

McMINNVILLE YOUTH BASEBALL/SOFTBALL REGULATIONS

A. THE LEAGUE

1. The league shall be governed by a program coordinator from the City of McMinnville's Recreation Department Staff. This coordinator shall appoint or hire managers, coaches, umpires, volunteers and staff. All volunteers shall complete a background check form.
2. Boundaries for this league shall include all those who reside within the McMinnville City limits as 'residents' and include the participation of 'Non-resident' players with an additional non-resident fee. Non-Resident teams must be approved by coordinator.
3. All players other than t-ball and Coach-pitch levels will wear conventional baseball uniforms. A full uniform constitutes a legal player.
4. Number of teams for each league will be determined by number of registrants.

B. THE TEAMS

1. The league shall establish the number of players on each team, but no team may have more than 15 players or less than 9.
2. Supervised Batboys/Batgirls are permitted. They must wear a batting helmet.
3. Any rostered player is eligible to play in tournaments outside of McMinnville.
4. If a team loses any player(s) during the current season through illness, injury, or other justifiable reasons, another player shall be obtained through the player agent, to replace the one lost, any are available. The playing ability of the player shall not be considered a justifiable reason for replacement. Team managers cannot acquire players on their own.
5. Any player wishing to change teams may petition the coordinator. Under no circumstance can the petitioning player select the team onto which they will be moved. The player in question may tryout but will be placed on a team with the greatest need.

C. THE PLAYERS

1. Any candidate in grades Kindergarten through 6 (current school year) and those pre-kindergarten players enrolling for kindergarten in the upcoming school year, shall be eligible to compete in McMinnville Youth Baseball.
2. Fastpitch Softball players will be placed on teams by recreation staff for all leagues. Current structure: Coed T-ball (pre-K), Coed Coach-Pitch (K), Rookie (1st/2nd grade) Majors (3rd/4th/5th) and Middle School (6th/7th/8th). No player evaluations for softball.
3. Every player on a team roster will participate in each game for a minimum of six (6) defensive outs. As teams will bat their roster in each game, inning-by-inning defensive substitutions can help managers accomplish this rule. Managers who do not follow this regulation may be subject to warnings and possible suspensions.

D. SELECTION OF PLAYERS

1. Youth Baseball players will be placed on teams by recreation staff for all leagues. Current structure: Coed T-ball (pre-K), Coed Coach-Pitch (K), Rookie (1st grade), Minors (2nd/3rd grade), Majors (4th/5th/6th grade).
2. Drafting of teams (if a draft is held) is dependent upon the previous year's standings, and each draft will be serpentine in nature. All drafts are confidential and only coaches may attend.
3. League drafts will be determined on a season-by-season basis by the Recreation Department.
4. Program coordinator will conduct draft and supply all team managers with a pre-draft player evaluation. Other drafting managers may supply information as well.
5. Teams may protect one Manager's child and one coach's child based on Program Coordinator approval. No team shall have more than two protected players on its roster at any given time.
6. Trades and/or draft adjustments can be made only with coordinator's approval.

E. THE PITCHERS

1. Any player on a team roster may pitch.

2. **Softball: Three** innings maximum per pitcher per game. A player may pitch in a maximum of six (6) innings per calendar week, Sunday through Saturday. Delivery of a single pitch to a batter constitutes having pitched in an inning.

Baseball: Pitch counts: Rookie 35 per game per pitcher; Minors 45 per game per pitcher; Majors 55 per game. Scorekeepers will keep track. Once the limit is reached the pitcher may complete the batter. Foul balls count as pitches.

3. A player once removed as a pitcher may **not** pitch again in the same game, except in Middle School softball.

4. There is no limit to the number of pitchers that can be used in a game.

5. Coaches are responsible for pitch counts and violations may result in forfeiture.

6. Pitches thrown in games declared 'no contest' or 'suspended' shall be charged against pitcher's eligibility for that week.

7. The pitcher shall not bring his pitching hand in contact with his mouth or lips while in the circle surrounding the pitching rubber. Violation shall call for Umpires to call a ball or balk.

8. To pitch at a batter's head is unsportsmanlike and highly dangerous. Such action receives the highest condemnation and possible ejection. Umpires will act without hesitation in enforcement of this rule.

9. Managers or coaches may make one visit to the pitcher in each inning, at the foul line closest to the defensive team's dugout. The second trip in an inning requires removal of pitcher. Managers and coaches are prohibited from making a second visit while the same batter is at bat. Time outs for team huddles mid-inning will be considered a trip to the mound.

