pitcher shall be charged outs, whether delivered from the right or left hand, and shall count against the total outs recorded in an inning.
- E. Violation of any part of Rule 8.10 regardless of when discovered, shall cause the game to be forfeited to the opposing team. In the event that both teams are in violation of any of the above rulings, it shall be declared a double forfeit. **NOTE:** Violations of this nature must be submitted to the OHSBL Executive Committee for any further action that is stipulated in the rules and regulations that pertain to violations of this nature.

9 THE UMPIRE

9.1 UMPIRE APPOINTMENT

- A. The charter shall appoint one or more umpires to officiate at each league game (OHSBL recommends two umpires per game). The umpire 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. **NOTE:** Plate umpire must wear mask, shin guards and chest protector. Male umpire must wear protective cup.
- B. Each umpire is the representative of the Charter and of the Ohio Hot Stove Baseball League and is authorized and required to enforce all these rules. Each umpire has authority to order a player, coach, manager, or League officer 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 except in rules that state otherwise.
- E. All umpires have authority at their discretion to remove from the playing field **(1)** any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc. and **(2)** Any spectator or other person not authorized to be on the playing field.

9.2 UMPIRE DECISIONS

- A. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decision.
- B. If there is reasonable doubt that any umpire's decision may conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- C. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or do so by the umpire making it.
- D. No umpire may be replaced during a game unless injured or ill.

9.3 NUMBER OF UMPIRES

- A. If there is only one umpire, that umpire shall have complete jurisdiction in

- administering the rules and the game will be called from behind the home plate.
- B. If there are two or more umpires, one shall be designated Crew chief and the others field umpires.
 - C. Crew Chief, which does not have to be the plate umpire and can be assigned by the charter umpire-in-chief or decided at the start of the game by the umpires assigned to a game, or in the absence of the assignment, the plate umpire, will be the crew chief and have complete jurisdiction in administering the rules. The crew chief will assist in all aspects of the game and its rules. The crew chief should be the most experienced umpire assigned to the game.

94 UMPIRE POSITIONS

- A. The plate umpire shall stand behind the catcher. This umpire usually is called the plate umpire. The plate umpire duties shall be to:
 - 1. Take full charge of, and be responsible for, the proper conduct of the game.
 - a. Call and count ball and strikes.
 - b. Call and declare fair balls and fouls except those commonly called by field umpires.
 - c. Make all decisions on the batter.
 - d. Make all decisions except those commonly reserved for the field umpires.
 - e. Decide when a game shall be forfeited.
 - f. Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request.
 - g. Announce any special ground rules.
 - 2. A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:
 - a. Make all decisions on the bases except those specifically reserved to the umpire-in-chief.
 - b. Take concurrent jurisdiction with the plate umpire in calling "time, illegal pitches, or defacement or discoloration of the ball by any player.
 - c. Aid the plate umpire in every manner in enforcing the rules, excepting the power to forfeit the game; shall have equal authority with the plate umpire in administering and enforcing the rules and maintaining discipline.
 - 3. Crew chief duties shall be:
 - a. If different umpires should make decisions on one play, the crew chief shall call all the umpires into consultation, with no manager or player present. After consultation, the crew chief shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.
 - b. Keep and enforce all time limits.

95 INCIDENT REPORT

- A. The umpire shall report to the Charter president within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons, therefore.
- B. When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the charter within twenty-four hours after the end of the game.
- C. After receiving the umpire's report that a manager, coach, or player has been disqualified, the charter shall require such manager, coach or player to appear before charter holder officers to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The charter officers present at the meeting shall impose such a penalty as they feel is justified.

96 UMPIRE DRESS

- A. Black shoes shined and with black shoelaces. (Single white strip is permissible).

- B. Socks, black or dark blue.
- C. Trousers, gray with black belt.
- D. Shirts and a light blue polo shirt are optional for league play. Optional major league replica pullover shirts can be worn providing all members of the crew are wearing the same shirt. Shirts of the same color should be worn by the crew for all league play. Only OHSBL patches are to be attached to the sleeve(s) of your shirt. Major League Replica Black pullover shirt shall be the official shirt worn at all tournament games. If a tee shirt is worn it must be red.
- E. Umpire caps, regulation black or dark blue shall be worn by all umpires with the bill of the cap always to the front. **EXCEPTION:** Plate umpires who elect to wear a hockey style helmet will not be required to wear a cap. All caps or helmets shall be plain or have an Insignia or lettering approved by OHSBL or the Charter.
- F. Uniforms and equipment shall be clean and neat.
- G. Plate umpire must have a chest protector, mask with throat protector, shin guards, indicator, protective cup, short brush, shin guards and a ball bag. If only one ball bag is used, it must be on the right side. Field umpire must have an indicator, brush, and **not** wear a ball bag.
- H. Shin guards must be worn underneath trousers.
- I. No metallic jewelry shall be worn on the field except for wedding bands and medical alert bracelets.
- J. For tournament information, please check [Rule 11.13.L](#).

97 UMPIRE CONDUCT

- A. An umpire shall not fraternize with managers, coaches, players, spectators, or any field personnel.
- B. Be firm but polite. Abuse of the umpire will not be tolerated. The rules clearly state that no protest is allowed on a judgment call. A question on a rule interpretation should be courteous, but brief. The only consultation should then be with fellow umpires and the rule book. Make the ruling and continue with the game.
- C. Always keep your eyes everlasting on the ball while it is in play.
- D. Each umpire team should work out a simple set of signals.
- E. Umpires must be certified by OHSBL Chief Umpire or Executive Committee appointed personnel and should attend umpires' clinics each year as they become available to obtain refresher training and rule change data. It is a must that umpires know the OHSBL, Inc. Baseball rules.

98 CELL PHONES

- A. Cell phones or other communication devices shall not be used on the field of play or in dugouts, except those that respond to emergencies and identify themselves at ground rules. Cell Phones are not considered part of your uniform. Put it in your pocket.

In the final analysis, the success or failure of the Hot Stove league rests to a large degree on the quality of the Umpire corps. Good umpiring will foster more interest from the players, more help and cooperation from the parents and more aid from the community. Bad umpiring will destroy anything we have built.

