

2025
OHIO HOTSTOVE
BASEBALL LEAGUE,
INC.



OHSBL LEAGUE SUMMARY RULES
AND REGULATIONS

EDITOR'S NOTE

The following are new rules and rule modifications for 2025:

1. Jewelry is permissible unless an item is deemed unsafe, unsportsmanlike or distracting by the umpire. See [Rule 1.18](#).
2. Balks and illegal pitches will now be enforced in Class HH. See [Rule 8.5.N](#).
3. Leadoffs and stealing are now permitted in Class H. See [Rule 7.13](#).
4. For 2025, all bats that were legal in 2024 will remain legal however any bat bearing the USA Baseball stamp and has not been decertified will also be legal. In 2026, all non-wood bats must have the USA Baseball stamp and are not on the decertified list. See [Rule 1.10](#) and [Rule 10.2.P](#).
5. Pitch count revisions. See [Rule 8.10](#):
 - a. Class G: 51-85 pitches require 2 days of rest.
 - b. Class F: Daily pitch limit increased to 100 pitches. 51-85 pitches require 2 days of rest, 86+ pitches require 3 days of rest.
 - c. Classes EE and E: 51-85 pitches require 2 days of rest, 86+ pitches require 3 days of rest.
6. In double elimination state tournaments, the team representing the winner's bracket in the first state championship game is considered the higher seed. If the team from the loser's bracket wins the first state championship game, the team winning the first state championship game is considered to be the higher seed.
7. 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. See [Rule 1.11.G](#).
8. Check in time for managers has been changed from 1 hour to 30 minutes prior to scheduled start for tournament games. Managers are reminded that field warm up times also begin 30 minutes prior to scheduled start time. See Rule 11.5. in Blue Book.

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 is on the back cover.

I - OHIO HOT STOVE BASEBALL LEAGUE, INC.

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This book is a summary that highlights the most common rules and does not contain every rule that governs Ohio Hot Stove Baseball League, Inc. Full text of all policies, rules and regulations can be found in the OFFICIAL RULES AND POLICIES publication.

Rules with no text next to them can be found in the full text rules in the OFFICIAL RULES AND POLICIES publication.

PLAYER AGE ELIGIBILITY

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 and under 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, 2016, and April 30, 2018.*
- B. League Classification HH is for players of age 9 born on or between May 1, 2015, and April 30, 2016*
- C. League Classification H is for players of age 9-10 born on or between May 1, 2014, and April 30, 2016*
- D. League Classification G is for players of age 11 and 12 born on or between May 1, 2012, and April 30, 2014.*
- E. League Classification F is for players of age 13 and 14 born on or between May 1, 2010, and April 30, 2012*
- F. League Classification EE is for players of age 15 and 16 born on or between May 1, 2008, and April 30, 2010.*
- G. League Classification E is for players of age 17 and 18 born on or between May 1, 2006, and April 30, 2008.*
- H. League Classification D is for players of age 19 and up born on or after May 1, 2005.*

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.

PLAYER ELIGIBILITY

K. 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.

OHIO HOT STOVE BASEBALL LEAGUE, INC.

OFFICIAL PLAYING RULES

1 OBJECTIVES OF THE GAME

1.1 The playing field shall be laid out according to the following instructions:

A. **The infield** shall be a 60-foot square for I and 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 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.

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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 made of wood, aluminum or composite and shall be a maximum

of -3 using length to weight ratio. All non-wooden bats must have the BBCOR .50 rating stamp on the bat.



- C. League Classifications I, HH, H, G, and F shall use a wood, aluminum or composite bat that is a maximum diameter of $2\frac{3}{4}$ 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. For the 2025 season, Rule 1.10.C will be in effect however the following bats will be legal for use in 2025 only:

1. League Classifications F shall use a wood or aluminum bat that is a maximum diameter of $2\frac{3}{4}$ inches in diameter at the thickest part and is a maximum -5 using length to weight ratio. -3 bats must have the BBCOR .50 stamp while -4 and -5 bats do not have to have the BBCOR .50 stamp.

2. League Classifications HH, H and G shall use a wood or aluminum baseball bat that is a maximum diameter of $2\frac{3}{4}$ inches in diameter at the thickest part and is a maximum -10.0 using length to weight ratio. Two- or three-piece bats, composite bats are not legal unless they have the USA Baseball bat stamp.