MAJOR and MINOR LEAGUE PITCHERS

1. There are two legal pitching positions, the Windup position and the 'Set' or 'Stretch' position. Either may be used at any time. In either case, the pitcher shall take signs from the catcher while standing on the pitching plate. The pitcher must face homeplate.

2. Pitchers may disengage the rubber after taking signs but may not step quickly onto the rubber and pitch. The umpire may judge this as a quick pitch. When the pitcher disengages the rubber, he must drop his hands to his sides.

3. THE WINDUP POSITION. The pitcher shall stand facing the batter, his 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 his delivery of the ball to the batter commits him to the pitch without interruption or alteration.

4. With his 'free' foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side of the pitcher's plate.

5. If a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in a windup position. He may deliver the ball to the batter, step and throw to a base to pick-off a runner, or disengage the rubber. In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position. If he does it is a balk.

6. THE SET POSITION. The set position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and **coming to a complete stop.** From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming the Set Position, the pitcher may elect to make any natural preliminary motion such as that known as 'the stretch.' But he shall come to the Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

7. The pitcher, following his stretch, must (a) hold the ball in both hands in front of his body and (b) **come to a complete stop**. This must be enforced. Failure to make a complete stop constitutes a balk.
8. Any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. The pitcher shall step '**ahead of the throw**.' If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.
9. Balks are called if there are runners and the pitcher, while touching the plate, makes any motion naturally associated with his pitch and fails to make such a delivery. If the 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. A balk will be called if the pitcher, while touching the plate, feints a throw to first base and fails to complete the throw, or if he fails to step directly toward a base before throwing to that base. A balk will be called if a pitcher feints or makes a throw to an unoccupied base.
10. The pitch will be considered illegal if the pitcher delivers the ball to the batter while he is not facing the batter, or if he makes any motion naturally associated with his pitch while he is not touching the pitcher's plate, or if he feints a pitch without having the ball. It will be an illegal pitch if the pitcher, while touching his plate, accidentally or intentionally drops the ball.

F. SCHEDULES

1. Program Coordinator will prepare all schedules based on field availability. In some cases the volunteer coach's schedule will be considered.
2. Each team will have a minimum of 8 (eight) scheduled games. Double headers for make-up games may occur for Major League or Middle School Softball.
3. Schedules **must** be arranged so that season, including tournaments will end by August 1.
4. Copies of all schedules must be posted at field sites and available to all participants.
5. **Volunteer coaches are obligated to commit their efforts to completing the schedule.** Coaches are NOT empowered to cancel games or pull their players from the field.

G. ON-FIELD DECORUM

1. The actions of players, managers, coaches, umpires and league officials must be above reproach. All volunteers will be asked to complete a coaching application and be committed to the coaching effectiveness guidelines.
2. Uniformed players, managers, coaches and umpires only shall be permitted within the confines of the playing field just prior to and during games. This includes the dugout areas. Except for the batter, base runners, the player 'on deck' and coaches, all players shall be on their benches in their dugouts or in the bullpen areas when the team is at bat. When the team is on defense, all reserve players shall be on their benches or bullpen areas.
3. Adult base coaches are permitted. Batboys or girls allowed providing they wear helmets.
4. A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.
5. A spectator entering the field of play without the umpire's permission, including the case of an injury, may be ejected from the park and face possible actions if verbal or physical threats occur. On-field player's safety is the priority.
6. The use of tobacco and alcoholic beverages in any form is prohibited in our park facilities.
7. Family pets are not allowed at any of our game sites.

H. THE MANAGERS AND COACHES

1. These volunteers must reflect an understanding of the age group they supervise.
2. They must be aware that they are an example to those with whom they work, and demonstrate an appreciation for the philosophy of the McMinnville Youth Baseball/Softball program, cooperating with others in making the program mutually beneficial to all participants.
3. They must show by example that they respect the judgment and the position of authority of the umpire, and instill in their players a respect for the authority of adult leaders in the league.
4. They must exercise their leadership role adequately while leaving the game in the hands of the players.
5. They must encourage their players at every opportunity while instilling a desire to compete and to improve, yet understanding that the giving of best efforts is paramount.
6. Coaches must encourage good health habits and care of equipment.
7. Coaches are at no time empowered to end a contest or to pull their players from the playing field due to any disagreement with officials or opponents.
8. The team manager is responsible for the conduct of his/her players, assistant coaches, parents and fans at all times. Parents must read and sign the PARENT CODE OF CONDUCT.
9. Each team will keep a scorebook. The home team scorebook is the official record. Scorekeepers should communicate throughout the game to ensure that the books match.

