

**Arkansas Amateur Baseball Association**  
**AABA**  
**Sportsmanship First - Then Victory**



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# AABA JUNIOR AND TEENY PLAYING RULES

(SENIORS USE CURRENT OFFICIAL RULES OF BASEBALL)

## Table of Contents

SECTION 1.	<u>OBJECTIVES OF THE GAME</u>	2
SECTION 2.	<u>THE PLAYING FIELD</u>	2
SECTION 3.	<u>EQUIPMENT</u>	5
SECTION 4.	<u>DEFINITIONS OF TERMS</u>	6
SECTION 5.	<u>GAME PRELIMINARIES</u>	12
SECTION 6.	<u>STARTING AND ENDING THE GAME</u>	14
SECTION 7.	<u>UNSPORTSMANLIKE CONDUCT</u>	15
SECTION 8.	<u>HOW A TEAM SCORES</u>	15
SECTION 9.	<u>REGULATION GAME</u>	15
SECTION 10.	<u>PROTESTING A GAME</u>	17
SECTION 11.	<u>PUTTING THE BALL IN PLAY - LIVE BALL</u>	18
SECTION 12.	<u>THE BATTER</u>	19
SECTION 13.	<u>THE RUNNER</u>	22
SECTION 14.	<u>THE PITCHER</u>	28
SECTION 15.	<u>THE UMPIRE</u>	31
INDEX		33

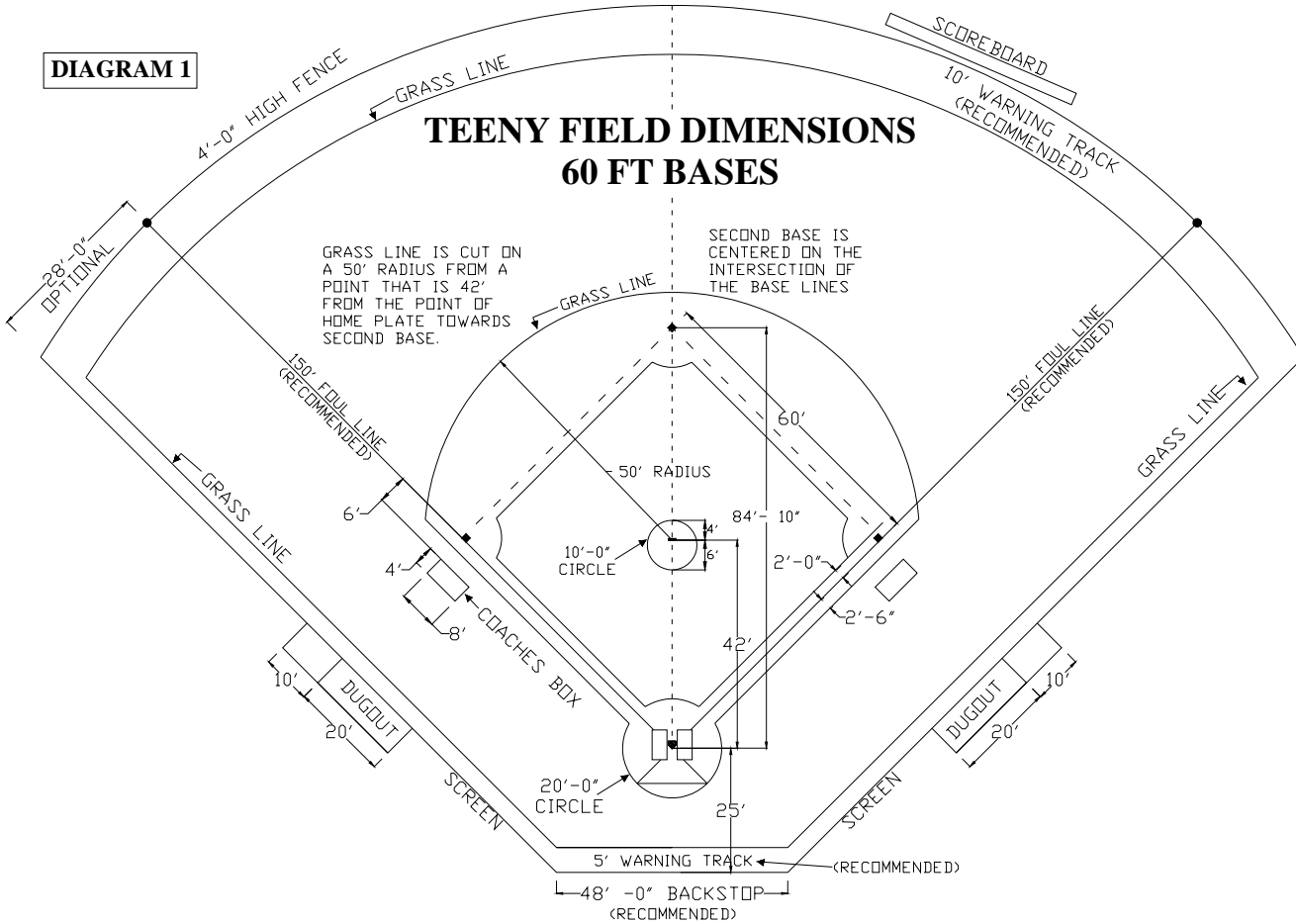
### **SECTION 1. OBJECTIVES OF THE GAME**

- A1. AABA baseball is a game between two teams of nine or ten players (See Rule E5) each, under direction of a manager and not more than two coaches, played on a regulation field in accordance with these rules, under jurisdiction of one or more umpires.
- B1. The object of each game is to win by scoring more runs than the opponent.
- C1. The winner of the game shall be that team which shall score, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

### **SECTION 2. THE PLAYING FIELD**

- A2. The field will be laid out according to Diagrams 1, 2 and 3 on pages 2 and 3. The infield shall be a 60 feet square in Teeny and a 70 feet square in Junior.
- B2. The outfield shall be the area between two foul lines formed by extending two sides of the square as in diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory should be 200 feet or more for Junior League and 150 feet or more for Teeny League.
- C2. The pitcher's plate shall be six inches above the level of home plate.
- D2. The infield and the outfield, including the boundary lines, are fair territory, and all other area is foul territory.
- E2. It is recommended that the distance from home plate to the backstop, and from the baselines to the nearest fence, stand, or other obstruction in foul territory should be 25 feet or more.
- F2. Base Distances
  - i. **TEENY LEAGUE** - When location of home plate is determined, measure 84 feet 10 inches to determine second base. From home plate measure 60 feet toward first base and from second base

measure 60 feet toward first base--the intersection of these lines establishes first base. From home plate measure 60 feet toward third base and from second base measure 60 feet toward third base--the intersection of these two lines establishes third base. The distance between first base and third base is 84 feet 10 inches. All measurements from home plate shall be taken from the point where first and third base lines intersect.