10 CLASS I PLAYING RULES

10.1 Field Dimensions

- A. Pitching Distance is 40 feet. Bases are 60 feet.
- B. AD Starr 100/DOL-1 or equivalent baseball

10.2 Playing Rules

- A. On Defense, A team can field 10 players consisting of 6 infielders and 4 out fielders.
 - 1. Teams may use 9 or 10 defensive players to start the game.
 - 2. If starting with 9, may not go up to 10. A team may finish with 8 players, regardless of how many defensive players start the game.
- B. 5 coaches are allowed on the roster. At most 2 coaches may be on the field for defensive instructions. They must be positioned in the outfield.

- C. Each team will use continuous batting order. Players arriving late can be added to the end of the lineup. If a player becomes sick or injured, no out is taken until the team drops below the required number of 10 players.
- D. All players must play 6 defensive outs.
- E. Games will be 6 innings.
- F. Maximum of 10 batters per inning. (Except the 6th inning and beyond)
- G. An at bat will be 10 batters, 5 runs or 3 outs whichever occurs first.
- H. 6th inning or extra innings a team can score unlimited number of runs.
- I. The 10-run rule will apply. May not start a new inning after 2 hours (120 minutes.)
- J. All plays will come to an end when a logical conclusion of play has occurred.
- K. Infield Fly will not apply.
- L. No dropped 3rd strike rule: batter is out.
- M. No leading off or stealing. **PENALTY:** Ball is immediately dead, runner is out.
- N. No balks will be called or enforced.
- O. The ball is dead from catcher to pitcher.
- P. All non-wood bats must bear the USA Baseball bat stamp.
Cracked or dented bats must be removed from the game.
- Q. If there is an injury on the field, an immediate dead ball will be called by the umpire.



10.3 Pitching Rules

- A. Coach Pitch - A Coach of the team at bat will pitch the first three innings. Coach must be in contact with the rubber when pitching. (Can get on one knee.)
- B. The defensive pitcher will stand alongside the coach that is pitching, opposite the side of the batter, no more than 3 feet from the side and 3 feet behind, the adult pitcher, at the umpire's discretion. The player may not leave that spot until the ball crosses the plate. Umpire must not allow a pitch to be delivered until the player in the pitcher's position is in a legal location. Once the ball is pitched, it is agreed that the player was in the proper position. **PENALTY:** If player leaves spot before ball is put in play it will be a delayed dead ball and team at bat can choose (1) the result of the play or (2) batter goes to first and all forced runners advance 1 base. If all runners advance 1 base safely then there is no penalty. There is also no penalty if the ball is not put into play.
- C. A batter's turn at bat ends with either:
 - 1. Each batter will receive at most 5 pitches. If the batter fouls off the 5th and consecutive pitches, they shall remain at bat until they hit the ball into fair territory, swing and miss, or fail to swing at the pitch. In this case, the batter is ruled out.
 - 2. "Three Strikes Rule," where the batter is charged with strikes if they swing and miss or foul off a pitched ball with zero or one strike. They are out if they swing and miss with two strikes. Batter is not out if they foul a ball off with two strikes, as per rule 10.3.C.1.
 - 3. A ball is put in play.
- D. If a batted ball hits the coach pitching, it will be a live ball unless it is caught out of reflex. In this case the ball is dead, and the batter will receive first base and forced runners will advance one base.
- E. The coach that is pitching is not allowed to give instructions to the base runners. (If he does, one warning will be given, and the lead runner will be called out for coach's interference for subsequent offenses.)
- F. Player pitch will begin after the first three innings of coach pitch and continue from the 4th inning to the end of the game.
 - 1. A player pitcher cannot pitch more than two innings per calendar day.
 - 2. A daily pitch limit applies to all pitchers, per [Rule 8.10](#).
 - 3. Pitchers are limited to either two innings OR the daily pitch limit, whichever comes first.

10.4 Umpires:

- A. Can use two 13–17-year-olds or one adult umpire.
- B. State tournament - no more than 3-man crew with minimum one adult.
- C. All Managers and coaches must have a background check through NCSI (OHSBL approved background provider.)
- D. Keep in mind that the above rules apply only to I league.

11 TOURNAMENT RULES AND REGULATIONS

11.1 TOURNAMENT PLAY

- A. All Tournament Directors are advised by the Executive Committee that no player may be added to a State Team Roster, nor any player made eligible on any State Team Roster unless these teams and players have been approved by the Executive Committee. No changes or additions to any State Team Roster will be made by any Tournament Director upon the presentation of any birth record submitted by any Team Manager during tournament play regarding any player not approved by the Executive Committee due to said player being omitted on a State Team Roster or being ineligible due to a birth record not being submitted by the established dates.

11.2 TEAM ELIGIBILITY

- A. No teams shall be eligible for OHSBL Tournament Play unless a State Team Roster (see [Article XII](#)) has been submitted to the OHSBL for the team as it stands as of established date of the current year.
- B. The District Tournament Directors shall receive all OHSBL Team Rosters from the State Executive Committee after the checking and approving of said rosters.
- C. The Regional Tournament Directors shall receive all OHSBL Rosters for those teams qualifying for Regional Play from District Tournament Directors.
- D. The State Tournament Director shall receive all State Team Rosters for all Teams qualifying for State Play and said rosters shall be forwarded to the State Tournament Director by each Regional Tournament Director.
- E. Team age groups must conform to the OHSBL Rules and Regulations.
- F. A team shall be composed of players who enter OHSBL Tournament Play, and such players must be regular members of that team and certified as such on the roster. All approved teams must have played at least seven scheduled league games prior to the OHSBL Tournament Drawing to be eligible for Tournament Play.
- G. A player in all classifications may play on only one OHSBL team. If a player plays on more than one baseball team not associated with OHSBL, they must play in at least 50% of their OHSBL played scheduled games played to be eligible to play in the OHSBL district, regional or final state tournament.

