

BOYS “A” SENIOR LEAGUE BASEBALL RULES — 2013

All Rules are National Federation High School Rules WITH THE FOLLOWING EXCEPTIONS

1. Regulation game is 6 innings. In case of inclement weather or darkness, a game is official after 4 innings or 3½ with the home team in the lead.
 - A. Games must start with a minimum of 9 players on a team (and may finish with 8). If a team is short-handed, it may draw from its “farm team.” The “A” league coach must contact the coach of his “B” league farm team and advise him of its needs. Needed players would be drawn from the farm team. If the farm team cannot accommodate the coach’s needs, the coach may then ask any other coach from the “B” league for assistance. “A” league coaches MAY NOT contact players directly.
 - B. Call-up players MAY NOT pitch.
 - C. If a player on the “A” team’s roster shows up late or unexpectedly, the call-up player may still play. Coaches will use discretion when making their defensive lineup.
 - D. All players must bat.
 - E. No player can sit out more than one inning at a time and must play half of the game defensively.
 - F. There is a 15-minute forfeit rule; the minimum number of players must be ready to play by the time limit or the game will be forfeited; this rule will be strictly enforced (see appendix).
 - G. No new inning may start after 2 hours from the scheduled start time, NOT the actual start time.
 - H. Extra innings will be permitted only if time allows as per Rule 1-G.
 - I. No team may score more than 7 runs in an inning except in the 6th inning, in which a team may score unlimited runs until it is retired. In innings 1 through 5, play will be stopped once the 7th run is scored, regardless of the situation.
 - J. Once a game is official (see 1.), the 10-run rule will be in effect. The game will end if the trailing team is behind by 10 or more runs and has batted 4 times.
 - K. Leads, stealing and bunting are permitted.
 - L. The infield fly rule is in effect (see appendix) but must be called by the umpire.
 - M. Players MAY NOT be intentionally walked.

BOYS "A" SENIOR LEAGUE BASEBALL RULES — 2013 (continued)

2. PITCHING

- A. A player may pitch a total of 9 innings in a 7-day period.
- B. A player MAY NOT pitch more than 3 innings in one game; ONE pitch constitutes an inning.
- C. The strike zone will be called as armpits to bottom of knees.
- D. Any pitcher hitting 3 batters in a game must be removed from the mound.
- E. On a dropped third strike, the batter may advance to first base unless first base is occupied with less than 2 outs. With 2 outs, the batter may attempt to reach first base.
- F. Each pitcher will be given one warning before an official balk is called. Once a warning has been issued and a pitcher balks, any baserunners will advance one base.
- G. 2 visits to the mound in an inning by a coach will require that the pitcher be removed. A coach checking a player for injury does not count as a mound visit.
- H. Any player warming up a pitcher must wear a catcher's mask and chest protector.

3. GENERAL

- A. All players should wear a protective cup. Catchers MUST wear a protective cup.
- B. A player not showing loyalty to his team and desire to play is subject to not playing. Coaches should use discretion in applying this rule, and must make it known to the Site Supervisor that they plan to do so. The Site Supervisor will have final say in the matter.
- C. Throwing helmets, bats or any other equipment in anger at any time is an automatic ejection from the game WITH NO WARNING.
- D. Speed up rule: A courtesy runner for the catcher is optional and allowable with 2 outs. The replacement runner is the LAST player on the team at bat put out anywhere on the field.
- E. Coaches are responsible for players hustling on and off the field between innings and for making positional changes quickly.

BOYS "A" SENIOR LEAGUE BASEBALL RULES — 2013 (continued)

- F. Baserunners should make every effort to avoid contact with fielders. If, in the judgment of the umpire, a baserunner makes intentional contact with a defensive player, he will be called out and ejected from the game. See appendix for more information.
- G. Head-first slides ARE NOT allowed. A player MAY dive headfirst back to the base he already occupies.
- H. Players must be in full league-issued uniform. If a player is not wearing his complete uniform, the Site Supervisor will have final say as to whether he will be allowed to play. Coaches are responsible for making sure players and parents understand this rule. The league issues each player a hat, jersey, pants, belt and socks.
- I. Players MAY NOT wear jewelry of any kind.
- J. Players MAY NOT use metal cleats or spikes.
- K. Any player coaching first or third base MUST wear a helmet.

All rules above are determined and enforced in the spirit of recreation. In the event of any discrepancies, the Site Supervisor or Recreation Director(s) will have final say in the matter.

BOYS “A” SENIOR LEAGUE BASEBALL RULES — 2013; APPENDIX

INFIELD FLY RULE

When a batted ball results in a pop-fly to an infielder in fair territory that is considered by the umpire to be easily catchable, and there are runners on first and second bases or the bases are loaded with less than two outs, the umpire will call the infield fly rule. Once called, the batter is automatically out. If the ball is not caught, the batter is still out once the infield fly rule has been called. Baserunners can advance at their own risk either after the ball is caught (by tagging up) or after the ball hits the ground (tag-up not required). It is a coach's responsibility to teach his/her players that once the infield fly rule is called, they can be put out if they continue to advance on the bases. To avoid confusion and potential additional outs, the ideal strategy is to have the baserunners immediately return to the base they are occupying when the umpire calls the infield fly rule.

BASERUNNERS AND FIELDERS: INTERFERENCE AND OBSTRUCTION

A fielder has the right to be able to field a batted ball. A common misconception is that a baserunner “has a right to the basepath,” the misconception being that the basepath is an extremely narrow channel. A baserunner can run up to three feet inside of or outside of the ‘basepaths’ between first and second and second and third and not be called out for “going out of the basepath.” Baserunners should make every effort to AVOID a fielder making a play on a batted ball.

A baserunner who does not attempt to avoid a fielder making a play on the ball will be called for interference and declared out if, in the umpire's judgment, he did not make an effort to avoid interfering with the fielder.

However, fielders who are NOT making a play on a batted ball MAY NOT obstruct a baserunner by stationing themselves in his path or moving into his path. This will be considered obstruction, and the baserunner will be awarded the base toward which he was headed.

Similarly, a fielder MAY NOT “block” a base if he is not receiving a throw toward that base. For safety's sake, coaches should instruct players on straddling a base or positioning themselves to the side when receiving a throw to avoid injuries resulting from contact with sliding baserunners.

15-MINUTE FORFEIT RULE

For clarity's sake, a player is not considered “ready to play” if he is “on his way,” is in the parking lot, or is on the bench still putting on cleats or gear. When the 15-minute time limit is reached, a team must have the minimum number of players ready to begin play.