OFFICIAL PLAYING RULES

A. OBJECTIVES OF THE GAME

1. McMinnville Youth Baseball/Softball is a game between two teams of nine players each, under direction of approved adult supervision, played on a regulated field under jurisdiction of one or more umpires.
2. The object of the game is to win by scoring more runs than the opponent. The winner of the game is the team that has scored more runs at the conclusion of a regulation game.

B. THE PLAYING FIELD

1. The length of the basepaths shall be 65 ft. for Majors Baseball, 60 ft. for Minors Baseball, Majors Baseball, Majors Softball, Middle School Softball, Rookie Baseball, Rookie Softball, T-Ball, and Coach-Pitch will play on 50-foot basepaths.
2. Pitching distances shall be: 46 feet for Majors Baseball, 40 feet for Minors Baseball and Middle School Softball, 35 feet for Rookie Baseball and Majors Softball, and 30 feet for Rookie Softball.
3. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be 200 feet.
4. The pitcher's plate shall be above the level of homeplate for Minors and Majors baseball.
5. The batter's box shall be rectangular, 6 feet by 3 feet. The inside line, if used, shall be parallel to and 4 inches away from the side of home plate.
6. The coaching box shall be 4 by 8 feet and not closer than 3 feet from the foul lines.
7. Home plate shall have a regulation 17-inch edge facing the pitcher.
8. First, second and third base shall be firmly attached to the ground. The first and third base bags shall be entirely within the infield. 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. Umpires will then judge on the safety of continuing play.
9. The pitcher's plate shall be a rectangular slab of whitened rubber 18 inches by 4 inches.
10. The ball used must meet McMinnville Youth Baseball standards. It shall weigh not less than five (5) nor more than five and one-fourth ounces, and measure not less than nine (9) nor more than nine and one-fourth inches in circumference. Softball and Baseball Minors will use appropriate safe-soft balls.

11. The bat used must meet McMinnville Youth Baseball standards. It shall not be more than thirty-two (32) inches in length. All bats supplied by the McMinnville Parks and Recreation Department will be considered legal bats. Players may bring their own regardless of size and weight but must be labeled as BPF 1.15 or less for baseball and BPF 1.20 for softball. An umpire may judge if a bat is illegal and that bat will not be allowed. Wooden bats are legal. At umpire's discretion any questionable bat may be disqualified.

C. THE UNIFORM

1. All players on a team shall wear numbered uniforms identical in color, trim and style, with sponsor's name. Any part of the undershirt exposed to view shall be of solid color, not white.
2. The league will provide each team with a distinctive uniform, and each player must wear the full uniform to play, otherwise player will be declared 'out of uniform' and ineligible. Shirts must be tucked in at all times. Teams are not allowed to alter uniforms.
3. No player shall wear ragged, frayed or slit sleeves.
4. No part of the uniform shall include a pattern that imitates the shape of a baseball.
5. Toe plates for pitchers are legal.
6. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.
7. Players must not wear watches, rings, pins, jewelry or other metallic items.
8. Casts-Plaster may not be worn during the game.
9. The catcher for Majors Baseball must wear a catcher's mitt. The catcher for baseball teams must wear a protective cup.
10. The first baseman may wear a glove or mitt not more than 12 inches long from top to bottom and not more than eight inches wide across the palm.
11. The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.
12. No pitcher shall wear sweatbands or batting gloves.
13. Catchers (male) must wear the fiber or plastic type cup. Catchers must wear long model chest protectors with neck collar, throat guard, shin guards and a catcher's helmet, all of which must meet McMinnville Youth Baseball standards. Catchers must wear a mask, throat protector and catcher's helmet during practice, pitcher warm-ups and all games.