11.3 TOURNAMENT ENTRY FEE

- A. An entry fee of \$160.00 single elimination and included in the team fee for double elimination (EE, E and D) must be paid for each team that is going to enter into Tournament play: The fees are to be sent to The OHSBL Executive Treasurer before established date of the current year. Forms will be furnished to all Charters to list their teams by roster names, manager's name, age class and number of eligible players. **PENALTY:** Teams that have not paid their entry fee by the required date will be ineligible for Tournament play. Tournament fees shall be refunded if a team withdraws by notifying the Charter, who will submit the proper form by the established deadline. There shall be no entry fee refunds after this deadline.
- B. When a team advances to regional or finals, the manager is responsible for paying an additional \$75.00 on each advancement to the Tournament Director.

11.4 TOURNAMENT DRAWING

- A. There shall be no refund of any entry fee if a team withdraws or is disqualified from Tournament play.
- B. It shall be the responsibility of each Tournament Director to notify the official Charter representative of each Charter participating in Tournament play of the

details concerning the drawing. No drawing may be held unless every Charter has been notified.

- C. Each Manager is responsible for getting the information from their Charter Officer, as to the time and place of the drawing and have himself/herself, a representative listed on the roster, or a Charter approved representative (in writing) must be present for the drawing. Failure to be present at the drawing will disqualify a team from participating in the tournament. **NOTE:** If no adults can be present for the drawing the Charter can assign an adult to draw for the team. There must be a written communication stating team name, person that will be drawing and the reason for no one on the roster being present for the drawing. The tournament director will approve the communication for the state and forward them to OHSBL. **NO ONE CAN DRAW FOR MORE THAN ONE TEAM IN EACH CLASSIFICATION.**
- D. Under no circumstances can a team be added to the Tournament after the drawing is underway.
- E. The pre-tournament drawing for (E, EE, and D) shall be conducted by the State E, EE, D League Commissioner. Drawing for all other classifications shall be conducted as follows:

1. All League play will be used to determine seeds. Each division must have a minimum of six (6) teams to qualify as a division seed. The definition of a league will be a minimum of four (4) teams. All leagues are entitled to one seed, but if a league has more than one division, they must be made up of six (6) teams each.
2. Each seeded team is determined by a point system established by local league standings as of midnight, 48 hours before drawing.
3. Teams participating in a tournament draw for a Charter that is different from their regular season play would receive a top seed only if they won the respective division in which their regular season games were played.
4. Teams traveling to another Charter to play tournament games that do not receive a top seed will be seeded accordingly with remaining seeds.

F. Point System

1. Each team will get one point per official game played.
2. Winning team will receive two points each game (plus the one point for playing)
3. Losing team will receive zero points each game (plus the one point for playing)
4. In the event of a regulation game that is tied and cannot be completed, each team will receive 1 point (plus the one point for playing)
5. In classes where there are scheduled bye dates, where teams do not have an even number of scheduled games, teams will receive two points per scheduled bye (as not to penalize a team for circumstances beyond their control.)
6. In the event of a forfeit, the offending team receives zero points while the winning team receives three points.
7. In the event teams from a Charter do not have the same number of games scheduled, the Charter with less scheduled games will receive 2 points per game, for the difference between their respective games scheduled and the highest number of games completed at the time of the tournament draw deadline.
- a. Example: Class G teams from Charter A are scheduled to play a 20 game regular season however the most number of games completed in that Charter's Class is 16 at the time of the tournament draw cutoff, and the Class G teams from Charter B (and subsequent Charters) were

scheduled to play 14 regular season games, teams from Charter B in Class G would receive 4 additional points (2 games times 2 points)

G. Top Seeded Teams

1. Each division in an age group will have number one seed, pursuant to the Ohio Hot Stove Rule Book. In classes that have more than one division, the overall tournament seed will be determined by the same criteria for breaking ties, as described below. Divisional number one seeds may choose to go on the bracket once their time to choose occurs or opt to pass until after the next team selects their bracket location.

H. Remaining Seeds

1. Teams that do not receive a number one seed in the division will be placed into a pool of all remaining teams, regardless of division. Teams will then be ranked, based on the tie breaker system below. Their ranking will then determine their tournament draw position. Teams that do not receive number one seeds must go on the bracket when their draw number is up and may not pass.

I. Tie Breaker System

1. Total Points
2. Overall Winning Percentage
3. Head-to-Head (if two teams are tied)
 - a. If three or more teams are tied then if one team has defeated all of the other teams involved, they win the tie breaker, and the remaining teams continue to #4. If not, go to #4)
4. Best Divisional Winning Percentage
5. Least Runs Allowed
6. Coin Toss

J. Once the seeds have been determined and certified by the Ohio Hot Stove Executive Committee, no changes may be made.

K. Once number one seeds are determined and placed in order, overall number one seed may choose to go on the board or pass. The remaining number one seeds subsequently may then choose to go on the board or pass. This will continue until all number one seeds have had a choice to go on the board or pass.

L. Once all number one seeds have had their choice to go on the board, the remaining seeds will then choose their bracket location. They must go on the board when their draw position is due.

M. If any number one seeds have not gone on the board, they have the option to go on or pass after each subsequent team chooses their bracket location. This will continue until all number one seeds are on the board.

N. The tournament draw will continue until all teams are on the board.

O. Once the tournament draw has started, it may not restart.

11.5 TIME SCHEDULE OF GAMES

A. This schedule is set at the Pre-Tournament Drawing with at least a two- and one-half-hour playing time allowed for each seven innings (THIS RULE IS MANDATORY). **NOTE:** In the event any game is completed in a shorter time, the Tournament Director may start the next scheduled game before said scheduled time providing all teams have reported and are ready to play.

B. Team Managers, Assistant Managers or Coaches shall report with their roster at least 30 minutes prior to the scheduled time their team is to play to the Tournament Headquarters to notify the Tournament Officials that they are on hand. Each Manager shall report on each day he/she is scheduled to play. This must be done in order that the Tournament Officials can supply each team Manager with any notices regarding field changes, time changes and his/her issuing eligibility forms. No protests will be allowed regarding any field changes if any Team Official fails to

report as required. If a team does not have a stamped copy of their roster at check in, the **PENALTY:** Team will forfeit the right to choose home or away for that game. If a manager violates this rule a second time during the tournament, additional disciplinary action may be taken by the Executive Committee.