3. League Classification I shall use a wood or aluminum bat that is a maximum diameter of $2\frac{3}{4}$ inches in diameter at the thickest part. There are no drop restrictions. Two- or three-piece bats, composite bats are not legal unless they have the USA Baseball bat stamp.

- E. Taping on all bat handles may be solid or spaced taped no higher than originally covered by the manufacturer.

F.

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

H. “Axe Handle Bats” may be used provided they meet the same restrictions for length, weight, and material as all OHSBL approved bats as stated in [Rule 1.10.A-C](#).

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

- J. **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.

1.11 Uniform

A. 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.

B. 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.

C.

D.

E.

F.

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.

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1.15 The pitcher's glove:

A. May not be white or gray.

B. No pitcher shall wear sweatbands on their wrists that

may be distracting to the batter. This is a judgement call.

- C. 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.
- 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, 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.

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

- 2.1 (All definitions in Rule 2.00 are listed alphabetically in the OFFICAL RULES AND POLICIES publication.)

3 GAME PRELIMINARIES

3.1

3.2

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

A.

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 Class HH and H or 7 for Class 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 A and B, 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.

- 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 (nonstarter) 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 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 (2) 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.

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, except that a pitcher, once removed from that position as a result of a second mound visit, may not pitch again in that game.

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 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 for a player that has been ejected. An out must be declared in the batting order of the ejected player.

C. 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.

D. 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.

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. 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.

2. A pitcher remaining in the game but moving to a different position and not violating the two trips to the mound rule, can return as a pitcher anytime in remainder of the game, but only once in the same inning he/she was removed.

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.

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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

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- 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. 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

1. The home team will be the official scorekeeper.
2. The Umpire must have the official scorekeeper record starting time of the game. Time could become a deciding factor in a game.

B.

- 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

4.2 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.

4.3 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.

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4.7 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

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 7th or (6th for I, 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 I, 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 only, 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.)

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

- A.
- B.
- C.
- 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:** 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](#).

4. 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](#).

4.13

4.14

- 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 being warned 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

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. 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 conflicts 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. Protests 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.

4.20

4.21 Lightning

- A. 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.
- 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

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- 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

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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.

6.6 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.

6.7 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.

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.

6.9 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.

6.10 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 re-

corded 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-reentered 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 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 becomes injured or is ejected, the spot vacated in the batting order becomes an out for the remainder of the game. 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

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- 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.
- 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.
- 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 tags 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 base to 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 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. In 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.
- 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. **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.

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 8.01(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.

8.2 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.

- 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-1 through 6](#), 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.

8.4

8.5 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.

8.6 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.

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

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

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

8.10 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

1. 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.
2. A "DAY" is considered one calendar day for this purpose.
3. A pitcher may finish the current batter if THE DAILY PITCH LIMIT is reached during that at bat.
4. 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.
5. 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.
6. 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.
7. 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.
8. 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.

9. 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.

10. 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

1. A Pitcher may pitch 10 innings in a 60-hour period in Hot Stove games, starting time to the next scheduled game starting time.

2. 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.

3. The number of innings shall be determined by:

- a. Each putout is considered to be 1/3 of an inning.
- b. 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.

- c. 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.

4. 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. Pitchers will be bound by the sixty (60) hour pitching rule.

- C. 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.
- D. **Violation** of any part of Rule 8.10 regardless of when discovered, shall cause the game to be forfeited to the opposing team. If 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. (See additional **PENALTY** in [Rule 8.1. A.3](#))

9 THE UMPIRE

- 9.1 Umpire information can be found in the OFFICIAL RULES AND POLICIES publication.

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.
- 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.)
- 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.
- 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.
- M. No leading off or stealing.
- N. No balks
- O. The ball is dead from catcher to pitcher.
- P. No drop bat restrictions. No composite, two- or three-piece bats can be used, unless they 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 live 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 pitcher cannot pitch more than two innings in a 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 OHSBL TOURNAMENT RULES

11.1 All OHSBL Tournament Rules, Regulations and policies can be found in the OFFICIAL RULES AND POLICIES publication.

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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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