D. GAME PRELIMINARIES

1. The umpires shall require strict observance of all rules governing team personnel, implements of play and equipment of players. Safety is their highest concern.
2. The umpires shall be the sole judge of the fitness of the balls to be used in the game.
3. No player shall intentionally discolor or damage the ball by rubbing it with soil, paraffin, licorice, sandpaper, emery-paper or other foreign substances.
4. The umpire shall demand the damaged ball and remove the offender from the game.
5. The umpire shall make all determinations as to field safety and playability once the game has begun. It shall be his call to suspend or cancel any game due to weather or darkness.
6. **All teams will bat their roster.** In the event of an injured batter, no out will be declared from that batting spot and the next listed batter will bat. In case of an injury, a courtesy runner can be permitted. The courtesy runner will be the player in the order to have made the last out.
7. All players must play a minimum of six (6) defensive outs in the field. Batting the roster requires that no pinch hitters, or lineup substitutions need take place. Free, inning-by-inning substitution can take place.
8. 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.
9. No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, umpires or others 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 interference and no runners on base may advance. The batter is out.

- Should an overthrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.
10. When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in the umpire's opinion will nullify the act of interference.
 11. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.
 12. Three bases will be awarded when a player deliberately touches a fair ball with his cap, thrown mitt, mask or any part of his uniform detached from its proper place on his person. There is no penalty if the ball is not touched, however, this is considered unsportsmanlike behavior and may result in a warning and/or ejection from the game.
Overthrown balls are considered out of play once they pass the white 'out of play' lines down the outfield and dugout fences. Baserunners are awarded the advance of two bases from the origin of the play.

E. STARTING AND ENDING THE GAME

1. The umpire shall meet the opposing managers at home plate. Lineups must be exchanged and ground rule questions may be asked. From that moment, the umpire has sole authority to determine when a game shall be called, halted or resumed.
2. Home team, first team listed on the game schedule, will **always** reside in the third base dugout. The visiting team, which will bat first, **always** resides in the first base dugout. Each team is permitted 15 minutes of infield practice prior to the game, home going first, as long as the game can be started on time.
3. When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.
4. The catcher shall be stationed directly back of the plate. The catcher may leave that position at any time to catch a pitch or make a play.
5. Except for the pitcher and the catcher, any fielder may be stationed anywhere in fair territory.
6. Except for the batter, or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.
7. The offensive team may have two coaches in the coaching boxes during the game. They must remain within the boxes at all times, talk to members of their own team only. An offending coach may be removed from the coaching box and game.
8. No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere incite, or try to incite, by word or sign, a demonstration by spectators.
9. No manager, coach or player shall use language, which will in any manner refer to or reflect upon opposing players, manager, coaches, an umpire or spectators.
10. No fielder shall take a position in the batter's line of vision with the deliberate intent to distract the batter. Such offenders shall be removed from the game.
11. When a manager, coach or player is ejected from a game, they **must** leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. The league also reserves the right to take action above and beyond an ejection as it sees fit in keeping with program goals.
12. When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues the umpire shall order the offender out of the game and away from the spectator's area. If the umpire cannot detect the offender or offenders, the bench may be cleared of all players. Failure to leave area will result in forfeitures and suspensions.

F. HOW TEAMS SCORE

1. A 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. A run is not scored if the runner advances to home base during a play in which the third out is made.
2. A regulation game consists of six innings, unless extended because of a tie score. If the score is tied after 6 complete innings, play continues until game completion or time limit.

3. If a game is called, it is a regulation game if four innings have been completed. If a game is called before it has become a regulation game, the umpire shall declare it 'No Game.'
4. If after **four (4)** complete innings, one team has a lead of ten (10) runs or more, the game shall be conceded. This is the 'Ten run rule'.
5. The game ends when the visiting team completes its half of the sixth inning if the home team is ahead. The game ends when the sixth inning is completed if the visiting team is ahead.
6. A called game ends the moment the umpire terminates play.
7. A game may be forfeited by the umpire-in-chief when a team fails to obey within reasonable time the umpire's order to remove a player from the game or after warning by an umpire, a team willfully and persistently violates any rules of the game, or employs tactics designed to delay or shorten the game.
8. **RUN LIMITS PER INNING:** Rookie baseball: 5 runs per inning. Minors and Majors baseball: 6 runs per inning maximum (including final inning). Rookie and Majors softball: 4 runs per inning (including final inning). Middle School softball: 6 runs per inning (including final inning).

G. PROTESTING A GAME

1. Protests 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 judgment**. Equipment which does not meet league specifications must be removed from the game and shall not be the basis for a protest.
2. Protests shall be made as follows: The protesting manager shall immediately, and **before any succeeding play begins**, notify the umpire that the preceding play is being protested. Following such notice the umpire shall consult with the associate umpire and the on site supervisor. The protested play will be resolved at that point and the decision made will allow for no further protests. Games will not be played under protest. The decision of this committee is final.
3. Officials and managers are urged to take precautions to prevent protests. When a situation is imminent, potential offenders should be notified immediately. Such action should not be delayed until infraction occurs.
4. Our primary effort is to maintain good sportsmanship. Protests should keep this mind.
5. Coaches are not empowered to remove their team from the field in protest. Any such action will result in a forfeit and the removal of the coach as an active volunteer.