- C. Scheduled games may be postponed due to weather conditions or darkness and must be rescheduled. **NOTE:** No game is to be called on account of rain without waiting a reasonable period of time to make sure game is not playable. Minimum time is thirty (30) minutes. Team Managers shall report to the Tournament Headquarters immediately to receive instructions on a field change or rescheduling. **NOTE:** Do not allow your players to leave until the Tournament Director has made a decision. This requirement is necessary so that there will be no misunderstanding, nor any misinformation being relayed to the Managers of the Teams involved. Tournament Directors shall enforce this requirement, and any Managers that fail to report as required, shall forfeit all right to protest that they were not properly notified as to the rescheduling of such game. No exceptions to this rule shall apply.
- D. The visiting team is allowed fifteen (15) minutes warmup before the home team and the home team is allowed fifteen (15) minutes warmup immediately before the scheduled game time. The manner in which this allotted time is used is left to the discretion of the Manager and Coaches. **NOTE:** All Managers and Coaches shall adhere to this rule and no team shall be allowed to be on the playing field the day of any scheduled Tournament game for any reason for warm-up until their allotted time as outlined above. The Tournament Officials are responsible for enforcing this rule.
- E. In the event that, due to weather conditions, games must be scheduled that do not allow for the allotted time of warmup period to the teams, the Field Director has the authority to waive all regulations under this requirement. This shall assist all Tournament Officials to have all fields playable by eliminating the allotted warmup time for all teams.
- F. Managers are cautioned to ensure that their pitchers are given plenty of warmup time.
- G. No team shall be scheduled to play more than one game in one day either in District, Regional or State tournament play except upon written agreement by the Managers of teams involved. Executive Committee, if necessary, a team may play two games in one day in order to complete a District or State Tournament. Interpretation of this rule is meant for Double Headers. Two scheduled seven (7) inning games (6 inning for HH, H) include suspended games. The tournament director can schedule the completion of suspended game and a full 7 inning game (6 inning for HH, H) in the same day. **NOTE:** Whenever a team agrees to play more than one game in one day during Tournament play, the second game shall be scheduled so as to allow the team at least (1) full hour rest between games. The fifteen (15) minute warm-up period that is allowed teams shall not be included in the required one (1) full hour rest period. Pitching rules shall be enforced.
 - 1. **EXCEPTION:** Double elimination tournaments are permitted to scheduled double headers for tournament play.
- H. When two bracket winners are decided in District Tournament, there shall be no playoff to decide the District Champion.
- I. No OHSBL Tournament game shall be scheduled to start prior to 9:00 AM on Saturdays and 9:00 AM on Sundays. (**EXCEPTION:** Due to weather conditions and at the discretion of the tournament director, games can start at 8:30 AM.
- J. Team Managers are urged to check the time for all scheduled games, and no formal protest will be allowed for failure to do so. In the event that, due to travel conditions, a team is unable to arrive in time to play its scheduled game, the manager is responsible for notifying the Tournament Director regarding this situation. The Tournament Directors have been so instructed and will give all possible consideration to each team regarding this type of delay and have the authority to adjust the time regarding the playing of this game. Additional

consideration must be given to the team that has reported and is ready to play. The final decision lies with the Tournament Director. No appeals to the Executive Committee for decisions made covering this situation will be accepted.

- K. Any Manager taking undue advantage of Section 1 shall be subject to any action deemed necessary by the OHSBL Executive Committee.
- L. An allotted warm up time of ten (10) minutes will be extended to any team that has been delayed due to travel conditions provided the proper procedure has been followed by the Manager, and the game has been temporarily delayed by the Tournament Director.
- M. No Tournament game shall be started after 7:00 PM on a field without lights or after 9:00 PM on a field with lights, unless approved by Tournament Director. Starting time for a game is when the umpire calls "Play Ball."
- N. In the event that weather conditions or darkness cause the postponement of any OHSBL game, or in the event that a game must be replayed due to a protest, the Tournament Director shall reschedule the playing of such game on a date, at such a location and at such time that he deems it appropriate in order to complete Tournament play as scheduled.
NOTE: Due consideration must be given to the teams involved when scheduling or rescheduling any game, regarding [Rule 8.10](#) pitching. All decisions made by the Tournament Director are final and are not subject to protest.

11.6 HOME TEAM

- A. This is determined by the seed of teams. The team with the lower seed may choose home or away for all regional games. For State semi-final and State final games where the Class has more than one region, a coin toss will be used, with the team traveling the longest distance will call the toss. The winner of the coin toss will have the right to choose to be the home or away team.
 - 1. For Classes with double elimination state tournaments, the team that represents the winner's bracket in the state championship is considered to be the higher seeded team while the team representing the loser's bracket is considered to have the lower seed. If the team from the loser's bracket wins the first state championship game, then the winner of the first state championship game is considered to now be the higher seed for the second state championship game.
- B. The home team's player's bench shall be located on the first base side of the playing field, and the visiting team's player's bench shall be located on the third base side of the playing field for tournament play.

11.7 PLAYER LINE-UPS

- A. All line-ups shall be handed to the Field Director fifteen (15) minutes prior to scheduled game time. Line-up for HH, H, and G League must include those players needed to match each team's number of players for the two-inning rule. **EXAMPLE:** If one team has twelve (12) players and the other has fifteen (15), each team must list the starting nine (9) and at least three (3) of its subs. These are the players that meet the two-inning rule. All line-ups shall be accompanied by Form OHS 10T submitted and signed by the Tournament Director or authorized Tournament Official stating the eligibility of all players. Proper notification by the Field Director shall be relayed to the Manager at this time stating any player that is ineligible to participate in Tournament play.
- B. All subs and pitching changes (either from the field or bench) must be reported to the official scorer at the time they are entering the game or position on offense or defense.
 - 1. A Tournament Director or authorized Tournament Official shall, at any time that it is discovered that a manager of record has failed to report all changes at the time they are made, cause the manager of record to be ejected from the game and suspended from participating in the next tournament game. If a manager of record violates this rule the second time, the suspension shall be for the remainder of the tournament, and additional disciplinary action may be taken by the Executive Committee. All pitching rules are to be enforced.