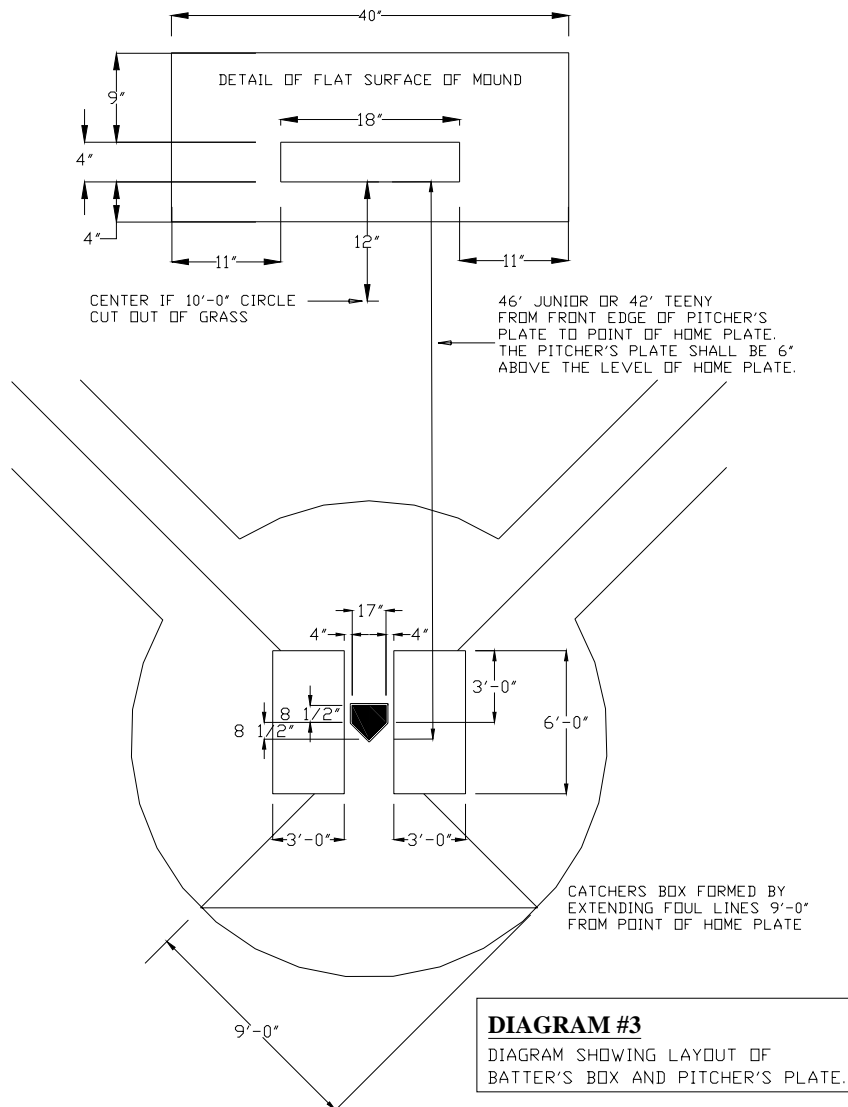


- ii. **JUNIOR LEAGUE** - When location of home plate is determined, measure 99 feet to determine second base. From home plate measure 70 feet toward first base and from second base measure 70 feet toward first base--the intersection of these lines establishes first base. From home plate measure 70 feet toward third base and from second base measure 70 feet toward third base--the intersection of these two lines establishes third base. The distance between first base and third base is 99 feet. All measurements from home plate shall be taken from the point where first and third base lines intersect.



The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home plate.

- N2. First, second, and third bases shall be 14 inches square and not more than 2 1/4 inches thick. First and third bases shall be entirely within the infield. Second base shall be centered on second base. Bases designed to disengage their anchor systems for safety purposes are permitted.



**NOTE:** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely. If there is continual action involving a subsequent runner, the base plate becomes the actual base for rendering of the umpire's decision.

- O2. The pitcher's plate shall be 18 inches by 4 inches rectangular. It shall be made of white rubber. It shall be set in the ground as shown in the diagrams.
- P2. The distance from the front side of the pitcher's plate and the rear point of home base shall be 46 feet for junior play and 42 feet for teeny play.
- Q2. The league shall furnish player's benches, one each for the home and visiting teams. Such benches should not be less than twenty-five feet from the base lines. They shall be protected by fencing or wire.

### **SECTION 3. EQUIPMENT**

- A3. The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five (5) nor more than 5 1/4 ounces and measure not less than nine nor more than 9 1/4 inches in circumference.

- B3. The bat used must meet Little League standards. (Refer to Little League Rule Book, not supplied) It shall be a smooth rounded stick and made of wood or other material tested and proved acceptable to Little League standards. It shall not be more than thirty-three (33) inches in length and not more than two and one quarter (2 1/4) inches in diameter and if wood, not less than 15/16" in diameter (7/8 inch for bats less than 30 inches) at its smallest part. The bats may be taped or fitted with a sleeve for a distance not to exceed 16 inches from the small end. A non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. No laminated bats shall be used. Colored bats are acceptable. An illegal bat must be removed.
- C3. Uniforms:
- i. All players on a team shall wear numbered uniforms identical in color, trim, and style.  
**Note:** The only exception is either a "A" player (affiliated team) playing in a "AA" game or a non-designated "AA" player (affiliated team) playing in a "A" game.
  - ii. Any part of an undershirt shall be of a uniform solid color (not white) for all players on a team.
  - iii. Sleeve lengths may vary for individual players, but the sleeves of each individual shall be approximately the same lengths.
    - a. No player shall wear ragged, frayed, or slit sleeves.
  - iv. Players must not wear watches, rings, pins, jewelry, or other metallic items.  
**EXCEPTION:** Jewelry that alerts medical personal to a specific condition is permissible.
  - v. Cast may not be worn during the game.
  - vi. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
  - vii. No player shall attach anything to the heel or toe of the shoe other than toe plate.
  - viii. Shoes with **metal spikes or cleats** are not permitted. Shoes with molded cleats are permissible. This includes managers and coaches.
  - ix. No part of the uniform may have tape or other material of a different color than the uniform.
  - x. Glass buttons or polished metal shall not be used on the uniform.
- D3. Gloves:
- i. The catcher must wear a catcher's mitt (Not a first baseman's mitt or fielders glove) of any shape, size, or weight consistent with protecting the hand.
  - ii. The first baseman may wear a glove or mitt not more than 12 inches long or 8 inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The glove may be of any weight.
  - iii. Each fielder other than the catcher and first baseman may wear a glove not more than 12 inches long or 7 3/4 inches wide, measured from the base of the thumb crotch to the outer edge of the glove. The glove may be of any weight.
  - iv. The pitcher's glove shall be uniform in color, including all stitching, lacing, and webbing. It shall not be white or gray.
  - v. No pitcher shall attach to the glove any foreign material of a different color than the glove.
  - vi. No pitcher shall wear sweatbands on the wrists.
- E3. Each league shall provide in the dugout or bench of the offensive team five- (5) or six -(6) protective helmets, which must meet NOCSAE specifications and standards. Use of the helmet by the batter, all base runners and player base coaches is mandatory. Use of a helmet by adult base coaches is optional. Each helmet shall have an exterior warning label.
- F3. Male catchers must wear the metal, fiber or plastic type cup, and a long-model chest protector. Female catchers must wear long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmet. Catcher's helmet must meet NOCSAE standards and specifications. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games.  
**NOTE:** Skull caps are not permitted.

#### **SECTION 4. DEFINITIONS OF TERMS**

**ADJUDGED** is a judgment decision by the umpire.

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

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

A **BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base. A balk is not called in Teeny play.

A **BALL** is a pitch, which does not enter the strike zone in flight and is not struck at by the batter.

**NOTE:** If the pitch touches the ground and bounces through the strike zone it is a ball. If such pitch touches the batter, the batter shall be awarded first base. If the batter swings at the pitch and misses, it is a strike. If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.

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

A **BASE COACH** is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BASE ON BALLS** is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A **BATTER** is an offensive player who takes his position in the batter's box.

**BATTER RUNNER** is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The **BATTER'S BOX** is the area within which the batter shall stand during his time at bat.

The **BATTERY** is the pitcher and catcher.

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

**NOTE:** In league play, the batting order may contain the entire roster of players. (League Option)

**BENCH OR DUGOUT** is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

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

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

A **CATCH** is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball, which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope, or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

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

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

A **COACH** is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

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

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

A **DOUBLE HEADER** is two regularly scheduled or rescheduled games, played in immediate succession.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

1. A force double play is one in which both putouts are force plays.
2. A reverse force double play is one in which the first out is made at any base and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

**DUGOUT** (See definition of **BENCH**)

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

**NOTE:** A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

**FAIR TERRITORY** is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home base, first base, and third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.

A **FORFEITED GAME** is a game declared ended by the umpire in chief in favor of the offended team by the score of 6 to 0, for violation of the rules.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory

beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

**NOTE:** A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

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

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

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

The **HOME TEAM** is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

**ILLEGAL** (or **ILLEGALLY**) is contrary to these rules. (See AABA Rules and By-laws)

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or any other act meeting the criteria established in Rule I14.