H. PUTTING BALL IN PLAY

1. After the umpire calls 'play' ball is alive and remains alive until umpire's call of 'time' suspends play. While ball is dead, no player may advance or be put out, no runs may be scored except that runners may advance one or more bases as the results of acts which occurred while ball was alive, as in balk, overthrows, or interference.
2. Three legal outs constitute an end of an inning.
3. If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.
4. The ball becomes dead and runners advance if forced if a pitched ball touches a batter, or batter's clothing while in a legal batting position.
5. The ball becomes dead if the plate umpire interferes with the catchers' throw attempting to prevent a stolen base, runners must return. If catcher's throw gets the runner out, the out stands with no umpire's interference.
6. If a balk occurs, runners advance. See Balk Rules for Major League.
7. The ball becomes dead if a fair ball touches a runner or an umpire in fair territory before it touches an infielder including the pitcher. A runner hit by a fair ball is out. If a fair ball goes through or by an infielder and touches a runner immediately back of said infielder, or touches runner after being deflected by infielder, the ball is in play and umpire shall not declare the runner out. Umpire must be convinced that the ball has passed through or by infielder and that no other infielder had a chance to make a play on the ball.

8. Ball becomes dead if lodged in catchers or umpire's mask or paraphernalia, runners advance.
9. Umpire shall call 'time' when an accident incapacitates a player or an umpire. The umpire may call 'time' for a substitution, a conference, to examine the ball, or to consult with a manager or fellow umpire.
10. When a fielder, after catching a fly ball, falls into a bench or stand, or falls into spectators, ball is dead and runners advance one base.

I. THE BATTER

1. Each player shall bat in the order their name appears in the team's batting order. The first batter 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.
2. The batter shall not leave that position in the batter's box after the pitcher comes to a set position, or starts a windup.
3. If the batter refuses to take position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call 'strike' on each such pitch.
4. The batter's legal position shall be both feet within the batter's box.
5. A batter has legally completed a time at bat when put out or becomes a runner.
6. The batter is out when:
 - a. A fair or foul fly ball is legally caught by a fielder;
 - b. A third strike is legally caught by the catcher; (Majors baseball)
 - c. A dropped third strike requires tag of batter or put out at first base, (Majors baseball)
 - d. Bunting foul on third strike;
 - e. An infield fly is declared;
 - f. Batter attempts to hit third strike and is touched by the pitched ball;
 - g. A fair ball touches said batter before touching fielder;
 - h. After hitting or bunting fair ball, while holding bat, bat hits the ball a second time in fair territory. Ball is dead and no runner may advance. If batter/runner drops bat and ball rolls against bat in fair territory with no intention to interfere with course of ball, the ball is alive and in play;
 - i. After hitting fair ball, the batter/runner intentionally deflects the course of the ball in any manner while running to first base. Ball is dead and no runners advance;
 - j. After hitting fair ball, batter/runner is tagged before reaching first base.
 - k. In running the last half of the distance from home to first base, while the ball is being fielded to first base, the batter/runner runs outside or inside of the three foot line, and in the umpire's judgment in so doing interferes with the fielder taking the throw;
 - l. an infielder intentionally drops a fair fly ball or line drive, with bases occupied before two are out. The ball is dead and runners shall return to their original base.
 - m. A preceding runner intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.
7. A batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box, or for 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 plate.
8. A batter is out when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. The umpire shall declare the proper batter out on appeal, and not allow the offending batter to bat again.
9. Batter becomes runner when four 'balls' have been called.
10. Batter becomes runner when touched by a pitched ball which batter is not attempting to hit unless ball is in the strike zone when it touches the batter, or, if the batter makes no attempt to avoid being touched by the ball. If the ball is in the strike zone when it touches batter, pitch is called a strike. A ball hitting the ground first and then striking a batter will constitute a HBP.

11. Batter becomes runner when the catcher or any fielder interferes with the batter. If play follows interference, manager may advise umpire of decision to decline interference penalty and accept the play.
12. Batter becomes runner when a fair ball is hit.
13. A fair ball, after touching the ground, bounds into stands, or passes through, over or under a fence, scoreboard, shall entitle runners to advance two bases. This is also the case for any bounding ball deflected by fielder into stands or out of play.
14. A batter may be declared an out for a thrown bat but only after a first offense warning.