11.8 LEGAL GAMES

A. The following shall govern all regulation games. See [Rule 3.24](#) for HH, H and I league requirements:

1. Regulation games shall be seven (7) innings. 6 innings for I, HH and H Leagues.
2. If a tie score results at the end of seven (7) innings 6 inning for Class I, HH and H the game shall continue into extra innings until a winner is declared.
3. An official game shall be declared if, at the end of five (5) or more full innings the visiting team is ahead by ten (10) or more runs, or if at the end of 4 1/2 innings or more the home team is ahead by ten (10) runs or more. It shall be an official game.
4. An official game shall be declared if after a full two (2) hour playing time, a team is ten (10) or more runs ahead. A full inning must be played unless the home team is leading at this time. Either the five (5)-inning rule or the two (2) hour playing time limit shall end a game determined by the ten (10) run rule.
5. From time the umpire declares "Play Ball" to begin the game, no new inning shall be started if the following time limits have been reached, which is the sole responsibility of the umpire crew chief to keep and enforce, not a coach or scorekeeper:
 - a. Class I, Class HH and Class H may not start a new inning after 2 hours (120 minutes.)
 - b. Class G, Class F, Class EE, Class E and Class D may not start a new inning after 2 hours 15 minutes (75 minutes.)
 - c. For tournaments, the same time limits will be in effect for all preliminary games.
 - A preliminary game is defined as any tournament game that is not a regional semi-final, regional final, state semi-final or state final.
6. All called games become suspended games and shall continue from the point when called. (All games must progress to a regulation game except in 3 and 4.)
7. Incomplete or suspended games in all league classifications for all District, Regional and State Tournament play may be moved to another field at the discretion of the Tournament Director.

11.9 PLAYING RULES

A All OHSBL Official Playing Rules, Regulations and I league rules in [Rule 10](#) will be enforced.

11.10 PLAYING FIELDS

A See [Rule 1.4](#) and [Rule 1.8](#)

- B Players and substitutes of both teams shall confine themselves to their team benches.
- C No one except players, substitutes, managers, coaches, team scorekeeper and one bat boy/girl shall occupy the team bench during a game.
- D There shall be no intoxicating beverages on or within the vicinity of the playing field before, during or after the completion of any game.
- E There shall be no smoking, vaping or use of smokeless tobacco such as chewing tobacco, snuff etc. by anyone before or during a game as long as that person is within the playing limits of the field. **NOTE:** No protests of games will be allowed regarding any of the above sections of this rule. When any section of this rule is being violated, it shall be brought to the attention of any Official present, and in a situation where it can be corrected, such steps shall be taken to correct it. When any situation cannot be corrected, a report by the Official shall be submitted to the OHSBL Executive Committee for further action that is deemed necessary.

11.11 SERVICES AND EQUIPMENT FURNISHED BY THE TOURNAMENT DIRECTORS

- A. The Tournament Directors shall furnish a central location to which teams must report and obtain any information.
- B. The District, Regional and State Tournament Directors shall furnish competent adult field directors, official scorekeeper, baseballs, bases, and rosin bags. Each team shall furnish its own practice balls. Official scorers shall score in the official score book and prepare box scores. **NOTE:** No State, Regional or District Tournament game shall start or be played unless an **Official Field Director** is present.
- C. The Tournament Directors shall approve all assignments of competent Umpires to all scheduled games. Such assignments shall be made by the Supervisor of Umpires of the Charter Holder conducting District Tournament play. For Regional or State Tournament play, such assignments shall be made by the State Assignment Committee made up of the President, Executive Committee Member at large and State Chief Umpire with the help of Supervisor of Umpires for all regional sites. The assignments of umpires shall be made consistent with the ability of the individual to adhere to all OHSBL Rules and Regulations and their ability to conduct themselves in accordance with the standards set forth by the OHSBL Executive Committee. District Tournament Directors may use 16–17-year-old umpires for H and HH league and 14–17-year-old umpires for I league only.
- D. In Regional play, the local Charter Supervisor of Umpires, once the State Assignment Committee has made assignments, shall supervise, replace, and substitute when umpires do not show up or other circumstances of an immediate nature exist.
- E. The OHSBL shall furnish Tournament Directors all trophies and awards for presentation to all Tournament Finalists and Runners-up and State Tournament Winners and Runners-up.
- F. All OHSBL Tournament Directors shall furnish competent adult Field Directors at all playing field locations in order that they can supervise each game and handle all matters that are prescribed for them by the OHSBL Executive Committee. No Field Director may overrule any Umpire in any decision that relates to the duties of the Umpire, which governs the actual playing of the game under regular OHSBL baseball rules.
- G. No tournament officials may enter the playing field area in muscle shirts or any other clothing that does not give normal dress appearance. Tournament officials are permitted to wear shorts.
- H. In situations where Tournament Directors or any official member of a Tournament Staff are not carrying out their duties as prescribed by the OHSBL Executive Committee, such violations must be submitted to the Executive Committee for their prompt attention to take any action they deem necessary in order to correct any situation that may hinder the completion of any Tournament play.

11.12 FILING PROTESTS

- A. Protests based on the misinterpretation of a published rule and regulation, or the misinterpretation of a playing rule governed by the current Official Baseball Playing Rules will be received and considered. The failure of a field director and/or Umpire to apply the proper penalty for a certain violation of prescribed rules and regulations would be protestable.
- B. Protests that relate to Hot Stove League Rules and Regulations must be made to the plate umpire at the time of the incident. In all cases, play shall not be resumed until the Umpire-in-Chief has notified the field director or authorized official and the official scorekeeper. All play will cease until directed to resume by the Tournament Director. In any of the mentioned situations, the teams must be notified by either the Umpire-in-Chief or the field director or authorized official present, as to the nature of any protest.
- C. No manager shall be denied the right to protest provided he/ she has followed the requirements as stipulated. It is the responsibility of the Manager protesting to know