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

**INELIGIBLE PITCHER** - Applies to violations of Rule E10

**INELIGIBLE PLAYER** - A player on a team's park roster, but not on the tournament roster. A pitcher that has pitched more innings than allowed.

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

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair."

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

**NOTE:** If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul and remains foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

**NOTE:** There is no infield fly in Teeny play.

**IN FLIGHT** describes a batted, thrown, or pitched ball, which has not yet touched the ground or some object other than a fielder. If the pitch touches the ground and bounces through the strike zone it is a "ball". If such a pitch touches the batter, that batter shall be awarded first base. If the batter hits such a pitch, the ensuing action shall be the same as if the ball was hit in flight.

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

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half inning.

## **INTERFERENCE**

1. Offensive interference is an act by the team at bat, which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
2. Defensive interference is an act by a fielder, which hinders or prevents a batter from hitting a pitch.
3. Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.
4. Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.
5. On any interference the ball is dead.

**THE LEAGUE** is a group of clubs whose teams play each other in a pre arranged schedule under these rules for the league championship.

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

A **LIVE BALL** is a ball which is in play.

A **LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

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

1. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.
2. If a manager leaves the field, that manager shall designate a coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a team member as substitute manager.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. A fake tag is considered an obstruction.

**NOTE:** If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he/she must occupy his/her position to receive the ball, the fielder may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he/she can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes the fielder and he/she continues to lie on the ground and delays the progress of the runner, the fielder has very likely obstructed the runner.

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

**OFFICIAL RULES.** The rules contained in this book.

**OFFICIAL SCORER.** See "AABA Scoring Handbook"

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

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

**OVERSLIDE** (or **OVERSLIDING**) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

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

The **PERSON** of a player or an umpire is any part of his body, his clothing or his equipment.

A **PITCH** is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The pitcher's **PIVOT FOOT** is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"**PLAY**" is the umpire's order to start the game or to resume action following any dead ball.

A **QUICK RETURN** pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch. (See penalty for illegal pitch under Rule I14.)

**REGULATION GAME.** See Section 9

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

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A **RUN DOWN** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

"**SAFE**" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

**SET POSITION** is one of the two legal pitching positions.

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

A **STRIKE** is a legal pitch when so called by the umpire, which\_

- i. Is struck at by the batter and is missed;
- ii. Is not struck at, if any part of the ball passes through any part of the strike zone;
- iii. Is fouled by the batter when he has less than two strikes;
- iv. Is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike);
- v. Touches the batter's person as he strikes at it (dead ball);
- vi. Touches the batter in flight in the strike zone; or
- vii. Becomes a foul tip.

The **STRIKE ZONE** is that area over home plate, which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The Strike Zone shall be determined from the batter's usual stance when the swings at a pitch.

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

A **TAG** is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A **TIE GAME** is a regulation game, which is called when each team has the same number of runs.

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

**TOUCH.** To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

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

A **WILD PITCH** is one so high, so low, or so wide of the plate that the catcher cannot handle it with ordinary effort.

**WIND UP POSITION** is one of the two legal pitching positions

## **SECTION 5. GAME PRELIMINARIES**

B5. Before the game begins the umpire shall go over the ground rules of the park and determine the fitness of the balls to be used for the game.

C5. Before the game begins the umpire shall\_

- i. Require strict observance of all rules governing team personnel, implements of play, and equipment of players;
- ii. Be sure that all playing lines are marked with non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;
- iii. Receive from the home club a supply of regulation baseballs. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- iv. Be assured by the home club that additional balls are immediately available for use if required;
- v. Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when\_
  - a. A ball has been batted out of the playing field or into the spectator area;
  - b. A ball has become discolored or unfit for further use;
  - c. The pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

D5. No player shall intentionally discolor or damage the ball by rubbing it with soil, sandpaper, rosin, emery-paper, paraffin, licorice, or other foreign substances.

**PENALTY:** The umpire shall demand the ball and remove the offender from the game. In case the umpire can not locate the offender and the pitcher delivers the ball, the pitcher shall be removed from the game.

E5. A player in the starting lineup, including the extra player (EP), who has been removed for a substitute may re-enter the game once, provided:

- i. His or her substitute has completed one time at bat;
- ii. Substitute has played defensively for a minimum of six (6) consecutive outs;
- iii. A pitcher may not re-enter the game as a pitcher;
- iv. Only a player in the starting lineup may re-enter the game and must re-enter in the same batting position as his/her starting batting position.
- v. A substitute player may not re-enter the game after that player has been removed.
- vi. Should injury, illness, or ejection to a player prevent a team from fielding nine (9) players, the manager may insert a player previously used in the lineup. In this case the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

**NOTE (1):** When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the home plate umpire the player's position in the batting order and the home plate umpire shall notify the official scorer. The home plate umpire shall have the authority to designate their position in the batting order, if this information is not immediately provided.

**NOTE (2)** A team must have nine players to play or it is a forfeit.

- F5. Extra Player Rule (EP) -
- i. At the beginning of the game, each manager may list on the lineup card an extra player (EP) to bat throughout the game. This extra player must be designated on the lineup card as EP.
  - ii. Using an extra player is optional, but if one is used, it must be made known prior to the start of the game. If the extra player (EP) is used, the EP must be used the entire game and must remain in the same position in the batting order for the entire game.
  - iii. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter the game once, but must replace the substitute that entered in his/her place on the batting order.
  - iv. This extra player (EP) may enter the game as a defensive player, replacing another defensive player. The defensive player that the extra player (EP) replaces becomes the extra player (EP). However, both players will keep their original positions in the batting order.
  - v. In case of injury, illness or ejection to a defensive player and there are no subs available, the extra hitter (EP) shall take the defensive player's position on the field. The extra hitter (EP) will keep his/her original position in the batting order and an out will be recorded for the ill or injured player each time it is his/her time at bat.
- G5. If a team has more than nine (9) players (or ten (10) players if using an EP) listed on the lineup, a courtesy runner for the catcher may be used. This will not affect the eligibility of the courtesy runner to enter the game as a substitute.
- NOTE (1):** A team with only nine (9) players (or ten (10) players if using an EP) listed on the lineup may use the player making the last out as a courtesy runner for the catcher (with 2 outs), but is not mandatory.
- H5. A courtesy runner for the pitcher is optional. A courtesy runner cannot be in the batting order. This will not affect the eligibility of the courtesy runner to enter the game as a substitute.
- I5. The pitcher named in the batting order handed in to the umpire-in-chief, as provided in Rule A6 shall pitch to the first batter or any substitute batter until such batter or any substitute batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the home plate umpire's judgement, incapacitates the pitcher from further play as a pitcher.
- J5. If a pitcher is replaced, the substitute pitcher must pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is out, unless the substitute pitcher sustains injury or illness which, in the judgement of the home plate umpire incapacitates the pitcher from further play as a pitcher.
- K5. The manager shall immediately notify the home plate umpire of any substitution and the substitute's place in the batting order and the home plate umpire should announce the substitution.
- i. If no announcement of a substitution is made, the substitute shall be considered to have entered the game when--
    - a. If a pitcher, the substitute takes position on the pitcher's plate and throws one pitch to the batter with time in play.
    - b. If a batter, the substitute takes position in the batter's box.
    - c. If a fielder, the substitute reaches the position usually occupied by the fielder being replaced and play resumes.
    - d. If a runner, the substitute takes the place of the runner being replaced.
  - ii. Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.
- L5. Players, managers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.
- M5. The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event the two managers cannot agree, the president or a duly representative shall make the determination.
- N5. The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Such umpire shall not call the game until at least 30 minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.
- O5. Double Headers - A team may play doubleheaders. No team shall play 3 games in one day.
- P5. When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.
- Q5. The local league will establish ground rules to be followed by all teams in the league.