J. THE RUNNER

1. In advancing the 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 ball is dead.
2. Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the second (trailing) runner shall be out when tagged, with preceding runner entitled to base.
3. Runner may advance on a balk. No ball is called on the batter with runners on base.
4. Runner may advance three bases if fielder deliberately throws a glove and touches a fair ball.
5. Runner may advance two bases if 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.
6. Runner may advance two bases if fielder deliberately throws a glove at thrown ball.
7. Runner may advance two bases when a thrown ball goes into the stands, or into bench, or over or under or through a field fence. The ball is dead. When such a wild throw is the first play by an infielder, the governing rule is by position of runners at the time the ball was pitched; in all other cases the governing rule is by the position of the runners at the time of the throw.
8. Runner may advance one base if ball, pitched to batter, or thrown by pitcher from the position on pitcher's plate to catch a runner goes into stands or out of play. Ball is dead.
9. When 'obstruction' is called the ball is dead and all runners shall advance to the bases they would have reached, in the umpire's judgment, if there had been no obstruction.
10. A runner is out when running more than three feet away from direct line between bases to avoid being tagged, unless such action is to avoid interferences with fielder fielding a batted ball. A runner is out when he does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.
11. A runner is out when intentionally interfering with a thrown ball, or hinders fielder attempting to make a play on batted ball.
12. A runner is out attempting to score on a play in which the batter interferes with a play at home base before two are out. With two, interference puts batter out and no score counts.
13. A runner is out when he passes a preceding runner before such runner is out.
14. A runner is out after legal possession of base, if runner runs bases in reverse order for purpose of confusing defense.
15. A runner is out when failing to return at once to first base after overrunning or oversliding that base. If attempting to run to second the runner is out when tagged. If after overrunning or oversliding first base, the runner starts to dugout, or toward position and fails to return to first base at once, that runner is out on appeal, when said runner or base is tagged. In umpire's judgment this must be an aggressive move to second base, not merely turning the wrong direction.
16. The runner is out if in running or sliding for home base, runner fails to touch home base and makes no attempt to return to base, when a fielder holds ball in hand while touching home base and appeals to umpire.
17. It is interference if the base coach at third or first, by touching or holding the runner, physically assists that runner in returning or leaving that base.
18. It is interference if with a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder.

19. Penalty for interference: dead ball, runner is out.
20. Runner is out after fly ball is caught and runner fails to retouch the base before said runner or base is tagged. No appeal play exists therefore the umpire will call the runner out immediately following a dead ball.
21. Runner is out on any missed base. No appeal play exists therefore the umpire will call the runner out immediately following a dead ball.
22. If an umpire does not see a missed base, there is no appeal and no call will be made.
23. The players, coaches, or any member of an offensive team shall vacate any space needed by fielder who is attempting to field a batted or thrown ball.
24. When a pitcher is in contact with pitching plate and in possession of ball and catcher is in catcher's box ready to receive delivery of ball, base runners shall not leave their bases until the ball has been delivered and crosses the plate in the Minors and Rookie baseball leagues. A violation by one base runner shall affect all other base runners.
25. When a base runner leaves early and batter does not hit the ball, the runner is permitted to continue. If a play is made on runner and runner is out, the play stands. If runner reaches safely that runner must be returned to base occupied before pitch was made with no out results. This applies to Minors and Rookie baseball only.
26. When base runner leaves early and batter hits or bunts ball within the infield, no run shall be allowed to score. If three runners were on base and batter reaches first base safely, each runner shall advance one base except the runner who occupied third base, who shall be removed from the base without a run being scored. No out is charged. This applies to Minors and Rookie baseball only.
27. **MAJOR LEAGUE BASERUNNING:**
Once the ball is live, baserunners may lead off base at their own risk. They may run toward the next base at any time and are subject to having a play made on them. All other rules apply. Headfirst slides returning to original bases are the only times such slides may be used. Baserunner may not ask for time-out unless on the base.
28. Batting and running helmets **must** be worn while on the playing field. If the ball is live, players may not remove their helmets while on the playing field. Upon the first offense, both teams are warned; upon the second, an out is declared. Enforcement of this rule will **never** result in an ejection.
29. There is no MUST-SLIDE RULE. However, **the runner must avoid contact or collision**, and if found in the umpire's judgment to have intentionally created contact when not sliding in an attempt to jar the ball loose is out and may be ejected from the game. A legal, hard slide at a base that dislodges the ball is legal. Sliding is a legal play in all leagues.