- the requirements relating to the filing of protest as well as to which rule can be protested.
- D. All verbal and written accounts of protests must be related to OHSBL Rules and Regulations that govern the actual playing of the game. Such verbal and written accounts must be in detail and must quote the rule number and page being protested.
 - E. During Tournament play a written account of any protest and \$200.00 fee must be given to the plate Umpire or Tournament Director at the time of the actual protest. Game ending protests: **(a)** A verbal protest must be communicated to the tournament director within 10 minutes after the game has ended. **(b)** The written account of the protest must be in the hands of the tournament director within two hours of the game ending play.
 - F. If the protest is won and the game must be replayed from the point of protest, or the game is forfeited; the protest fee is returned to the Manager filing the protest. If the protest is denied, the fee goes into the Tournament fund.
 - G. Umpires shall make note of the protest on the official score sheet and shall file a full account of the incident with the Tournament Director during tournaments and Local League Officials during Local League Play. All umpires, field directors, scorekeepers, and managers (both teams) shall make themselves available for a protest meeting. The protest committee shall consist of at least five (5) persons. Chairperson and Secretary will be agreed upon. IN TOURNAMENT PLAY, A PROTEST COMMITTEE CONSISTING OF FIVE (5), AND FIVE (5) ALTERNATE PEOPLE, WHICH MUST INCLUDE A CHARTER OR STATE BOARD MEMBER, MUST BE SETUP FOR EACH OF THE TOURNAMENT SITES. If the protest decision is appealed to the OHSBL Executive Committee, the Charter or State Board Member will be present at the appeal in an advisory manner but will not have a vote in the final decision. Protest Committee for the State finals will consist of (5) members of the Executive Committee. The protest shall be read, all concerned parties shall be invited to speak, and the committee shall complete its deliberations. During Tournament games, a committee consisting of at least five members may meet and decide a protest with the game being held up until a decision is made. The protest fee must be paid at the time of the protest. The protesting Manager must write down exactly what is being protested. The Tournament Director shall notify all persons affected by the protest committee that he/ she has followed the requirements as stipulated. It is the responsibility of the Manager protesting to know the requirements relating to the filing of protest as well as to which rule can be protested. If a protest is won and not an automatic forfeit, the game must be resumed from the point of the violation regardless of whether or not the protest committee believes the protest had any bearing on the eventual outcome of the contest. OHSBL Executive Committee will not consider nor act upon an appeal regarding any decision that is rendered by any Local Charter, District or State Tournament protest committee, unless such decision is in direct violation of any adopted rule or regulation that governs all play. A protest must be filed properly to be acted upon. No appeal of any nature can be submitted to the local or state organization for their consideration unless the procedure of filing a protest has been complied with. Protests can be acted upon only when properly presented. There are no exceptions. The Protest Committee shall have the exclusive right to determine whether all steps involved in a protest have been followed sufficiently well for it to resolve the protest in a just manner. **NOTE:** The time of incident shall mean that exact point that any situation occurs to cause the Manager to bring this to the attention of the Umpire-in-Chief, Field Director, or Authorized Official. Protest shall be denied if they are made after the next pitch, which follows the incident. In situations where no further pitch will follow due to the ending of a game by a run, the time allotted for a verbal protest shall not exceed ten (10) minutes after completion of the game (Protest fee must be paid at this time). A written account of the protest must be submitted to the tournament director no later than two hours after the end of the game. Protests shall be considered on the following:
 1. Protests based on the misinterpretation of a playing rule will be received and considered.

2. The failure of an Umpire to apply the proper rule to a given situation or to impose the proper penalty for a certain violation of rules would be protestable.
- H. Only fraudulent roster information will be considered for protest after 2nd Sunday in June of the current year.

11.13 UMPIRES

- A. For Tournament play Charter Holders may submit a list of qualified umpires to be assigned for Tournament play. Charter Umpire-in-Chief will use this list to select the necessary umpires for their tournament site. **FOR STATE FINAL TOURNAMENT:** Each Tournament Director/ Head Umpire will submit a list of qualified umpires to be assigned for State Tournament play. The State Umpire Assignment Committee (State Umpire in Chief, President, and Secretary Treasurer) approve umpire assignments.
- B. No Umpire involved in a protest shall be permitted to serve on a Protest Committee.
- C. Tournament games. Two umpires will work district games. **Two** umpires will be scheduled for all regional games with the exception of the regional finals. **Three** umpires should be scheduled for all regional final games. **Four** umpires (**Three** umpires for Class I) should be scheduled for all State Semi-Final and Championship games and shall be furnished by the State Umpire-in-Chief. For State Tournament play such assignments shall be made by the OHSBL Assignment Committee, made up of the President, Executive Secretary-Treasurer, and the State Umpire-in-Chief. Fourteen (14) through seventeen (17) year old umpires can be used for District Tournament play (I, HH and H league only).
- D. No OHSBL Tournament game shall be played unless the required number of Umpires of the Approved Tournament Umpires Staff scheduled to work the game are in attendance. Such games shall be rescheduled by the Tournament Director, and at such time when he can furnish the required number of Umpires to work this. A scheduled game shall be delayed until the requirements as stipulated above are adhered to, and such time of delay shall be up to the discretion of the tournament director. There are no exceptions to this rule.
- E. All umpires shall submit to the Tournament Director a complete report of any ejection from a game of any Manager, Assistant Manager, Coach, or player. Use the supplied form.
- F. All Umpire groups of each Charter Holder should endeavor to be recognized as an approved association by being registered with the OHSBL Organization. Each Charter Holder should submit to the Executive Committee of the OHSBL Organization an application to have their umpire organization approved and on file so that, in the future, when tournament sites are approved and awarded, those Charter Holders who have approved umpire organizations will be eligible for a tournament site.
- G. All umpires wishing to umpire in OHSBL Tournaments shall submit a completed umpire data sheet to their Charter Chief Umpire prior to the start of the tournament games, who, in turn, will forward data sheets to the OHSBL Umpire in Chief. This is the responsibility of either the Local Charter President or the Charter Supervisor of Umpires.
- H. The OHSBL Umpire-in-Chief has the authority to enforce OHSBL rules for Tournament and League Play and carry out any other directive as set forth by OHSBL Executive Committee.
- I. Prior to the start of the game, Coach/Manager shall be responsible for verifying to the Chief Umpire that all his players are equipped in compliance with OHSBL rules. Any question regarding the legality of a players' equipment shall be resolved by the crew chief.
- J. Official umpire patches. To receive an official patch, an umpire must pass both the rules and field test covering one-, two- and three-man systems, which will include the proper use of hand and verbal signals. The OHSBL Umpire-in-Chief will be responsible for making up the test and appointing qualified people to administer

the tests.