- R5. Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- S5. No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, umpires, and news photographers authorized by the league. 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.
- T5. 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 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.
- U5. Players and substitutes shall sit on the bench or in the dugout unless participating in the game or preparing to enter the game.  
**NOTE:** When batters or base runners are retired, they must return to the bench or dugout at once.
- V5. The local league shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

## **SECTION 6. STARTING AND ENDING THE GAME**

- A6. The manager of each team shall give one (1) copy of their batting order to the official scorekeeper and one (1) copy of their batting order to the opposing manager.
- B6. As soon as both teams have handed in their batting order and the umpires have taken their place on the playing field, the umpires are in charge of the playing field 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:** Rostered players who arrive at the game site after a game begins may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.
- C6. The players of the home team shall take their defensive positions, the first batter of the visiting team shall take position in the batter's box, the umpire shall call "Play" and the game shall start.
- D6. 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.
  - i. The catcher shall be stationed in the catcher's box. The catcher may leave that position at anytime to catch a pitch or make a play except that 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: Teeny League** Illegal pitch (See penalty for illegal pitch under Rule I14.) - **Junior League: Balk**
  - ii. The pitcher, while in the act of delivering the ball to a batter, shall take the legal position.
  - iii. Except the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.
  - iv. Except the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.
- E6. The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order except as covered by Rule D5.
- F6. The offensive team shall station two coaches on the field during its time at bat. One near first base and one near third base. Base Coaches shall:
  - i. Be eligible players in the uniform of their team; or one (1) adult manager or coach  
**APPROVED RULING:** Eligible players acting, as a base coach must wear a protective helmet while on the playing field.
  - ii. Remain within the coach's boxes at all times except as provided in Rule K13;
  - iii. Talk to members of their own team only.**NOTE:** An offending base coach shall be removed from the base coach's box.

## **SECTION 7. UNSPORTSMANLIKE CONDUCT**

- A7. No manager, coach, or player shall at any time, whether from the bench or the playing field or elsewhere--
- i. Incite, or try to incite, by word or sign, a demonstration by spectators;
  - ii. Use language which will in any manner refer to or reflect upon opposing players, coach, manager, an umpire, or spectators;
  - iii. Make any move calculated to cause the pitcher to commit an illegal pitch or balk.
  - iv. No player shall take a position in the batter's line of vision, with deliberate intent to distract the batter.
- PENALTY:** The umpire may first warn the player, coach and/or manager. If continued, remove the player, coach and or manager from the game or bench. If such action causes an illegal pitch, it shall be nullified.
- B7. When a manger, coach, or player is ejected from a game, they shall leave the field immediately and take no further part of that game. They may not sit in the stands and may not be recalled.
- C7. 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\_\_
- PENALTY:** The umpire shall order the offender out of the game and away from the spectator's area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The Coach or Manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

## **SECTION 8. HOW A TEAM SCORES**

- A8. One run shall be scored each time a runner legally advances to and touches first, second, third, and home base before three players are put out to end the inning.
- EXCEPTIONS:** A run is not scored if the runner advances to home base during a play in which the third out is made;
- i. by the batter-runner before touching first base;
  - ii. by any runner being forced out;
  - iii. by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
- APPROVED RULLING: One out, Jones on third, Smith on first and Brown flies out to right field for the second out. Jones tags up and scores after the catch Smith attempted to return to first but the right fielders' throw beat Smith to the base for the third out. But Jones scored before the throw to catch Smith reached first base. Hence, Jones' run counts. It was not a force play.
- B8. When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runners to advance, the umpire shall not declare the game ended until runner forced to advance from third has touched home base and the batter-runner has touched first base.
- C8. When a junior "A" team scores seven- (7) runs in any one inning, teams will change positions at that point. If more than seven -(7) runs are scored in any one inning, only seven- (7) runs will be recorded.
- EXAMPLE:** Team has 6 runs in first inning. There are runners on second and third. Batter hits a home run. The only run that will be recorded is the runner that was on third.
- D8. When a teeny team scores five- (5) runs in any one inning, teams will change positions at that point. If more than five- (5) runs are scored in any one inning, only five- (5) runs will be recorded.
- EXAMPLE:** Team has 4 runs in first inning. There are runners on second and third. Batter hits a home run. The only run that will be recorded is the runner that was on third.

## **SECTION 9. REGULATION GAME**

- A9. A regulation game consists of six innings in Junior play or five innings in Teeny play, unless extended because of a tie score, or shortened:
- i. because the home team needs none of its half of the last inning or only a fraction of it; or
  - ii. because the umpire calls the game.

- B9. If the score is tied after six complete innings in Junior play or five complete innings in Teeny play, then play shall continue until:
- i. The visiting team has scored more total runs than the home team at the end of a completed inning; or
  - ii. The home team scores the winning run in an uncompleted inning.
- C9. If a game is called, it is a regulation game -
- i. If four (4) innings have been completed;
  - ii. If the home team has scored in three or three and a fraction half innings than the visiting team has scored in four completed half innings;
  - iii. If the home team scores one or more runs in its half of the fourth inning to tie the score.
- D9. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall resume exactly where it left off.  
**NOTE:** All records, including pitching, shall be counted.
- E9. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.  
**NOTE (1):** If the visiting team has a lead of ten (10) runs or more, the home team must bat in it's half of the inning.  
**NOTE (2):** The local league may adopt the option of not utilizing this rule.
- F9. The score of a regulation game is the total number of runs scored by each team at the moment the game ends.
- i. The game ends when the visiting team completes its half of the last inning if the home team is ahead.
  - ii. The game ends when the last inning is completed if the visiting team is ahead.
  - iii. If the home team scores the winning run in its half of the last inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.  
**NOTE:** Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends immediately with the home team the winner.  
**EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the batter-runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.  
**APPROVED RULING:** The batter hits a home run out of the playing field to win the game in the bottom half of the last or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.
  - iv. A called game ends at the moment the umpire terminates play.  
**EXCEPTION:** If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations;
    - a. 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.
    - b. The visiting 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.
  - v. A regulation game that is tied after four or more completed innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with Rule A9 and Rule B9.  
**NOTE (1):** When tie game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has innings remaining in the incomplete game according to Rule B14.  
**NOTE (2):** For scorekeeping purposes, it shall be considered the same game, and all batting, fielding, and pitching records will count.

**EXAMPLE Rule F9:**

	1	2	3	4	5	6
Visitors	0	0	0	4	1	
Home	0	0	0	5		

Game halted in top of 5<sup>th</sup> inning on account of rain. Score reverts to last completed inning (4<sup>th</sup>) and the home team is the winner 5 to 4.

- G9. Tie games halted due to weather, curfew, or light failure 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.
- i. 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. Any player may be replaced by a player who was not in the game prior to halting the original game. No player once removed before the game was halted may be returned to the lineup unless covered by Rule D5.

**EXAMPLE:** Tie game halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game.

	1	2	3	4	5	6
Visitors	0	0	0	0	4	5
Home	0	0	0	0	4	

Game called in top of sixth inning, visiting team batting with two outs, no base runners - this is a tie game. Resume the game in the top of the 6<sup>th</sup> inning, visiting team at bat, two outs.

- H9. The umpire-in-chief shall order the playing field lights turned on whenever in such umpire's opinion darkness makes further play in daylight hazardous.
- I9. A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:
- i. 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 judgement, is unavoidable;
- ii. Refuses to continue play unless the game was terminated by the umpire;
- iii. Fails to resume play, after the game was halted by the umpire, within one minute after the umpire has called "Play";
- iv. Fails to obey, within a reasonable time, the umpire's order to remove a player from the game;
- v. After warning by the umpire, willfully and persistently violates any rules of the game.
- vi. Employs tactics designed to delay or shorten the game.

- J9. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision.

**NOTE:** A game may not be started with less than nine (9) players on each team.

- K9. If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision.

**NOTE:** A game may not be continued with less than nine (9) players on the team.

- L9. Forfeited games shall be so recorded in the score book and the score book signed by the home plate umpire. A written report stating the reason for the forfeiture shall be sent to the league president within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

## **SECTION 10. PROTESTING A GAME**

- A10. Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement.
- B10. Equipment, which does not meet specifications, must be removed from the game and shall not be the basis for protest.
- C10. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager, or acting manager, may not leave the dugout until receiving permission from an umpire.
- D10. Protests shall be made as follows:
- i. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire the game is being played under protest.
- ii. Following such notice the umpire shall consult with the associate umpires. If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. 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 announcement shall not affect the validity of the protest.