K. THE PITCHER (see supplemental rule sheets for Softball pitching rules)

1. Pitchers shall take signs from catcher while standing on the pitcher's plate. To deliver the ball pitchers may use windup or set position.
2. Windup position has pitcher facing batter, 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 pitcher's natural movement commits him to pitch without interruption or alteration. The pitcher shall raise either foot from the ground only to deliver ball to batter, and said pitcher may take one step backward and one step forward with free foot.
3. Set position has pitcher facing batter as with windup with free foot in front of the pitcher's plate. This is also known as pitching from the 'stretch.' See **MAJOR LEAGUE AND MINOR LEAGUE PITCHERS.**
4. If a pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball.
5. 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 any throw by an infielder.
6. The pitcher shall not bring the pitching hand in contact with the mouth or lips while in the circle surrounding the pitching mound. Umpire shall call a ball.

7. The pitcher shall not apply a foreign substance of any kind to the ball. The pitcher shall not expectorate on the ball, the hand or the glove.
8. The pitcher shall not rub the ball on clothing, person or glove, or deface the ball in any manner.
9. The pitcher shall not 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.
10. The pitcher shall not intentionally pitch at the batter. If such violation occurs, umpire shall warn pitcher and manager that another such pitch will mean immediate ejection.
11. At the beginning of each inning the pitcher will be allowed not more than six (6) warm up pitches to the catcher. Such warm up time shall not consume more than one minute. If an emergency or injury causes a pitcher to be summoned into the game without an opportunity to warm up, the umpire shall allow the pitcher as many pitches as the umpire deems necessary.
12. When bases are unoccupied, pitcher shall deliver the ball to the batter within 20 seconds after receiving it. Each time pitcher delays the game by violating the rule, the umpire shall call 'ball,' after the first warning.
13. A balk shall be called when the pitcher, while touching the pitcher's plate, makes any motion associated with the pitch and fails to make such delivery.
14. A balk shall be called when the pitcher feints a throw to any base while touching the pitcher's plate.
15. A balk shall be called when the pitcher makes an illegal pitch, or delivers the ball to the batter while not facing the batter, or not touching the pitcher's plate.
16. A balk shall be called for unnecessary delays of game, following an initial warning.
17. A balk shall be called if the pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch.
18. A balk shall be called if the pitcher, while touching the plate, accidentally or intentionally drops the ball.
19. Managers or coach may visit the pitcher at the foul line. The second visit to any one pitcher in any one inning requires the pitcher's immediate removal.
20. The manager or coach is prohibited from conferring with any other defensive player. The catcher may be included in visit with the pitcher.

L. THE UMPIRE

1. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
2. The umpire shall wear proper equipment.
3. The umpire is a representative of the league and is authorized and required to enforce all rules. Each umpire has the authority to order a player, coach, manager, spectator or league official to do or refrain from doing anything that affects the administering of these rules and to enforce the prescribed penalties.
4. The umpire has authority to rule on any point not specifically covered in these rules.
5. The 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 persons from the playing field.
6. An umpire's judgment decision is final. No player, coach or manager shall object to any such judgment decisions. An initial warning should be taken seriously.
7. If there is reasonable doubt that any umpire's decision may be in conflict with rules, the manager may respectfully question and ask that a correct ruling be made. Such a request must be made only to the umpire who made the questioned decision. If the decision requires discussion, 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 or by the on-site program coordinator.
8. Other than rules conflicts, no appeals may be made. There is no appeals process for baserunning plays. If a runner misses a base the umpire will call the runner out once the ball is dead. If a runner misses a base and the umpire does not see it, there is no call.
9. No umpire shall be replaced during a game unless injured or ill.

10. When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language or gestures, or an assault upon an umpire, manager, coach or player, the umpire shall forward all information to program coordinator. Upon receipt of this report program coordinator will decide the further extent of the penalty imposed.