K Mandatory tournament umpires meeting will be held at each of the tournament sites under the direction of the State Umpire-in-Chief. These meetings will be held prior to the OHSBL tournament.

L UMPIRES DRESS UNIFORM

1. **Black shoes**, shined & with black laces. (Single white stripe on the side is permissible.)
2. **Socks** - black or dark blue
3. **Trousers** - gray with black belt.
4. **Shirt** - Major League Replica Black pullover shirt to be worn at all tournament games. Only OHSBL patches are to be attached to the sleeve(s) of your shirt. If a tee shirt is worn it must be red.
5. **Cap** - Regulation black or dark blue cap shall be worn by all umpires with the bill of the cap always to the front. All Caps shall be plain or may have an OHSBL or Charter insignia on the front. Exception: Plate umpires who elect to wear a hockey style helmet will not be required to wear a cap. Helmets shall be plain or have an Insignia or lettering approved by OHSBL or the Charter.
6. **Uniforms and equipment** shall be clean and neat. Chest protector, mask with throat protector, shin guards, indicator, protective cup and a short brush are a must. Shin guards must be worn underneath trousers.
7. **No metallic jewelry** shall be worn that can cause a reflection on the field.
8. An umpire shall not fraternize with coaches, managers, players, spectators, or any field personnel. In the final analysis, the success or failure of the Hot Stove League rests to a large degree on the quality of the Umpire Corps. Good umpiring will foster more interest from the boys, more help and cooperation from the parents and more aid from the community in general. Bad umpiring will destroy anything we have built to date.

11.14 CELL PHONES

A Cell phones or other communication devices shall not be used on the field of play or in dugouts, except those that respond to emergencies and identify themselves at ground rules. Cell Phones are not considered part of your uniform. Put it in your pocket.

11.15 INTERPRETATIONS

A The Rules, Regulations and any Rule supplements governing all play as adopted shall be interpreted only by the **State Rules Interpreter** as approved by the Executive Committee of the OHSBL Organization. All interpretations are final. All requested rule interpreter must be done in writing.

LINDSAY'S LAW

Lindsay's Law is about Sudden Cardiac Arrest (SCA) in youth athletes. This law went into effect in 2017. SCA is the leading cause of death in student athletes 19 years of age or younger. SCA occurs when the heart suddenly and unexpectedly stops beating. This cuts off blood flow to the brain and other vital organs. SCA is fatal if not treated immediately.

The following resources were developed to implement Lindsay's Law:

For parents/guardians and youth athletes:

- [Required video](#)
- [Required SCA Informational Handout](#)
- [Required Signature Form](#)

Lindsay's Law requires both the youth athlete and parent/guardian to acknowledge receipt of information about Sudden Cardiac Arrest by signing a form. Charters must ensure compliance by all athletes. Forms can be found at <https://odh.ohio.gov/know-our-programs/lindsays-law/lindsays-law>.

OHIO STATE CONCUSSION LAW IN YOUTH SPORTS

It is the responsibility of the Charters to ensure that all of their Managers, Coaches and Umpires abide by the Ohio Concussion return to play law, which went into effect on April 26, 2013. Law requires an update every 3 years.

Charters must do the following:

- 1 Follow up and make sure that your managers, coaches and umpires take their Free NHFS Concussion Course. Go to <https://nfhslearn.com>. The course is good for two years. Any one that has taken the course through their high school is acceptable.
- 2 Charter can verify the completion of the course by going to the [NHFS Concussion Course web site](#) and go to User Lookup. You must log in to access User Login. If a person has a current school pupil activity permit this is proof that they have completed the course.
- 3 Charter should provide each parent/guardian and athletes with a copy of the **Ohio department of health concussion information sheet for youth sports organizations**. You can do this at sign up or the manager must pass it out at the team meeting. Link to obtain this form is on the OHSBL.com web site under news.
- 4 If needed you may have to show proof that you have completed this concussion course as required by Ohio Law. Those that are going to participate in youth sports must abide by this law. Do not put this off. Take the concussion course before your first practice.

COMMUNICABLE DISEASE PROCEDURES

While Risk of one athlete infecting another with HIV/AIDS during competition is close to nonexistent, there is a remote risk that other blood born infectious diseases can be transmitted. For example, Hepatitis B can be present in the blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to the following:

- 1 The bleeding must be stopped, the open wound covered and if there is excessive amount of blood on the uniform, it must be changed before the athlete may participate.
- 2 Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- 3 Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- 4 Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- 5 Practice proper disposal procedures to prevent injuries caused by insulin needles and other medical instruments or devices.
- 6 Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth to mouth resuscitation, mouth pieces, resuscitation bags, or other ventilation devices should be available for use.
- 7 All team personnel with bleeding or oozing skin conditions should refrain from all direct athletic contact until the condition is corrected.
- 8 Contaminated towels should be properly disposed of, or disinfected.
- 9 Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressing, mouth guards and other articles containing body fluids.
- 10 If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is reasonable is an umpire's judgement call. If a player must be removed from the game for treatment, the re-entry rule will be enforced. Uniform requirements, if necessary, will be suspended when this is enforced.

ADA

Ohio Hot Stove Baseball League, Inc. will intervene in all matters related to any Permanent Disability that may cause any exceptions to our rules and regulations as stated in Constitution and rule book and must be presented to the OHSBL Executive Committee for their review. Any ruling handed down by the Committee will affect only the Player/Guardian that is making the request.

- 1 Charters are responsible for forwarding any requests to the Executive Secretary, whose name and address is listed under the State Organization.
- 2 All requests must be done in writing. A detailed explanation will be required.
- 3 If the Executive Committee requires a hearing, all parties must make themselves available.
- 4 Time is very important. Do not delay in getting the request to the Executive Committee. In the event the Charter is not responsive to a request by a Player or Guardian, they can make their request directly to the Executive Committee. This is in no way meant to supersede Charter Policies in selecting players, but it is intended to remove any obstacles that may be in your way as related to those that may fall into a category of having a permanent disability, and the current rules prevent them from playing. Correspondence and any hearing minutes will be held in the possession of the Executive Secretary.