- E10. Protest made due to use of ineligible pitcher or ineligible player may be considered only if made prior to the final out of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.  
**NOTE:** Refer to Rule B14 concerning a pitcher who has pitched to many innings.
- F10. Any protest for any reason whatsoever must be submitted by the manager, first to the umpire on the field of play and then in writing to the local league president within 24 hours. The umpire-in-chief shall also submit a report immediately.
- G10. A committee consisting of the president, player agent, league's umpire-in-chief and one or more officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If protest is allowed, resume game from exact point when infraction occurred:  
**NOTE (1):** This rule does not pertain to charges of infractions of playing rules or regulations such as field decorum or actions of league personnel or spectators which must be considered and resolved by the Board of Directors.  
**NOTE (2):** All AABA officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately.  
**EXAMPLE:** Should a manager, official scorer, league official, or umpire discover that a player is ineligible at the beginning of 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.

## **SECTION 11.            PUTTING THE BALL IN PLAY - LIVE BALL**

- A11. At the time set for the beginning the game the home plate umpire shall order the home team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position the umpire shall call "Play".
- B11. After the umpire calls "Play" the ball is alive and in play and remains alive and in play until, for legal cause, or at an umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run, and no runs may be scored, except that runners may advance one or more bases as the result of acts that occurred while the ball was alive (such as, but not limited to, an overthrow, interference, or a home run or other fair ball hit out of the playing field).
- C11. The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.
- D11. The offensive team's objective is to have its batter become a runner, and its runners advance.
- E11. The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- F11. When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.
- G11. When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team (side retired).
- H11. If a thrown ball accidentally touches a base coach, or a pitched or a thrown ball touches an umpire the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.
- I11. The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out when;
- i. A pitched ball touches a batter or the batter's clothing, while in a legal batting position; runners, if forced, advance. (See Rule L12)
  - ii. The plate umpire interferes with the catcher's throw runners return. If catcher's throw gets the runner out, the out stands. No umpire interference.
  - iii. **Junior Only** - A balk is committed: runners advance. (See penalty for illegal pitch under Rule I14.)
  - iv. A ball is illegally batted either fair or foul; runners return.
  - v. A foul ball not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases.
  - vi. A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it passes an infielder other than the pitcher. Runner hit by a fair-batted ball is out.

**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 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; runners advance, if forced.

- vii. A pitched ball lodges in the catcher's or umpire's mask or paraphernalia; runners advance.
- J11. The ball becomes dead when an umpire calls "Time". The umpire-in-chief shall call "Time" -
  - i. When in said umpire's judgement, weather, darkness, or similar conditions make immediate further play impossible.
  - ii. When light failure makes it difficult or impossible to follow the play.
  - iii. When an accident incapacitates a player or an umpire.
    - a. If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as 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.
  - iv. When a manager request "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.
  - v. When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.
  - vi. When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field, or any other dead ball area. As pertains to runners, the provisions of Rule D13 (ii) shall prevail. If a fielder after making a catch steps into a dead ball area, but does not fall, the ball is alive and in play and runners may advance at their own peril.
  - vii. When an umpire orders a player or any other person removed from the playing field.
  - viii. Except in the cases in paragraphs (ii) and (iii)(a) of this rule, no umpire shall call "Time" when a play is in progress.
- K11. 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 position on the plate with possession of the ball.

## **SECTION 12.        THE BATTER**

- A12. Each player of the offensive team shall bat in the order that his or her name appears in the team's batting order.
- B12. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.  
**NOTE:** In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls or strikes shall start over.
- C12. The batter shall take position in the batter's box promptly when it is said batters time at bat.
- D12. The batter shall not leave that position in the batter's box after the pitcher has come to a set position or starts a windup.  
**PENALTY:** If the pitcher pitches the umpire shall call "Ball" or "Strike" as the case may be.
- E12. If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take a proper position before three strikes are called, the batter shall be declared out.
- F12. The batter's legal position shall be both feet within the batter's box.  
**APPROVED RULING:** The lines defining the box are within the batter's box.
- G12. A batter has legally completed a time at bat when put out or becomes a runner.
- H12. A batter is out when-
  - i. A fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
  - ii. A third strike caught (or Teeny Only - not caught) by the catcher;
  - iii. Bunting foul on a third strike;

- iv. An Infield Fly is declared;  
**APPROVED RULING:** There will be no infield fly in teeny play.
  - v. That batter attempts to hit a third strike and is touched by the ball;
  - vi. A fair ball touches said batter before touching a fielder;
  - vii. 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 runner-batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgement there was no intention to interfere with the course of the ball, the ball is alive and in play.
  - viii. 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 runner may advance;
  - ix. After hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
  - x. In running the last half of the distance from home base 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 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;
  - xi. An infielder intentionally drops a fair fly ball or line drive, with first, 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;  
**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.
  - xii. A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.
- I12. A batter is out for illegal action when-
- i. Hitting the ball with one or both feet on the ground entirely outside the batter's box.
  - ii. Stepping from one batter's box to the other while the pitcher is in position ready to pitch.
  - iii. 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 runner trying to score is called out for batter's interference.
- J12. BATTING OUT OF TURN
- i. A batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes a time at bat in place of the proper batter. (a) The proper batter may take 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.
  - ii. 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:
    - a. Declare the proper batter out;
    - b. 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.
  - iii. When an improper batter becomes a runner or is put out, and 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.
  - iv. 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 thus called out;
    - a. 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 an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.**APPROVED RULINGS**

- To illustrate various situations arising from batting out of turn, assume a first-inning batting order as follows:
  - Abel-Baker-Charles-Daniel-Edward-Frank-George-Henry-Irwin
1. PLAY (1) Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team's appeals.  
**RULING:** In either case, Abel replaces Baker, with the count 2 balls and 1 strike.
  2. PLAY (2) Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles.  
**RULING:** Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.
  3. PLAY (3) Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel.  
**RULING:** (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because the advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.
  4. PLAY (4) With the bases full and two out, Henry bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately or (b) after a pitch to George.  
**RULING:** (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Henry stays on third and three runs score. Irwin is the proper batter.
  5. PLAY (5) After Play (4) (b) above, George continues to bat. (a) Henry is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning?  
**RULING:** (A) Irwin became the proper batter as soon as the first pitch to George legalized Henry's triple; (b) Henry. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.
  6. PLAY (6) Daniel walks and Abel comes to bat. Daniel was an improper batter and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is proper batter. There is no appeal and a pitch is made to Abel. Daniel's walk is now legalized and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out, or becomes a runner. Edward does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but Daniel is on second base. Who is the proper batter?  
**RULING:** The proper batter is Edward. When the proper batter is on base, that batter is passed over, and the following batter becomes the proper batter.
- NOTE:** The umpire and scorekeeper shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind. (1) When a player bats out of turn, the proper batter is the player called out. (2) If an improper bats and reaches base or is out and no appeal is made before a pitch to the next

batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

- K12. 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-
- i. Four "balls" have been called by the umpire;
  - ii. The batter is touched by a pitched ball which the batter is not attempting to hit unless:
    - a. The ball is in the strike zone when it touches the batter, or;
    - b. 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 the batter is touched by a pitched ball which does not entitle that batter to first base, the ball is dead and no runner may advance.
  - iii. 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 elections 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 batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference;
  - iv. A fair ball touches an umpire or a runner on 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.
- L12. The batter becomes a runner when-
- i. A fair ball is hit;
  - ii. A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner in fair territory;
  - iii. A fair fly ball passes over a fence or into the stands. Such hit entitles the batter to a home run when all bases have been legally touched.
  - iv. A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and runners shall be entitled to advance two bases;
  - v. Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery or vines on the fence, or which sticks in a fence or scoreboard in which case the batter and the runners shall be entitled to two bases;
  - vi. 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;
  - vii. 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.