M. DEFINITION OF TERMS (listed alphabetically)

APPEAL, act of claiming violation of rules. There is no formal appeal play in MYB/SB.
BALK, an illegal act by pitcher
BALL, pitch which does not enter strike zone in flight and struck at by batter
BASE, one of four points which must be touched by runner in order to score a run
BASE ON BALLS, award of first base to batters who receive four pitches outside strike zone
BATTER, offensive player taking position in batter's box
BATTER/RUNNER, offensive player who has just finished an at bat and becomes base runner until out or play ends
BATTER'S BOX, area in which batter must stand during at bat
BATTERY, pitcher and catcher
BUNT, batted ball not swung at, but intentionally met with bat and tapped slowly
CALLED GAME, game which umpire terminates play
CATCH, act of fielder securing possession in hand or glove of ball in flight, firmly held before touching the ground
CATCHER, fielder who takes position back of home base
DEAD BALL, ball out of play because of legally created temporary suspension of play
DOUBLE PLAY, defensive play in which two offensive players are put out as a result of continuous action
FAIR BALL, batted ball that settles on fair ground between home and first or third base, or that touches bases
FIELDER, any defensive player
FIELDER'S CHOICE, act of fielder who handles fair grounder and throws to another base in an attempt to put out preceding runner
FLY BALL, batted ball that goes high into the air
FORCE PLAY, play which runner legally loses right to occupy base by reason of batter becoming a runner
FORFEITED GAME, game declared ended by umpire
FOUL BALL, ball batted into foul territory
FOUL TIP, batted ball going directly to catcher's hands and is legally caught
GROUND BALL, batted ball that rolls or bounces close to ground
HOME TEAM, team which takes field first, occupies third base dugout
INFIELD FLY, fair fly ball which can be caught by infielder with ordinary effort, when first and second, or bases filled exist, before two are out
INNING, portion of game within which teams alternate on offense and defense
INTERFERENCE, act by team which obstructs, impedes, hinders or confuses any fielder attempting to make a play
LINE DRIVE, sharply batted ball direct from batter to fielder
LIVE BALL, ball which is in play
OBSTRUCTION, act of fielder who, while not in possession of ball or not fielding a ball, impedes progress of runner
OFFENSE, team at bat
PENALTY, application of these rules following illegal act
PITCH, ball delivered to batter by pitcher
PIVOT FOOT, foot which is in contact with pitcher's plate
PLAY, is umpire's order to begin play
RUN, score made by offensive player
RUNDOWN, act of defense in attempt to put out runner between bases
RUNNER, offensive player advancing to any base
SAFE, declaration by umpire that runner is safe
STRIKE, legal pitch which is either swung at and missed, not struck but passes through strike zone, fouled before two strikes or bunted foul with two strikes
STRIKE ZONE, space over home plate which is between batter's armpits and top of knees
SUSPENDED GAME, game called to be completed at later date

TAG, action of fielder in touching base or player while holding ball in hand or glove
THROW, act of propelling ball with hand and arm
TIME, announcement by umpire of legal interruption of game
WILD PITCH, one so high, or low or wide it cannot be handled

SAFETY CODE FOR YOUTH BASEBALL/SOFTBALL

1. The City of McMinnville is responsible for safety procedures.
2. The City of McMinnville will have means to arrange for emergency medical services.
3. No games or practices would be held when weather or field conditions are not good, particularly when lighting is inadequate.
4. Play area should be inspected frequently for holes, damage, glass or other foreign objects.
5. Only players, managers, coaches, bat boys/girls and umpires are permitted on the playing field during game and practice sessions.
6. Batting team is responsible for retrieving foul balls batted out of play.
7. All players should be alert and watching the batter on each pitch.
8. Equipment should be inspected frequently. Equipment must fit properly.
9. Batters must wear protective helmets during practices as well as during games.
10. Male catcher must wear catcher's helmet, model chest protector, supporter and protective cup at all times.
11. At no time should 'horse play' be permitted on playing field.
12. Players must not wear watches, rings, pins, jewelry or other metallic items.
13. The City of McMinnville reserves the right to declare any player an 'at risk' player based on physical skills or a handicap that might make them susceptible to injury.
14. Catchers must wear catcher's helmet, facemask and throat guard in warming up pitchers. This applies between innings and in the bullpen practice.
15. There is no MUST-SLIDE RULE. However, **the runner must avoid contact or collision**, and if found in the umpire's judgment to have intentionally created contact when not sliding in an attempt to jar the ball loose is out and may be ejected from the game. A legal, hard slide at a base that dislodges the ball is legal. Sliding is a legal play in all leagues.
16. Headfirst slides are illegal unless the baserunner is attempting to 'dive back' to a base during a pick-off play.
17. Batting helmets must be worn by batting team at all times while on the playing field.