INSURANCE GUIDELINES FOR ABUSE AND MOLESTATION

1. No staff member of the team shall inflict or cause to inflict any physical punishment on any participant enrolled in the OHSBL baseball program. "Physical Punishment" includes, but is not limited to, spanking, striking the participant anywhere on the body with the hand or an object even once, pushing or shoving of a participant, or flicking with the finger. No staff member of the team shall direct any other person or participant to inflict any form of physical punishment on another participant.
2. All staff members of the team will use clear and appropriate language when addressing participants. No rude, off color, personal remarks, or name-calling is to be done, and they shall not make comparisons of participants to other persons or objects.
3. No staff member of the team shall touch or cause anyone else to touch another participant in a manner that would be considered "Molestation". This includes touching, rubbing, caressing, any areas of a participant's bottom, genital areas or breast areas.
4. No staff shall cause a child to touch, rub, caress, or perform any physical action that would involve a participant touching any part of the staff member's body.
5. All staff shall watch for participants engaging in any action with another participant that would include physical contact in an inappropriate manner such as listed above.
6. Staff members should not put themselves in a situation where they are alone with a child in a private area such as, but not limited to, a bathroom.
7. If any observations or allegations of misconduct or molestation are known, the staff member is required to report it to the office immediately.

SAFETY CODE

- 1 Responsibility for safety procedures should be that of an adult member of the local league.
- 2 Arrangements should be made in advance of all games and practices for emergency medical services.
- 3 Managers, coaches, and umpires should have some training in first aid. First Aid Kit should be available at the field.
- 4 No game or practice should be held when weather or field conditions are not good, particularly when lightning is inadequate. When lightning is spotted, the game will be delayed one half hour from the time the lightning is spotted. Time starts over from each time lightning is spotted.
- 5 Play area should be inspected frequently for holes, damage, glass, and other foreign objects.
- 6 Dugouts and bat racks should be positioned behind screens.
- 7 Only players, managers, coaches, and umpires are permitted on the playing field during play and practice sessions.
- 8 Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player assigned for this purpose. Batters must wear protective helmets during practice, as well as during games.
- 9 Procedures should be established for retrieving foul balls batted out of the playing area.
- 10 During practice sessions and games, all players should be alert and watch the batter on each pitch.
- 11 During warm up drills, players should be spaced so that errant balls endanger no one.
- 12 Equipment should be inspected regularly. Make sure it fits properly.
- 13 Pitching machines, if used, must be in good working order (including extension cords, outlets, etc.) and must be operated only by adult managers and coaches.
- 14 Batters and catchers must wear protective helmets during games, as well as during practice.
- 15 Catchers must wear catcher's helmet, face mask with throat guard, this applies on the field and in the bull pen.
- 16 Except when runner is returning to base, headfirst slides should be discouraged.
- 17 During sliding practice bases should not be strapped down.
- 18 At no time should "horse play" be permitted on the playing field.
- 19 Parents of players who wear glasses should be encouraged to provide safety glasses.
- 20 Players may wear jewelry unless deemed unsafe, unsportsmanlike or distracting by the umpire.
- 21 Players who are ejected, ill or injured should remain under the supervision of an adult until released to the parent or guardian.

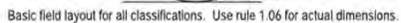


DIAGRAM NO. 1

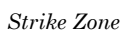
LEGEND

- _____ BATTER'S BOX,
 CATCHER'S BOX, FOUL LINE,
 PITCHER'S PLATE, COACH'S BOX
 ○ NEXT BATTER'S BOX
 - - - - - BASE LINES
 - - - - - GRASS LINES



LEGEND

- A 1st, 2nd, 3rd BASES
B BATTER'S BOX
C CATCHER'S BOX
D HOME BASE



2026 OHSBL CALENDAR

Date	Time	Description	Location
Sunday, October 5, 2025	11:00 AM	OHSBL Annual Meeting	North Olmsted
Sunday, February 2, 2026	11:00 AM	1st State Meeting	Alliance
Sunday, April 12, 2026	11:00 AM	2nd State Meeting Roster Review -Classes I, HH, H, G, F	TBA
Sunday, May 17, 2026	Midnight	-Roster and Fee Deadline for EE, E and D -Deadline for I, HH, H, G, F Revised Rosters -Deadline for tournament fees (all classifications) -Deadline for tournament fees refund	OHSBL
Sunday, June 7, 2026	11:00 AM	3rd State Meeting - Informational meeting for tournament directors and head umpires will meet after the regular state meeting. Charters are encouraged to stay for this meeting. -Revised roster deadline for EE, E and D	TBA
Saturday, June 20, 2026	TBA	Tournament Drawing for Classes I through F	S. Amherst
Sunday, June 21, 2026	TBA	Tournament Drawing - Classes EE, E and D	Alliance
Sunday, June 21, 2026	TBA	Deadline for 2027 proposed rule changes	OHSBL
Sat/ Sun., June 27-28, 2026	TBA	Regional Tournament - I-D	Various Sites
Sat/ Sun., July 11-12, 2026	TBA	Regional Tournament - I-D	Various Sites
Sat/ Sun., July 18-19, 2026	TBA	State Finals	Alliance
Sunday, August 16, 2026	11:00 AM	Rules Committee Meeting -Review of the proposed changes	TBA
Sunday, October 4, 2026	11:00 AM	OHSBL Annual Meeting -Voting on the proposed changes -Election of new officers	TBA

The deadline dates, as published, are dates that the charters must adhere to so that the OHSBL Executive Committee has adequate time to meet necessary administrative and supervision obligations. Charters must establish their dates and allow sufficient time so that all League Commissioner and OHSBL deadlines are met.

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Local Officials, Managers, Coaches and Umpires, only, are invited to request, **in writing**, a rule interpretation at any time. Only the OHSBL Rule Interpreter can provide an official rule interpretation. If anyone other than the OHSBL rule interpreter provides an interpretation it is an opinion of the individual providing the information and as such is not an official interpretation.

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