### **SECTION 13.        THE RUNNER**

- A13. A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.
- B13. In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Section 11, I11. In such cases, the runner may go directly to the original base.
- C13. Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- D13. Each runner, other than the batter, may, without liability to be put out, advance one base when-
- i. 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;

- ii. A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field or falls into any other dead ball areas;  
**NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.
  - iii. **JUNIOR ONLY** – There is a balk;
- E13. Each runner including the batter-runner may, without liability to be put out, advance-
- i. To home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches 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 a glove, cap or any article of apparel;
  - ii. Three bases, if a fielder deliberately touches a fair ball with a cap, mask or any part of that fielders uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril;
  - iii. Three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and batter may advance to home plate at that batter's own peril.
  - iv. Two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
  - v. Two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play;
  - vi. Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard or through or under shrubbery or vines on the fence; or it sticks in such fence, scoreboard, shrubbery or vines.
  - vii. 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 wire screen protecting spectators. The ball is dead. When such wild throw is in 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;  
**APPROVED RULING:** 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.
  - viii. One base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;
  - ix. One base, if the batter becomes a runner on a ball four 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, but can advance beyond first base at their own risk if the ball stays in play.
- F13. When obstruction occurs, the umpire shall call or signal "Obstruction".
- i. 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 judgement, 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 runner forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;
  - ii. 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 judgement, 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 judgement call.

**NOTE 2:** The catcher, without the ball in his/her 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 already in his/her possession.

G13. **JUNIOR ONLY** - If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

H13. Any runner is out when-

- i. Running more than three feet away from a direct line between bases to avoid being tagged, unless:
  - a. such action is to avoid interference with a fielder fielding a batted ball; or
  - b. after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or
  - c. the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;
  - d. The runner slides headfirst while advancing.

**APPROVED RULING (JUNIOR "AA" ONLY):** When a batter becomes a runner on third strike not caught, and starts for his bench or position, he may advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he is touched.

- ii. 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.

- iii. That runner is tagged, when the ball is alive, while off a base;

**EXCEPTION:** A batter-runner cannot be tagged out after overrunning or over sliding first base if said batter-runner returns immediately to the base.

**APPROVED RULING (1):** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.

**APPROVED RULING (2):** If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag, or the point marked by the dislodged bag.

- iv. Failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the first following pitch, or any play or attempted play. This is an appeal play;

**NOTE:** Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul-ball is caught.

- v. 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;

- vi. 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 advance, except runners forced to advance;

**EXCEPTION:** If a runner is touching a base when touched by an Infield Fly, that runner is not out, although the batter is out.

**NOTE 1:** If a runner is touched by an 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.

- vii. 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.

- viii. Passes a preceding runner before such runner is out;

- ix. After acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out;
- x. 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 overrunning 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;
- xi. 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.

I13. It is interference by a batter or a runner when-

- i. The batter hinders the catcher in an attempt to field the ball;
- ii. 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.
- iii. The batter intentionally deflects the course of a foul ball in any manner;
- iv. 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;
- v. 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;
- vi. 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;
- vii. If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event may bases be run or runs scored because of such action by a runner;
- viii. If, in the judgment of the umpire, a batter-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 shall also call out the runner who advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference;
- ix. In the judgment 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;
- x. With a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;
- xi. In running the last half of the distance from home base 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, interferes with the fielder taking the throw at first base or attempting to field a batted ball;
- xii. 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 a ball;
- xiii. 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 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.

J13. Any runner shall be called out on appeal-

i. After a fly ball is caught 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 a 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.

ii. With the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or a missed base, is tagged;

**APPROVED RULING (1):** No runner may return to touch a missed base after a following runner has scored.

**APPROVED RULING (2):** When the ball is dead no runner may return to touch a missed base or one abandoned after said runner has advanced to and touched a base beyond the missed base.

**PLAY A:** Batter hits ball out of park, or hits a ground rule double, and misses first base (ball is dead). The runner may return to first base to correct his mistake before touching second. But if the runner touches second, he/she may not return to first and if the defensive team appeals, the runner is declared out at first. (appeal play)

**PLAY B:** Batter hits a ground ball to shortstop, who throws wild into the stands (ball is dead). Batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before proceeding to second base. (appeal play)

iii. The runner overruns or over slides first base and fails to return to the base immediately, and said runner or the base is tagged;

iv. The runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.

**NOTE (1):** A runner forfeits his/her opportunity to return to home base when he/she enters the dugout 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 defensive players have left fair territory.

**NOTE (2):** An appeal is not to be interpreted as a play or an attempted play.

**NOTE (3):** Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (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 dugout.

**NOTE (2):** 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.

K13. 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.

L13. 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.

M13. **TEENY LEAGUE ONLY** - When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

- i. The violation by one base runner shall affect all other base runners-
  - a. When a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;
  - b. When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left;
    1. In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.
  - c. When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reached first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, which runner shall be removed from the base without a run being scored.

**NOTE:** See exceptions following this rule.

**EXCEPTION:** If at the conclusion of the play there is an open base, paragraphs (a) and (b) will apply.

**EXAMPLES:**

- 01 Runner on first leaves too soon, batter reaches first safely, runner goes to second.
- 02 Runner on second leaves too soon, batter reaches first safely, runner returns to second.
- 03 Runner on third leaves too soon, batter reaches first safely, runner returns to third.
- 04 Runner on first leaves too soon, batter hits clean double, runner goes to third only.
- 05 Runner on second leaves too soon, batter hits clean double, runner goes to third only.
- 06 Runner on third leaves too soon, batter hits clean double, runner returns to third.
- 07 All runners on base will be allowed to score when the batter hits a clean triple or home run, regardless of whether any runner left too soon.
- 08 Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third.
- 09 Runners on first and second, either leaves too soon, batter hits clean double, runner on first goes to third, runner on second scores.
- 10 Runners on first and third, either leaves too soon, batter reaches first safely, runner on first goes to second, runner on third remains there.
- 11 Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
- 12 Runners on second and third, either leaves too soon, batter reaches first safely neither runner can advance.
- 13 Runners on second and third, either leaves too soon, batter hits a clean double, runner on third scores, runner on second goes to third.
- 14 Runners on first, second and third, any runner leaves too soon, batter hits clean double, runners on second, third score, runner on first goes to third.
- 15 Bases full, any runner leaves too soon, batter reaches first safely on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.
- 16 Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch each runner will advance one base and a run will score.

**NOTE (1):** When an umpire detects a base runner leaving the base too soon, that umpire shall drop a signal flag or handkerchief immediately to indicate the violation.

**NOTE (2):** For purpose of these examples, it is assumed that the batter-runner remains at the base last acquired safely.

**JUNIOR LEAGUE ONLY:** Runners may lead off from any base at their own risk of being put out.

N13. NO HEADFIRST SLIDES are allowed except when returning to a base

**APPROVED RULING:** Penalty will be the runner shall be ruled out.

## **SECTION 14. THE PITCHER**

A14. Any player on the team roster may pitch in "AA" ball. No twelve- (12) year olds may pitch or catch in junior "A" play.

B14. A pitcher may not pitch more than 6 innings in two consecutive junior games or not more than 5 innings in two consecutive teeny "AA" games.

**NOTE:** This includes any officiated game, including pick-up games.

i. Delivery of a single pitch to a batter constitutes an inning pitched.

ii. If a pitcher pitches more than innings allowed, the game shall be restarted from the point the pitcher in question became ineligible with a new pitcher. The pitcher shall be removed from the game and a substitute inserted in his/her place. The illegal pitcher is out of the game and may not be re-entered.

**NOTE (1):** The umpire or either coach can have the innings verified.

**NOTE (2):** In case of no substitute refer to Rule L9 and Rule E5).

**NOTE (3):** The withdrawal of an ineligible pitcher after the pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. AABA officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

C14. A player once removed, as a pitcher may not pitch again in the same game.

D14. Not more than five (5) pitchers per team shall be used in one game.

**EXCEPTION:** In case of injury to a fifth pitcher an additional pitcher may be used.

E14. **JUNIOR LEAGUE ONLY** - 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.

i. 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:

a. Deliver the ball to the batter, or

b. Step and throw to a base in an attempt to pick off a runner, or

c. 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 a balk.

**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.

ii. The Set Position. Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. 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.

**NOTE:** 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. If the pitcher fails to make a complete stop, the umpire should immediately call a "Balk".

- iii. 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 with runners on base. (See penalty for an illegal pitch under Rule I14.)
- iv. If the pitcher commits an illegal pitch with the bases unoccupied, nothing shall be called, unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. A ball which 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 a balk with runners on base. (See penalty for illegal pitch under Rule I14.)
- v. 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.

F14. The pitcher shall not-

- i.
  - a. Bring the pitching hand in contact with the mouth or lips while in the 10 ft. circle surrounding the pitcher's plate;  
**PENALTY:** For violation of this part of the rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
  - b. Apply a foreign substance of any kind to the ball;
  - c. Expectorate on the ball, either hand, or the glove;
  - d. Rub the ball on the glove, person, or clothing;
  - e. Deface the ball in any manner;
  - f. 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;
  - g. Deliver a quick return pitch  
**PENALTY:** For violation of any part of this Rule F14, (b) through (g) umpire shall call "pitch a ball" and warn pitcher. If play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made immediately at end of 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 gloves or dust any part of the uniform with the rosin bag.
- ii. 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.
- iii. 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 pitch is repeated during the game, the umpire shall eject the pitcher from the game.

G14. When a pitcher takes position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher, or other teammate acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

H14. When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher received the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball".

**NOTE:** The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher returns the ball promptly to the pitcher, and that the pitcher takes position on the pitcher's plate promptly.

I14. An illegal pitch is when -

- i. The pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery;  
**NOTE: JUNIOR ONLY** – If a pitcher swings his free foot past the back edge of the pitcher’s rubber, he is required to pitch to the batter except to throw to second base on a pick-off-play.
- ii. The pitcher, while touching the plate, feints a throw to first base and fails to complete the throw;
- iii. The pitcher, while touching the plate, fails to step directly toward a base before throwing to that base;  
**NOTE: JUNIOR ONLY** – If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.
- iv. The pitcher, while touching the plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- v. The pitcher makes a quick pitch; Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box;  
**NOTE:** A quick pitch is an illegal pitch.
- vi. The pitcher delivers the ball to the batter while not facing the batter;
- vii. The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- viii. The pitcher unnecessarily delays the game;
- ix. The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch;
- x. The pitcher, while touching the plate, accidentally or intentionally drops the ball;
- xi. The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box.

**NOTE:** There is no balk in Teeny League play.

**NOTE:** A batter hit by a pitch shall be awarded first base without reference to the illegal pitch.

**JUNIOR PENALTY:** Balk; The ball is dead, and each runner shall advance one base without liability to be put out. If a play follows the illegal pitch the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play shall proceed without reference to the illegal pitch. In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

**APPROVED RULING:** A runner who misses the first base to which he/she is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

**NOTE:** Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire’s mind, the “intent” of the pitcher should govern. However certain specifics should be borne in mind:

- (a) Straddling the pitcher’s plate without the ball is to be interpreted as intent to deceive and ruled a balk.
- (b) 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.

**TEENY PENALTY:** If not intentional, nothing will be called. If in the umpire's judgement the illegal pitch was intentional, a no pitch shall be called and a warning shall be given to the pitcher on the first offense. On the second offense, a no pitch shall be called and a warning shall be given to the coach or manager that on the next offense the pitcher will be removed from the mound. However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play shall proceed without reference to the illegal pitch.

- J14. This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the foul line.
  - i. A manager or coach may come out once in one inning to visit with the pitcher.
  - ii. On the second trip out per pitcher in any one inning, the pitcher must be replaced.
  - iii. A manager may not confer with any other defensive player. The catcher may be included in the visit with the pitcher.

**NOTE:** If a pitcher leaves the mound and goes toward the base line to talk to a coach or manager, this will be considered a trip.

**APPROVED RULING 1:** At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

**APPROVED RULING 2:** If a coach or manager goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play, will be the same as the manager or coach going to the mound and will be counted as a trip.

**APPROVED RULING 2:** 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 purpose of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor same.

**K14. TEENY "A" PITCHING**

- i. A pitching machine will be used in lieu of live pitching.
  - a. A player pitcher will stand within eight (8) feet of the pitching machine on either side and even with or behind the pitching rubber.
- ii. There will be no walks.
  - a. The umpire shall declare a pitch not offered at by the batter a no pitch if in his/her opinion it was not in the strike zone.
  - b. The umpire shall declare a pitch not offered at by the batter a strike if in his/her opinion it was in the strike zone.
- iii. Each batter shall receive three (3) strikes.
- iv. Time shall be called when the ball is returned to the pitcher who shall have one foot in mound circle dirt, even with or behind the pitching rubber. In the case of dirt infields, the pitcher must be within an eight-foot radius of the pitching machine and behind the pitching rubber.
- v. The field umpire shall operate the pitching machine. The machine shall be set at 52% or 40 MPH on a Jugs, Jr. machine.
- vi. A batted ball, which hits the pitching machine, shall be declared a dead ball single. The batter will be awarded first base and all other runners shall advance one base.
- vii. A thrown ball inadvertently hitting the pitching machine, but not deflected by another fielder, will be declared a dead ball.

**SECTION 15. THE UMPIRE**

- A15. The league president shall appoint one or more umpires to officiate at each league game.
  - i. The umpire shall be responsible for the conduct of the game in accordance with these rules and for maintaining discipline and order on the playing field during the game.  
**Note:** The plate umpire in Junior play and Teeny "AA" play must wear mask, shin guards, and chest protector. Male umpires must wear protective cup.
- B15. Each umpire is the representative of the league and the AABA, and is authorized and required to enforce all of these rules and penalties. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
- C15. Each umpire has authority to rule on any point not covered in these rules.
- D15. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person or persons from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- E15. All umpires have authority at their decision to eject from the playing field
  - i. Any person whose duties permit that person's presence on the field, such as grounds keeper, photographer, newsmen, broadcasting crew members, etc. and
  - ii. any spectator or other person not authorized to be on the playing field.
- F15.
  - i. Any umpire's decision, which involves judgement, such as weather a batted ball is fair or foul, or weather a pitch is a strike or a ball, or weather a runner is safe or out, is final. No player, coach, manager, or spectator shall object any such judgement decisions.
  - ii. If there is reasonable doubt that an umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made to the umpire who made the protested decision.

- iii. If a decision is appealed, the umpire making the decision, may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- iv. No umpire may be replaced during a game unless injured or ill.
- G15. If there is only one umpire, that umpire has complete jurisdiction in administering the rules. The umpire may take any position on the playing field, which will enable said umpire to discharge all duties. (Usually behind the catcher, but sometimes behind the pitcher if there are runners.)
- H15. If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.
- I15. The umpire-in-chief shall stand behind the catcher. He is usually called the plate umpire. The umpire-in-chief's duties shall be to:
  - i. Take full charge of, and be responsible for, the proper conduct of the game.
  - ii. Call and count balls and strikes.
  - iii. Call and declare fair balls and foul balls except those commonly called by field umpires.
  - iv. Make all decisions on the batter.
  - v. Make all decisions except those commonly reserved for the field umpire.
  - vi. Decide when a game shall be forfeited.
  - vii. Inform the official scorer of the official batting order; and any changes in the lineups and batting order on request.
  - viii. Announce any special ground rules.
- J15. A field umpire may take any position on the playing field best suited to make impending decisions on the bases. A field umpire's duties shall be to:
  - i. Make all decisions on the bases except those reserved for the umpire-in-chief.
  - ii. Take concurrent jurisdiction with the umpire-in-chief in calling time, illegal pitches, or defacement or discoloration of the ball by any player.
  - iii. Aid the umpire-in-chief in every manner in enforcing these rules, excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.
- K15. If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no managers or players present. After consultation, the umpire-in-chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was mostly likely correct. Play shall proceed as if only the final decision had been made.
- L15. The umpire shall report to the league president within twenty-four hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons therefore.
- M15. When any manager, coach or player is disqualified for a fragrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall forward full particulars to the league president within twenty-four hours after the end of the game.
- N15. After receiving the umpire's report that a manager, coach, or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified.
- O15. Umpires shall not wear shoes with metal spikes or cleats.

**THE CURRENT AABA RULES AND BY-LAWS HAVE  
PRESIDENCE OVER THIS RULEBOOK.**

**Available on the web at:  
[www.aramba.net](http://www.aramba.net)**

## ***Index***

<b>Accidents to Player or Umpire Appeals</b>	E5.vi, F5.v, I5, JI5, L9, D14, J14,F15.iv Section 3, J12.i, J12.ii, J12.iii, J12.iv, H13.iv, H13.x, H13.xi, J13.ii, J13.iv, L13, K13
<b>Balk</b>	Section 3, D6, A7iii, I11iii, E12iii, D13iii, G13, E14i, E14ii, E14iii, I14
<b>Ball</b>	
When Called	Section 3
When Dead	Section 3, C5v, P5, S5, T5, B11, I11, J11, H12vii, H12.viii, H12.xi,, J12ii, B13, E13.viii, F13i, F13ii, G13.vi, H13vi, I13ii, I13vii, I13viii, I13xiii, J13ii, J13iv, K14.vi, K14.vii
When Live	S5, B11, C11, H11, I11, H112vii, J13.iv
<b>Balls</b>	
Official Game	A3, B5.iii, B5.iv, B5.v
Defacing, Discoloring	Section 3, C5, F14.i.a-f, J15ii
<b>Base Coachers</b>	
Restrictions	T5, F6
Number	F6
Accidental Interference	H11
<b>Batter</b>	
Becomes Runner	K12
Interference by	Section 3, S5, I12.vii, I12.viii, I12.x, K13
Interference With	K12iii, G13, I13
Out	T5, E12, G12, H12, I12, J12, H13vi
<b>Batter's Box</b>	Section 3, G2, I2, J5, C6, A11, B12, C12, D12, E12, F12, I12.ii, J12.i, I14.v
<b>Batting Order</b>	Section 3, E5, F5, H5, I5, K5, A6, B6, E6, G9i, A12, J12iv, I15vii
<b>Batting Our of Order</b>	J12
<b>Batting 10 Players</b>	See Extra Player - (EP)
<b>Casts</b>	C3.v
<b>Catcher</b>	
Interference By	K12.iii, F13.ii, G13
Interference With	I11ii, I11iii, I13.i
Position Of	Section 3, D6, M13, I14xi
<b>Courtesy Runner</b>	G5, H5
<b>Defacing, Discoloring Ball</b>	Section 3, C5v, D5, J15iiI
<b>Definitions</b>	Section 3
<b>Deflected Batted Ball</b>	I11vi, I13.vii, I13.viii, I13.xiii, K14.vi
<b>Delay of Game</b>	
By Batter	E12
By Pitcher	F14.ii, H14, I14vii
By Team	J9vi
Forfeit for Delay	J9
<b>Discipline of Team Personnel</b>	C5, Q5, F6, A7, B7, C7, L9, F14.i, F14.ii, F14.iii, B15, C15, D15, L15, N15
<b>Double Headers</b>	Section 3, O5
<b>Equipment</b>	
Athletic Supporter / Cup	F3, A15.i
Ball	A3
Bases	N1
Bats	A3
Benches / Dugouts	Section 3, R1
Chest Protector	F3
Gloves	D3
Helmets	E3, F3, G5
Home Base	M1, F1

Masks	F3, I11, E13, B14.i
Pitchers Plate, Mound	P1
Shoes and Toe Plate	C3.vii, C3.viii, O15
Uniforms	C3
<b>Equipment Rules</b>	
Observance of All Rules	B5
Not Left Lying on Field	Q5
Not Basis for Protest	A3, B10
<b>Extra Player (EP)</b>	E5, F5
<b>Fair Ball</b>	Section 3
<b>Fair Ball Bounces Out of Play</b>	L12.iv, L12.v, E13.vi
<b>Fielder Falls in Dugout</b>	Section 3 (Catch)
<b>Fielder's Choice</b>	Section 3
<b>Forfeited Games</b>	Section 3, L9, M9, N9, O9
<b>Ground Rules</b>	B5, Q5, I15.viii
<b>Illegal Pitch</b>	Section 3, D6, A7iii, I11iii, J12ii, E14iii, E14iv, F14ii, I14, J15
<b>Illegally Batted Balls</b>	Section 3
<b>Infield Fly</b>	Section 3, H12.iv, H12.xi, H13.vi
<b>Intentionally Dropped Ball</b>	H12.xi, I14x
<b>Interference</b>	
Defensive	Section 3, K12iii, G13, H13vii
Offensive	Section 3, I12.iii, H13, I13, K13
Spectator	Section 3, T5
Umpire	Section 3, I11.ii, I11.iv, I11.v, I11.vi, I11.vii, J12.ii, J12.iv, D13.i
<b>Junior Pitching</b>	Section 14
<b>Junior Scoring</b>	C8, B9
<b>Lights and Light Failure</b>	G9, K9, I11.ii, I11.vii
<b>Missed Base</b>	D13ii, J13ii
<b>Obstruction</b>	Section 3, F13
<b>Official Scorer</b>	Section 3, E5, G10, I15vii
<b>Overrunning First Base</b>	H13.iii, H13.x
<b>Penalties</b>	Section 3
<b>Pitcher</b>	
Not Re-enter Game as Pitcher	E5iii
Shall Pitch to First Batter	I5
Innings Allowed	F9.v, B14
Warming Up	K5
Pitching in Resumption of Game	H9
Legal Positions	E14,
Becomes Infielder	E14
Takes Signs	E14
Throws to a Base	E13.viii, E14.iii
Throws at a Batter	F14.iii
Preparatory Pitches	B14ii Note 3, G14
Visits by Manager or Coach	J14
<b>Pitching Machine</b>	K14
<b>Players Positions</b>	D6
<b>Playing Field</b>	Section 2
<b>Postponement / Suspension</b>	Section 9
<b>Protested Game</b>	Section 10
<b>Regulation Game</b>	Section 9
<b>Resuming Play After Dead Ball</b>	K11
<b>Restrictions On Players</b>	
No Fraternizing	K5
Barred From Stands	K5
Confined To Bench	T5
<b>Runner</b>	

Entitled to Base	A13, C13
Base Touching Requirements	Section 3, A8, B8, F9iii, F11, H12ix, K12, B13, C13, D13ii, E13i, F13i, H13, J13, L13
Advance of Is Out	D13, E13, F13 H11, I11.vi, H13, I13
Running Out of Line	H13.i
<b>Score of Games</b>	B8, F9
<b>Scoring Runs</b>	B1
<b>Spectators</b>	
Barred From Field	R5, U5
Touching Batted or Thrown Balls	S5
Actions Causing Dispute	Section 10
Not Mingling With	K5
<b>Strike</b>	Section 3, C11, D12, E12, H12ii, H12iii, J12i, K14iib, K14iii, F15, I15
<b>Strike Zone</b>	Section 3, K12iiNote, K14ii
<b>Substitutions</b>	E5, F5iii, G5, H5, I5, J5, K5, U5, E6, C7, B14ii, D15
<b>Teeny "AA" Pitching</b>	Section 14
<b>Teeny "A" Pitching</b>	K14
<b>Teeny Scoring</b>	D8, B9
<b>Ten Run Rule</b>	E9
<b>Tie Games</b>	B9, C9iii, F9.iii, F9v, G9
<b>Umpires</b>	Section 15
<b>Unsportmanlike Conduct</b>	Section 7, D15
<b>Wild Throws or Pitches</b>	J12ii, E13.vii, E13.viii, E13.x, J13ii, E14v, I14 Junior Penalty